

ECLIPSE PHASE

SECOND EDITION

Overrun



POSTHUMAN STUDIOS

A GATECRASHING OPS ADVENTURE

Overrun

is a gatecrashing op
for Eclipse Phase

A mission to re-establish contact with an exoplanet terraforming station twists from investigation to survival horror when the local xenolife becomes hostile.



- ▶ **Introductory Scenario:** **Overrun** is a stand-alone adventure designed for Gatecrashing Ops team.
- ▶ **Campaign Play:** Guidelines for Firewall, Gatecrashing, and Criminal Ops groups.
- ▶ **Locations:** Details Teragula – an exoplanet beyond the pandora gates – its hostile marrow swamps, and the frontier terraforming outposts there.



ECLIPSE **PHASE**
SECOND EDITION

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ECLIPSE

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PHASE SECOND EDITION

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HOW TO USE THIS BOOK

We've highlighted key information so you can easily find it. We've also marked each of these highlights with an icon, signifying what kind of information it contains. The icons we use are:



Observations → These call out specific Perceive, Research, Know, and Rep Tests that the player characters (PCs) can make to acquire information, as well as other clues and search functions.



Actions → These are skill tests and other actions the PCs can perform to make progress within the adventure.



Stress → These icons denotes any situations that may call for *Stress Tests* (▶229, EP2).



GM Notes → These notate surprises, secrets, and other key information for the GM.

OVERRUN

«« A GATECRASHING ADVENTURE



WELCOME TO TERAGULA

The player characters (PCs) are visiting an exoplanet terraforming platform in an alien swamp when an outbreak of parasitic native life begins infesting the station's crew. *Overrun* is a concise *Eclipse Phase* scenario, perfect for one-shots and convention games.

SITREP

The PCs are sent through the Vulcanoid Gate to Terraforming Platform Ganges-4, located in the marrow swamps of equatorial Teragula, fourth planet from its star. It's a chill, damp, overcast locale, and remote from any other transhuman habitation. No one wants to be assigned here for long. The PCs are looking for information on what happened to Platform Allegheny-6, a nearby terraforming platform operated by the same corporation, Brokenridge. Allegheny-6 recently went dark with no explanation from the management. The agenda, however, turns from investigation to survival as security alarms flash all over the platform's public AR channels.

THE CHARACTERS

For new players and convention games, this scenario is best run using the gatecrashing team — Astika, Jinx, Shrike, and Whisper — from the sample characters provided in *Eclipse Phase Second Edition* (► 90–93, EP2). If you have more than 4 players, the others can choose freely from the other sample characters.

Of course, the players can also provide their own characters, particularly if you are working this scenario into an ongoing campaign. You're going to want a couple of PCs that can fight, at least one good with tech (particularly Hardware: Electronics and Hardware: Industrial), and one skilled in Know: Astrobiology.

This scenario assumes the PCs are conducting this investigation at the behest of Firewall. Ideas for incorporating non-Firewall PCs are included under *Getting In* ►4.

An alternative option is to use some of the NPCs provided (►22). Ernesto Ernesto, Frank, Linard, Nogumi, Nat, and Stevedore can all be adopted as PCs for this adventure.

BACKGROUND

TerraGenesis Incubator World Varis is currently being terraformed in stealth mode. It is the fourth and only (semi-)habitable planet in a system otherwise populated by a sun-like, main-sequence star, some gas giants, and three other rocky and unremarkable terrestrial planets. "Varis" was a name developed by a marketing committee. Everyone living in the system, however, continues to refer to the place as Teragula, the moniker assigned to it by the first gatecrashers to explore here.

TerraGenesis has big plans for Teragula, but it is not yet ready to promote to a wider audience of prospective colonists. The atmosphere is deficient in oxygen, but the planet otherwise has the chemistry needed to support a self-sustaining transhuman colony. By cracking water at an array of fusion-powered electrolysis plants in the planet's abundant wetlands, the terraforming corp plans to have breathable air within a few decades. At the same time, an ambitious plan is underway to sequester carbon from the planetary atmosphere, resulting in clear skies warmed by an orbital mirror array instead of greenhouse gases. Large-scale efforts to introduce plant life will follow, once a good environment for photosynthesis has been established.

The resources required for terraforming efforts on this scale are massive, and TerraGenesis already has their hands full with other exoplanets, so their cooperative congress made the controversial decision to subcontract some of the work out to other hypercorps.

Terraforming Platform Allegheny-6 is one of nineteen similar platforms operated by Brokenridge Terraforming, a Martian subcontractor. All of the platforms (named after Earth rivers) are situated in the sprawling marrow swamps that cover much of Teragula's surface. Four days ago, contact was lost with Allegheny-6. Brokenridge sent a team to the site, but what they found has been hushed up.

Brokenridge has a lot of hyperelite investment tied up in this project, and they didn't want to raise hackles among investors by making any public announcement when Allegheny-6 went dark. They also don't want to attract any attention from TerraGenesis, as they've been using indentures for terraforming work, which violates their contract (involuntary labor goes against the cooperative's mondragon principles). Brokenridge's field managers in the Varis system have been ordered to keep it a local affair. Allegheny-6 is only a day's travel from Ganges-4 by hovercraft, and the problem is about to spread.

MISSION THEATER: TERAGULA

Teragula is distant from its star—a bit farther than Mars from Sol—but abundant greenhouse gases have left it nonetheless a cool-to-temperate, muggy, dim world of sullen, orange skies. The sub-polar regions are ringed by boreal mushroom forests. The rest of the planet's land area is covered by the so-called "marrow swamps"—malodorous, stagnant wetlands dotted with islands formed from rotted fungi.

The marrow swamps get their name from the cartilaginous growths emerging here and there from the soupy brown waters. These soft, slimy, vertebrae-like structures form arches and coral-like, branching spires. They extend underwater as well. The growths aren't organisms in and of themselves. Rather, they seem to be a byproduct of the swampwater's incredibly rich nutrient soup, which teems with both micro-organisms and things that might be organisms if the entire waters of the swamp were viewed as one giant cell. Free-floating genetic material, its purpose unknown, and complex proteins not belonging to any distinct organism in the local ecosystem are among the water's other properties. The function, if any, of the cartilaginous growths is unknown.

Teragula's surface gravity is a comfortable 0.7 g. The atmosphere isn't toxic, but is very young and doesn't contain enough oxygen for baseline transhumans, causing them to asphyxiate in a few minutes. Beyond a breather, however, no protective equipment is needed.

The atmosphere's queer deficiency in oxygen, given the abundance of water, stems in part from a dearth of plant life. Photosynthesis is a rare niche adaptation in Teragulan organisms. The microbes, fungi, and cartilaginous coral-analogs of the swamps don't have a respiration cycle that produces oxygen, nor do the animal-analogs that feed on them.

For the animal analogs, this means life histories that seem lethargic by Earth standards. Long lifespans punctuated by similarly slow reproductive cycles are the norm. Now, transhumanity is about to encounter the implications of this norm in the lifecycle of Teragula's most unpleasant denizen—the hookbladder.

HOOKBLADDER INFESTATION

Hookbladders are an aquatic, jellyfish-like animal, named for their single hard body part, an incredibly light, hard, ten-centimeter hook of horn-like material located near the animal's single reproductive/digestive opening. Specimens are translucent sacs 40–50 centimeters in diameter, with a radial body plan and fine tentacles ending in feathery feelers. The hookbladder's observed feeding behavior is to anchor itself by hooking its prey's flesh and then enveloping all or part of it.

The TerraGenesis and Brokenridge colonies have been on Teragula for less than two standard years. The hookbladder's full lifecycle takes six. For most of this time, hookbladders are no more than a nuisance to transhumans, occasionally inflicting painful hook cuts on the careless.

When they enter the active period of their reproductive cycle, though, hookbladders become much more interesting. Able to swim rapidly and propel themselves up to 4 meters into the air using jets of water, the hookbladders seek hosts. The hookbladder attempts to hook a victim and then envelop most of its head, leaving only the mouth exposed. It then compels its host to kill other animals and collect their corpses.

When enough corpses have been collected, the hookbladder asphyxiates the host atop its victims. It then bursts, spraying thousands of eggs over the entire heap, adding its own body to feed its young. The larvae hatch within hours, gorging themselves for days before dropping into the water to begin the aquatic part of their lifecycle.

All over Teragula, hookbladders are entering into this murderous stage of their life cycle. The terraforming workers at Allegheny-6 were the first to experience this dangerous infestation of native xenofauna—and the first to be wiped out by it. Unluckily for the PCs, the next station due to be swarmed by hookbladders is Ganges-4. Even as the PCs fight for their lives, the phenomenon will erupt into full bloom planetwide.

MAJOR NPCs

As the PCs work to survive the onslaught, they can be helped and hindered by several NPCs ▶22:

- **Ernesto Ernesto:** A former submarine pirate on Europa, this neo-pig is now a convict laborer working for Brokenridge. He is frequently reprimanded for insubordination and currently held in the brig.
- **Estes Chung:** As the platform's administrative manager, Chung's primary concern is not making waves with his corporate superiors. He falls prey to a hookbladder early on.
- **Frank:** Ernesto's neo-pig brother, also a convict indenture, secretly carries the AGI Nat in a ghost rider module.
- **Kerensky:** The station's security chief is a die-hard Brokenridge loyalist. She dies early on while attempting to flee in a hovercraft.
- **Linard:** A disgruntled Extropian terraforming engineer, Linard has a reputation for being argumentative and obnoxious. He is injured but survives the initial attack, holes up at the reactor, and calls for rescue. His only concern, however, is his own skin.
- **Nat:** Nat is an AGI and Firewall vector. She is the source of Firewall's intel. To get closer to the situation at Allegheny-6, she struck a deal with Frank & Ernesto.
- **Dr. Meg Nogumi:** A xenobiologist assigned to study Teragula's native life. She survives the first wave and hides on a rooftop. She is terrified, but can be a useful set of eyes or provide scientific advice for the PCs.
- **Stevodore:** This strangely human-acting general-purpose auto-mech bot is one of the few on the station that is not shut down by Brokenridge's termination commands when the assault begins.

SETUP

The adventure starts, like many do, with a simple job.

GETTING IN

There are several ways to incorporate the PCs into the scenario, depending on whether they are Firewall agents, simple gatecrashers, or something else.

Gatecrashers

As gatecrashers, the PCs take a job to deliver needed supplies to Brokenridge's Allegheny-6 outpost. It's not a glamorous gig, but it pays the bills—or perhaps the PCs are performing a quick favor owed to a contact. Once on Teragula and en route to the platform, however, they are given instructions to stop at the Ganges-4 platform and wait there for further instructions. No explanation or time estimates are given, and Brokenridge's authorities stonewall attempts to gather more information. The PCs are either killing time or contemplating "borrowing" a hovercraft to finish their gig when the scenario begins.

Firewall Agents

Word about the Allegheny-6 platform's sudden radio silence and a possible cover-up has reached Firewall. Proxies with hypercorp ties were able to quickly infiltrate the PCs onto the nearby platform Ganges-4, posing as terraforming scientists. You can roleplay this out (see *Mission Briefing* ► next column) or simply jump to them being at the Ganges-4 outpost (recommended for one-shot play).

The sentinels are tasked to investigate the fate of Allegheny-6—and their cover identities/duties should send them there—but the PCs are quickly informed that travel to the nearby platform is temporarily restricted due to an "unscheduled security exercise." No one seems to know or be willing to divulge anything more.

NPC Pre-Gens

If the players are using the terraforming worker NPCs as their PCs, they have a choice. They can choose to be unassuming employees of who are sadly not expecting zombifying invertebrate parasite breeding season, they can choose to be Firewall sentinels deployed here as outlined above, or they can be a mix of sentinels and workers thrown together.

Other

A little more effort is required for non-Firewall campaigns. Criminal PCs might be captured and sentenced to indentured labor on Teragula, or they may be sent by a cartel looking to corner the black market on a new colony. Corporate PCs or spies may be sent to review business opportunities with Brokenridge or assess/sabotage TerraGenesis's terraforming efforts. Scrapper PCs might be hired by Brokenridge themselves to quietly help clean up the mess at Allegheny-6.

MISSION BRIEFING

If you are playing this as part of a Firewall campaign and already have a router or other proxy (► 172, EP2) established for the sentinels, that NPC contacts the PCs via encrypted channels to recruit them for the mission. Otherwise, the sentinels are approached by Sustenatrix, a proxy they are already familiar with (see *Sustenatrix* ► below).

The sentinels received the following message:

● Sentinels,
 ● Terraforming platform Allegheny-6 is a remote facility in
 ● the marrow swamps of the exoplanet Teragula. Four days
 ● ago, Allegheny-6 ceased communications with Brokenridge,
 ● a hypercorp subcontracted by TerraGenesis to assist with
 ● terraforming the planet. Neither corporation has released a
 ● media statement and our sources indicate that Brokenridge
 ● is working hard to cover the situation up. We don't know
 ● what happened, but our sources indicate that it was sudden,
 ● bad, and has the top suits at Brokenridge spooked. We're
 ● sending you there to investigate or intervene as necessary.
 ● I've arranged false identities for you as terraforming researchers.
 ● You'll need to play the part and follow TerraGenesis's
 ● restrictions on what you can take through the gate. Your first
 ● destination is terraforming platform Ganges-4. You'll meet
 ● a contact there who will provide you with necessary gear,
 ● weapons, and intel updates. From there, secure transportation
 ● to Allegheny-6, investigate the situation, and collect
 ● documentation. If any hostile force, transhuman or xeno, still
 ● remains, take all necessary measures to contain the danger.
 ● TerraGenesis plans to settle 10,000 colonists on Teragula in a
 ● few months. If the company is concealing risks to these people,
 ● they must prevented from going forward with their plans.

Give the PCs a chance to respond and ask questions. If you are jumping directly into the scenario, simply provide the message above as backstory to the PCs.



Research → PCs that take the time to ask their router, do some research, make Know Tests, or pull rep favors for info can find out the basics about Teragula, TerraGenesis, and Brokenridge detailed under *Background* ► 2. If they investigate Teragula's native life, they can find out about brontops (► 21) and similar herbivores. However, there is very little information available about hookbladders and absolutely nothing about their life cycle and its implications, as transhumanity simply is not aware of it yet.

Sustenatrix

If the PCs ask about Sustenatrix, read the following:

● What you know about your Firewall proxy, Sustenatrix, is
 ● that you know almost nothing. You're not even sure if they're
 ● a single person. What you do know is that they tend toward
 ● female, Latin American avatars when meeting in secure
 ● simulspace conferences. They tend to present problems in a
 ● way you'd expect from someone with outer-system politics
 ● and a highly scientific outlook, suggesting that Sustenatrix
 ● is also affiliated with the Argonauts. And they're very
 ● interested in the fate of exoplanet colonies. The gatecrashing
 ● missions you've known them to assign thus far have revolved
 ● around the welfare of colonists and their interactions with
 ● the local ecology, rather than Firewall's usual interest
 ● in following the trail of TITANs through the gates.

GEARING UP

Due to the low-priority (if gatecrashing) or rushed (if Firewall) nature of this mission, the PCs receive less than the standard amount of *Morph Points* and *Gear Points*: 4 MP and 10 GP. These can be augmented with the Resources trait or rep expenditures per normal rules (►290 and 312, EP2).

Morphs: The GM should not allow more than 2 of the PCs to be in a synthmorph: more are simply not available. Too many synthmorphs in the party means the hookbladders won't get to have as much fun!

Gear: It is suggested that the PCs use the Overrun gear pack ►19 or their career pack.

Any weapons in the chosen gear packs should be replaced with equipment of equivalent GP: TerraGenesis only allows weapons for permitted security personnel, and Firewall did not have enough time to forge the requisite data. However, Sustenatrix (or their usual router) informs them that Firewall has a scratch space with a small cache of weapons and gear for them at Ganges-4.

Some players may insist on smuggling their own weapons through the gate. This is a difficult move at best, as they would need to find a source after they egocast in to the Vulcanoid Gate and then would need to get it through TerraGenesis's gate security. Firewall will strongly discourage this, as it could jeopardize the mission from the start.

Though weapons are not unheard of on Teragula, terraforming workers and researchers do not commonly carry any — there is no need, given the presumed lack of dangerous local wildlife. PCs who insist on toting weapons about Ganges-4 will find their cover identity questioned or be considered a potential threat by the platform's security. Weapons and any other gear the PCs are unlikely to be carrying on their person is assumed to be safely stowed away in their cubbies in Area 5.

These limitations are intentional. The gist of this scenario is for the PCs to figure out how to survive in suddenly dangerous conditions while underprepared. Ideally the PCs start the game with few weapons and armor and no guns at all. They also likely lack augmentations that would give them powerful attacks, though some synthmorphs might still be very dangerous in a melee. Even pistols are enough to turn things strongly in the PCs' favor, so if you don't restrict the PCs' weaponry and ammunition, you should increase the numbers and capabilities of hookbladder zombies.

If using the pre-generated terraforming worker NPCs as PCs, the characters will have only the equipment noted on their sheets.

TRAVEL

The PCs will need to egocast from wherever they are currently located to Caldwell, the asteroid home of the Vulcanoid Gate. Firewall will handle this along with their cover identities, so GMs can skip past the details. If the PCs have never gatecrashed before, however, you should take the time to describe the highly secure and bustling gate transfer complex, the unworldly appearance of the gate itself, and the strange experience of stepping through the pitch-black wormhole and stepping through the pandora gate on Teragula on the other side. From there, the PCs present their orders and are quickly helicoptered to Ganges-4.

CALM BEFORE THE STORM

The team is assumed to be on Ganges-4 for a few hours before the real action begins (unless they are the NPC terraformers, in which case they've spent what feels like eons maintaining machinery, working in the modules, and wading in the swamp to muck out new paths for the water intakes). You can skip straight to *Onslaught* ►6 or let the players explore the station and get a feel for things.

Official Reception

Prior to the hookbladder attack, the station workers go about their normal activities, oblivious to the impending horror. Security Chief Kerensky greets the PCs when they arrive, as their helicopter is already leaving again, and brusquely informs them that their orders to borrow a hovercraft from Ganges-4 to travel to Allegheny-6 have been denied. She has nothing else to say, except that it's orders from above, something about a security exercise. They'll have to sit tight on Ganges-4 until they get new orders. They can take it up with the station manager, Estes Chung, if they have a problem with it. In the meantime, they're given bunks and storage lockers in the workers quarters (Area 5). Kerensky will see to it that any visibly armed PCs are disarmed "for the safety of the other workers."

Of all the personnel here, only the station manager, Estes Chung, has an idea that something has gone drastically wrong over at Allegheny-6. Even Chung doesn't know the full story, however, having been told only to prevent anyone from attempting to reach the other platform. Chung knows his superiors are withholding crucial information and that his own station and workers may be at risk, but he is too afraid of disrupting operations or incurring reprimands from his peers to take any decisive action.



Reading Chung → Kinesics Test, opposed by Deceive 40 →

Success shows that he's very concerned about something but keeping it to himself.

Chung may be suspicious of newcomers to Ganges-4, suspecting they have either been sent here by Brokenridge Internal Security to make sure there are no disruptions or that they are TerraGenesis spies here to snoop around. Either way, he wants them gone, but has been ordered to keep them here until otherwise authorized.

Exploration

If the PCs decide to get a feel for the platform, give them the player map ►25 and a brief rundown. Visitors can walk around freely, but won't have clearance to go inside most of the hexamodules or facilities.

If the PCs take the opportunity to snoop around, they shouldn't turn up any of the gear marked under the *Scrounging* subheaders in the *Area Key* ►9. It is assumed that during the emergency, PCs are able to rifle through people's private belongings, enter restricted areas, take things without being called out for stealing/misappropriating, and so on. Save the good stuff for when the PCs are desperate to find it.

Meeting Their Contact

The PCs will likely be eager to meet their contact and get their gear. Nat will message them soon after they arrive, telling them to meet at the comm tower (Area 1) after dark (*Onslaught* ►6).

NPC Interactions

If you do roleplay this introduction to the platform, this is a perfect opportunity to introduce some of the NPCs ►22 to the players. Here are some interactions that might occur:

- The PCs may witness **Ernesto Ernesto** getting dragged to the brig by security guards for suspicion of theft.
- **Linard** arrogantly chews out **Frank** for fitting a valve improperly.
- **Dr. Nogumi** approaches the PCs, hoping they are researchers and wanting to know what they intend to study.
- **Stevodore** saunters past the PCs with a load of equipment, whistling a child's nursery rhyme and complimenting their good looks.

ONSLAUGHT

If you are starting this scenario in media res, begin here.

As night falls on Ganges-4, the hookbladders in the area reach the next phase of their murderous life cycle.

STARTING POSITIONS

The real action begins with the PCs in Area 1, the comm tower ►9. It's late at night, but the planet's two moons illuminate the surrounding swamps. Contrive a reason for the PCs to be in the tower based on their backgrounds. Some options include:

- **Firewall:** The sentinels have been instructed to meet with Nat, Firewall's original source of intel. When they arrive at the rendezvous, Frank lets them in to the tower module.
- **Gatecrashing:** The PCs are plotting to steal one of the platform's hovercraft without raising a general alarm that would get them intercepted by Brokenridge security en route to Allegheny-6. To do this, they've befriended a disaffected terraforming worker, many of whom view assignment to the marrow swamps as punishment. The worker tells them to meet here, away from security's prying eyes.
- **Terraforming Worker NPCs:** Some of the workers regularly convene here to play games for money under the boss's nose (betting on games is against Brokenridge regulations). This week, it's a low-stakes game of *Settlers*.
- **Gatecrashing/Other:** Two of the station's indentured (Ernesto and Frank) want to escape from their corporate bondage. They've pulled the PCs aside to ask for their help getting back to the Solar System.

IT BEGINS

Whatever the PCs are up to on the tower, they find themselves suddenly interrupted:

- A priority security warning pops up in everyone's AR. It's coded as a dangerous xenofauna attack. Before you have
- time to assess the information, however, a cascade of alerts
- floods your AR channels. Security is being summoned to
- the specialist quarters. Emergency medical care is required
- at the admin office. Intruders are reported on the platform.
- Wide-broadcast cries for help suddenly go silent. A storm of
- messages from all across the station barrages your feed.

Problems with the local wildlife aren't uncommon, but no one's ever trespassed on the platform before. It's incredibly remote, and there's not much anyone would want.



Hearing Gunshots → Perceive Test → PCs who succeed hear what may be the faintest hints of gunshots in the distance, though it is hard to tell from within the hexamodule, over the noise of the wind, machinery, and the swamp's vocal night-time wildlife.

If any PCs attempt to leave the module, they find the outside airlock has been locked with an administrative override — they are trapped inside! This is quite unusual.

Anyone watching out the window sees the following:

- In the floodlights illuminating the walkway below, you spot a
- platform crew member running from a humanoid figure with
- a misshapen head. The pursuer tackles the crew member and
- drags them, screaming, off the platform and into the water.

Characters with enhanced vision ware who succeed on a Perceive Test get a clearer view; it's another crew member with some sort of pinkish blob attached to their head. Long-term denizens of the station may recognize the blob as a hookbladder.



Noticing Comms → Perceive Test at -20 (for distraction) → As the PCs absorb that sight, any who succeed also notice that the numerous comm panels in the restricted part of the module (which they can see through interior windows) are displaying a disturbing number of red warning lights while others have gone completely dark. Brokenridge has cut the platform off (see *Mesh Issues* ►7).

Being locked inside, the PCs have a moment to plan. They're in a remote corner of the station, with minimal equipment, possibly cut off from help or escape by whatever's out there. What do they do?



Next → To escape the comm tower, see *Breaking Out* ►7. Once outside, proceed to *Running the Infestation* ►12, to continue the action. If the PCs attempt to contact others or access surveillance feeds from elsewhere on the platform, go to *Mesh Issues* ►7.

BEHIND THE SCENES

Patient zero wasn't a transhuman, but a brontops — a large, horned, wading herbivore. Brontops are an easy target for hookbladders, being big and slow; they are also ideal for killing and creating corpse piles.

Brontops are normally plodding and docile, so the reaction was confused when this one charged onto the platform, smashed through a window in the specialist quarters (Area 9), and began biting at and stomping the sleeping people inside. Hookbladders infested a few crew by jetting through the open window, but most were infested when they ran out through the front of the module onto the walkways to avoid the berserk brontops and hookbladder zombies.

Engineer Linard ►23 was one of the few specialists to survive this slaughter. He fled towards the reactor with a brontops on his tail. Along the way, he lost his breather pushing off a hookbladder that tried to envelop his head. Out of air and bleeding from gashes in his leg and neck, he barely made it inside to the safety of the reactor.

When security and medical staff rushed out to respond to reports of rampaging megafauna, they were quickly overrun by infested crew members. One security officer made it to the helicopter pad (Area 16), but their escape was foiled when the mob knocked the helo into the water.

Security Chief Kerensky followed protocol and sent an urgent message to their Brokenridge superiors before fleeing towards the hovercraft, intentionally retracting the smart-matter bridge (Area 13) in a failed attempt to deter pursuit. Kerensky's escape was sidelined when pursuing hookbladder zombies climbed aboard and killed her, leaving the hovercraft and her corpse to drift away from the docks (Area 15).

Meanwhile, a mob of hookbladder zombies pursued other crew members into the airlock of the admin offices (Area 8), jamming it open. The administrative staff were all either killed or infested. Station manager Chung is now a zombie, collecting corpses for hookbladder larvae.

Brokenridge was prepared for this possibility; upon receiving Kerensky's message, they issued a priority termination order throughout the Ganges-4 mesh. This measure immediately deactivated all robots on the platform and locked down all airlocks. (Unusually, the airlocks on Brokenridge's hexamodules are wireless-enabled, a security decision made in the contingency of an indentured worker rebellion on the platform.) As a final measure, it fried the platform's long-range radio equipment. Brokenridge then severed the platform's satellite uplink connection, effectively cutting it off from the Teragula-wide mesh. Brokenridge wishes only to contain the situation and keep it quiet, rather than drawing TerraGenesis's attention — the same way they handled the attack on Allegheny-6.

By the time the PCs receive the hue and cry on their mesh inserts and then manage to break out of their module, most of the platform crew are dead or infested. Some of the infested are attempting to batter open the doors to the research and med labs (Area 11). Dr. Nogumi has retreated to the roof of that hexamodule, giving her a high vantage point over the central area of the platform. Ernesto Ernesto remains trapped in the brig (Area 7), threatened by a pair of hookbladder security guards. A small group of workers has barricaded themselves inside the indenture quarters (Area 5), but remain silent and untrusting, not knowing what is going on and not wanting to give away their position. Numerous zombified transhumans and brontops loiter near corpse collection points around the platform, alert for more victims. Others roam the walkways and lurk in the water, hunting scattered survivors.

MESH ISSUES

The PCs are likely to turn to the local mesh for information. For the first few minutes, however, local comm channels are overloaded with confusing broadcasts and pleas for help. No one understands what's going on, security is too busy fighting for their lives to respond, and the channels are consistently interrupted with screams.



Audio Horror → SV 1d6 Stress Test → Helplessness overwhelms any PC who monitors the comms feed for those first few minutes.

If the PCs attempt to contact Chung or Kerensky, neither answers. Attempts to reach others on the station either go unanswered or are met with the sounds of chaos, terror, and violence.



Found Footage → Research Test → Sorting through the feeds will find one or two short and blurry videos of attacking hookbladder zombies or brontops mauling people (triggering Stress Tests).

A few minutes after everything begins, the comm channels fall eerily silent. Aside from the PCs, only Linard and Nogumi will reach out to others via the local mesh (see *Lonely Voices* ► next column).

Surveillance Feeds

The station does have a small number of meshed surveillance feeds, but anyone without security clearance will need to hack them. These mostly cover the entrances of key areas, such as the reactor, admin offices, security, helipad, hovercraft dock, and indenture quarters.



Gruesome Sight → SV 1d6 Stress Test → Some cameras were damaged in the fight, but if accessed they can be used to spot hookbladder zombies and growing piles of corpses.



Mesh Tracking → The local mesh can also be used to track anyone on the platform who isn't in privacy mode (even some folks who are dead). PCs can use this to draw a map of where survivors, the dead, and/or infested crew might be. The indentures hiding in Area 10 and Nogumi are all in privacy mode.

The Outside World

Since they are in the comm tower, the PCs may attempt to contact others outside the station. The long-range communications gear is in a restricted part of the hexamodule, however.



Breaking In → Hardware: Electronics Test (timeframe: 5 minutes) → Alternatively, they can break down:

- The door (AV 25/20, WT 20, DR 100)
- Interior windows (AV 7/5, WT 10, DR 50)

Once in, anyone trying to use the comms finds it non-functional — an Interface Test to determine the transceiver needs repair.

Less than a minute after this situation began, Brokenridge issued a remote order for the long-range radio to fry itself. The platform's mesh is isolated. To fix it, the PCs will either need to fabricate replacement components or cannibalize a radio booster from one of the hovercraft (*Radio Repair* ►14).

The station had a backup shortwave transceiver for emergency purposes, but Brokenridge pulled it for "upgrades" a day ago.

Lonely Voices

A few minutes after the platform goes silent, Linard will begin spamming channels with please for help. He's injured and can't leave the reactor because he lost his breather and there's a bloodthirsty brontops right outside. If the PCs respond, he will beg and plead for them to come rescue him. He sounds desperate and in pain.

Nogumi is also monitoring comms, but playing it safe. If she thinks the PCs need help, she will break silence. She is also trapped at her module, but on the roof.

At the GM's discretion, the bot Stevedore (currently at Area 3A ►10) may eventually respond to mesh calls, if it breaks out of its reverie.

Though unusual, the PCs may be able to establish contact with the muses of some dead or infected crew members. These muses are concerned and confused; their hosts are either deceased or are active, not responding, and acting in an alarmingly violent fashion. These muses can, however, provide visual feeds of what happened earlier and how their hosts were infested or killed.

As the scenario unfolds, other survivors may occasionally come online, either to ask what's happening or to scream for help as the infested chase them down.

If the players are using the terraforming workers as PCs, replace Linard, Nogumi, and Stevedore in this context with other NPC crew members of your own devising.

Bots and Vehicles

With the exception of Stevedore, all bots and vehicles at the platform were disabled by Brokenridge's remote termination order and do not respond to mesh inputs. To be reactivated, they must be physically accessed (*Disabled Bots & Vehicles* ►14).

NEW COMPANIONS

Both Frank and Nat are with the PCs when this situation explodes. Frank is very eager to rescue his brother Ernesto from the brig and will push the PCs to help, becoming angry if they refuse. Nat suspects this incident is related to what happened at Allegheny-6. She reminds the PCs of the gear she has stashed for them (*Gear Stash* ►15). If the GM doesn't want to be burdened with extra characters, both NPCs can offer to stay behind at the comm tower and try to reach the outside world. If the PCs are unwilling to act, Frank will head off to get his brother. If the GM wants to send along assistance or hookbladder fodder, however, Frank can join the PCs.

BREAKING OUT

The PCs begin trapped inside the comm tower hexamodule. To escape, they must either hack or physically bypass the airlock (*Hacking Airlocks* ►14). The same is true for the roof airlock.



Roof Survey → Perceive Test, enhanced vision only → If successful, PCs can just barely make out parts of the helipad (Area 16) through the swamp and the helicopter itself, partly sunk in the muck. At the GM's discretion, watchers up here may be able to spot roving zombies or fleeing survivors.

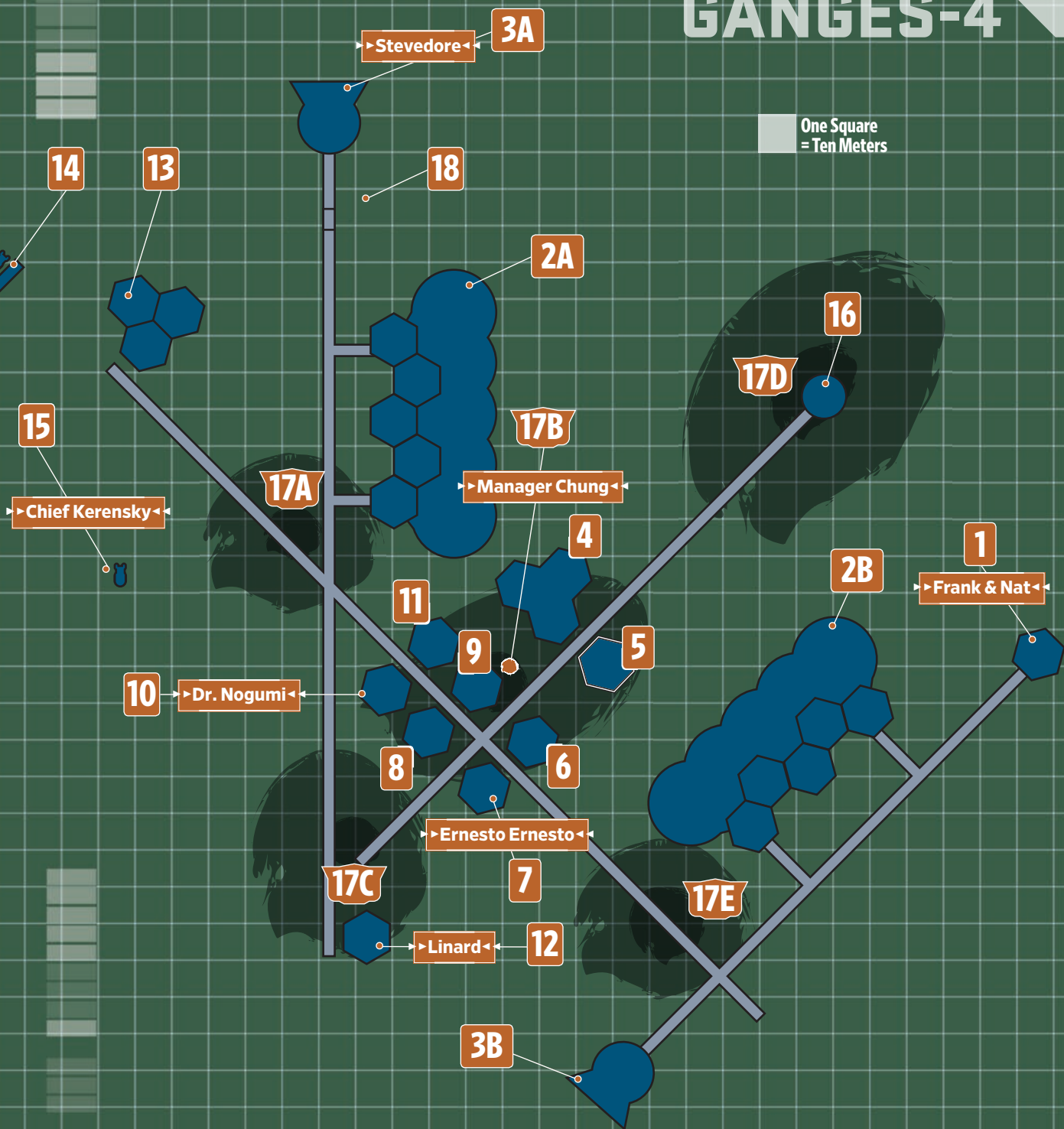


Next → Once outside, the PCs are in the danger zone. See *Running the Infestation* ►12 and *Survival Strategies* ►14.

TERRAFORMING PLATFORM GANGES-4

OVERRUN

One Square
= Ten Meters



Infested Get
Perceive Tests

Concentrations
of Infested Crew

- | | | | | | |
|---|-----------------------------------|------|----|----------------------------|------|
| 1 | Comm Tower | ► 9 | 10 | Researcher Quarters | ► 11 |
| 2 | Electrolysis Plants | ► 9 | 11 | Research Lab / Med Bay | ► 11 |
| 3 | Water Intakes | ► 9 | 12 | Fusion Reactor | ► 11 |
| 4 | Heavy Equipment Bay | ► 10 | 13 | Hovercraft Maintenance Bay | ► 11 |
| 5 | Indenture Quarters | ► 10 | 14 | Hovercraft Dock | ► 11 |
| 6 | Machine/Fabber Shop | ► 10 | 15 | The Drifting Hovercraft | ► 11 |
| 7 | Security | ► 10 | 16 | Helipad | ► 11 |
| 8 | Admin Office / Manager's Quarters | ► 10 | 17 | Corpse Piles | ► 11 |
| 9 | Specialist Quarters | ► 11 | 18 | Scratch Space Cache | ► 11 |

BORING HELLHOLE ON THE EDGE OF NOWHERE

Ganges-4 is a typical backwater hypercorp installation. The *Area Key* describes the platform during the outbreak. Approximately 100 people live and work here at the station.

THE MARROW SWAMPS

Ganges-4 is situated in the equatorial marrow swamps of Teragula. There's nothing for kilometers in any direction but soupy, brown water, cartilaginous coral-like growths, and islands of rotten fungus. The waters are shallow, averaging 3–4 meters deep, but with numerous sandbars and other variations in depth, such that it's no more than 1 meter deep in spots. Unfortunately, 1 meter of water is plenty for hookbladders. The water teems with native microbes and shouldn't be drunk or bathed in without medicines and/or toxin filters.

Transhumans without enhanced respiration mods must wear breathers here as there's not enough oxygen (or they risk *Asphyxiation* ▶ 234, EP2). It also smells terrible, although this is only faintly noticeable if your breather forms a proper seal.

GANGES-4

Brokenridge terraforming platform Ganges-4 isn't so much a "platform" as a bunch of tin-can hexamodules connected by raised walkways. The platform is entirely of modular construction, designed to be disassembled and moved once its operations in this sector lower the surrounding waters beneath the depth needed for efficient operation.

The main pieces of terraforming equipment are two huge water intakes out in the deepest part of the swamp, connected to two big electrolysis plants. These use electricity to crack the water molecules, producing oxygen that is then added to the planetary atmosphere.

Platform modules are connected by walkways. The walkways are 3.5 meters wide with handrails and an open grillwork floor. Supports keep the walkway about 1.5 meters above water level. Every 20 meters or so, a gate in the railings opens onto a short ladder descending to the water. Supports and railings are fabricated from locally manufactured alloys. Power conduits run beneath the deck plating.



AR Map → PCs can call up an augmented reality map of the platform at any point, as local mesh connectivity is still up.

HEXAMODULES

Most of the structures on the map are built wholly or in part from one or more hexamodules, Brokenridge's standard design for tin-can colonies. Hexamodules are hexagons 10 meters across and 2.5 meters high. They can be assembled edge to edge to form larger structures, or stacked to create multiple stories. Modular faces can provide windows, airlocks, or open space as needed. Current-generation hexamodules achieve this using smart matter, but the Ganges-4 modules are older, mechanical designs — cheap to maintain. They're also not designed to withstand heavy attack by alien xenofauna; this has never been a problem on Teragula before now.

Modules have their own autocooks, feedstock, and water supplies, but they all receive power from the fusion reactor (*Area 12* ▶ 11). If the reactor goes down, each module has about 24 hours of battery backup. Atmosphere will last somewhat longer — up to 48 hours, depending upon how crowded the module is.



Background → **Know: Habitat Ops Test or similar** → If successful, PCs can recall any of the above facts.

Accessing Modules

All doors between modules and the walkways outside are airlocks. Airlocks take 3 action turns to cycle; PCs inside must wait this long between entering and exiting airlocks while breathable atmosphere is pumped in or out. Most airlocks only hold 2 people at a time.

Due to the hostile atmosphere, none of the windows in structures on the platform are designed to open.

Modules (or module stacks) each have a secondary airlock leading to the roof. An extendable ladder can be used to reach ground level; in most cases, this ladder is already down.

When the hookbladder onslaught starts, all outside doors are locked due to a remote order issued by Brokenridge. Gaining entry to any building on the map requires hacking the outer airlock (*Hacking Airlocks* ▶ 14) or breaking in (*Bashing Things* ▶ 13).

Searching Modules

The PCs are likely to search the modules for weapons and supplies.



Scrounging → **Perceive Test (timeframe: 4 minutes)** → The *Scrounging* subheaders under some listings in the *Area Key* indicate what PCs can find. Results marked as *superior* are achieved if the PCs score a superior success or critical. If multiple PCs search an area, treat it as a teamwork action (▶ 31, EP2).

AREA KEY

The locations marked on the map are detailed here.

1. COMM TOWER This is where the PCs are located when the action begins (*Bashing Things* ▶ 13). The comm tower is a single hexamodule elevated on trusswork and stabilized by guy wires 20 meters above the swamp. It's quiet at night in the tower, and far from the main platform activity, making it an ideal place to secretly meet or congregate. The cupola is atmospherically sealed, but the ladder down to the walkway is open.

For details on the comm equipment, see *Mesh Issues* (▶ 7).

2. ELECTROLYSIS PLANTS These plants use reverse-osmosis filters to de-gunk the water sucked in from the intakes (*Area 3*). Then massive electrolysis vats crack it for oxygen and hydrogen. Thick power cables run from the fusion reactor (*Area 12*) to this location. The water around these modules is somewhat shallower owing to the detritus ejected from the filtration process.

The airlocks in and out of the plants are service airlocks, each big enough to hold 10 people or 1 large vehicle.

In one plant (2A, though the GM can mix this up if desired), a small group of zombies chased a crew member into the airlock and killed them while it was cycling. Those zombies are now trapped inside the plant, unable to find their way back out. The corpse has been dragged from the airlock, leaving a trail of blood and gore.



Scrounging → The team finds a long-handled mucking tool suitable for use as a club (DV 1d10, Reach +10) and a breather.

Scrounging (Superior) → They also find a long-handled utilitool (▶ 317, EP2). Aside from the usual utilitool properties, this one is large enough to reshape itself into a spear or trident (DV 1d10 + 2, Reach +20).

3. WATER INTAKES These scoops slowly suck in vast amounts of water. Filtration prevents anything bigger than a nanobot from getting stuck in the intakes or sucked into the water supply. The inflow of water isn't strong enough to pose a hazard to people wading or swimming nearby. The interior space of the water intakes is reached by access hatches that lead to a t-shaped maintenance crawl space. The interior isn't pressurized and is taken up almost entirely by the pumping and filtration equipment.



Observation → Hardware: Industrial Test → Characters checking out the intake structures will note that they're extremely solidly built—perhaps more so than any other structure on site (AV 25/15, DR 300). A lone survivor could weld himself in here with a few spare oxygen tanks and hold out for quite a while. The crawl space only has room for one person.

3A: The automech bot Stevedore (►24) stands idly outside intake 3A. It was tasked with cleaning the intake vent, which it finished shortly after the onslaught began. Lacking further orders, it now serenely watches the swamp, whistling quietly to itself.

4. HEAVY EQUIPMENT BAY The bay consists of 3 hexamodules joined in a cluster. The walls where the modules meet have been removed to form a single large space.

Two helmets (AV +2/+2), various heavy tools (that can be improvised as melee weapons ►205, EP2), an assortment of chains and tow straps, and two small disabled cargo tractors are here. There's also a large stack of unused hexamodule side panels on the roof, including airlocks, blank walls, and panels with windows. A motorized block and tackle allows lowering them to the walkway below. Moving large hexamodule pieces like walls requires four or more transhumans working together or the dankey ►19.

The platform's dankey, a small industrial utility vehicle, is parked inside this bay. It is disabled, but could be useful if repaired (*Disabled Bots & Vehicles* ►14).



Scrounging → PCs find a multitool (►317, EP2), a club (DV 1d10, Reach +10), and an additional helmet (AV +2/+2).

Scrounging (Superior) → The team also finds a light vacsuit (►341, EP2) used as a diving suit in storage.

5. INDENTURE QUARTERS This 3-story hexamodule is filled with cubicles, with a small rec area/kitchen on the bottom floor. If the team acts quickly after the attacks begin, there are 10 uninfested laborers here. They have barricaded the (damaged but not broken) windows and are using a jack to keep the interior airlock door shut.



Talking Their Way In → Deceive or Persuade Test (opposed by a Kinesics or SAV Check of 45) → Unless their temporary leader is persuaded, the indentures won't remove the jack to let PCs into the module.

Cutting In → Hardware: Industrial Test (timeframe: 5 minutes) → The jack can also be cut through from inside the airlock with proper tools.

If the PCs don't reach this area within half an hour of game time, the infested crew and/or a brontops beat the doors and/or windows open and kill or drive out the indentures (who then become infested themselves).



Scrounging → A diamond axe (DV 2d10 +3, Armor-Piercing, Reach, Two-Handed) among the indentures' gear.

Scrounging (Superior) → The team finds a stunner (DV 1d6, SA, Ammo 12, Range 50, Shock) concealed among the belongings of one of the indentures. If the indentures are rescued, the one who has it will keep it hidden on their person, revealing it only if attacked by infested crew.

6. MACHINE/FABBER SHOP This is an industrial and electronics repair shop, equipped with a large fabber (►343, EP2). This is a good time to explain nanofabrication to new players or to give others a reminder about the possibilities (*Fabbing* ►14).



Searching Fabber Files → Interface Test at -30 → If any PCs hack the fabber and take a look around its file structure, they may notice a hidden directory, created by a Brokenridge Internal Security agent who briefly spent some time here investigating labor unrest. That folder contains blueprints for a medium pistol, ammunition, a light armor vest, a gnat bot, and a covert ops tool (all with built-in overrides to enable the fabber to print them).

Impending Fire: One of the workers was in the middle of a project when the outbreak began and left some tools on when they went outside to help. One of those tools is now overheating, atop some flammable materials, near some oil puddles and canisters. At some point, a fire will break out. The GM should choose a moment that maximizes tension.



Scrounging → The PCs can put together both electronics and industrial toolkits. There are also 2 spare breathers.

Scrounging (Superior) → The characters find a covert operations tool (►338, EP2).

7. SECURITY This module houses a small office, the brig, the corpses of two security guards, and the platform's armory. Ernesto Ernesto is locked in the brig. The dead guards made the mistake of dragging two of their hookbladder-enveloped compatriots inside; shortly after, they became their victims. The hookbladder zombies now threaten Ernesto through the bars of his cell. The jail cell is opened by a manual control in the office. It is not meshed.



Opening Weapons Locker → Hardware: Electronics Test (timeframe: 5 minutes) or Infosec Test (opposed by an ALI's Infosec 30) → If the PCs bypass or hack the lock on the weapons locker, they find:

- 1 shock baton (DV 1d10, Reach, Shock, Touch-Only)
- 1 riot shield (AV +3/+4, Shock, Touch-Only)
- 1 medium pistol (DV 2d10, SA/BF/FA, Ammo 30 + 1, Range 25) and 30 rounds of ammunition.
- 1 stun grenade (Uniform 10-meter Area Effect, DV 1d6 + 2, Blinding, Knockdown, Shock, Overload Setting: No Damage, Blinding, Pain).

Hacking into Security's computer system reveals little of interest other than Chief Kerensky's log, which consists of a long list of petty regulatory grievances against the platform manager, whom she thinks is too soft on the indentured laborers.



Scrounging → Find 1 additional shock baton, a chameleon cloak (►338, EP2), and a pair of disabled gnat bots ►348-349, EP2).

Scrounging (Superior) → Find 1 microwave agonizer (SA, Ammo 20, Range 15, Pain, Roast Mode: DV 2d10, SS, Armor-Piercing).

8. ADMIN OFFICE / MANAGER'S QUARTERS This three-story module stack has a colony administration office on the ground floor, quarters for several functionaries on the second, and the manager's quarters on the third. All floors show signs of bloody struggle. The first-floor airlock door has been broken open, rendering the atmosphere inside unbreathable. PCs who enter this module will get AR emergency alerts informing them that the atmosphere is compromised—a warning that is comically redundant given the wreckage of the airlock door.



Scrounging → In the manager's quarters is a shard pistol (Cone Area Effect, DV 2d6 + 6, SA/BF/FA, Ammo 100, Range 15, Concealable) with no extra ammo.

9. SPECIALIST QUARTERS The colony's skilled workers live here in a three-story module. The first story is a mess hall and rec area. The upper two modules are divided into cubbie-sized crew quarters. The crew here were the first to be routed from their quarters and killed or infected. There are no survivors. The atmosphere inside is unbreathable due to a destroyed window.



Scrounging → There are 2 extra breathers here.

Scrounging (Superior) → 2 doses of the combat drug kick (+1 Vigor for 8 hours; ▶ 331, EP2) are hidden in a worker's belongings.

10. RESEARCHER QUARTERS This is a single-story module with a small rec area and cubbies for four scientists.



Surprise Attack → One of the researchers (not Nogumi) keeps a tank with 2 "pet" hookbladders in their room. If the PCs search this building, the hookbladders will launch themselves at anyone coming near, likely catching them by surprise.



Scrounging → Two doses of the cognitive drug drive (+1 Insight for 8 hours; ▶ 331, EP2) badly hidden in a researcher's cubby.

11. RESEARCH LAB / MED BAY The lab is two modules high, with medical facilities in the lower module and a moderately well equipped life-sciences research lab above. The lower module houses an ego bridge (▶ 342, EP2), a few patient beds, a single disabled docbot (▶ 347, EP2), and a healing vat (▶ 343, EP2). The upper story is furnished with research equipment, a small fabber (▶ 343, EP2) with a library of basic drug blueprints (*Fabbing* ▶ 14), and several quantum computers.

A group of hookbladder zombies has this building under siege, but they are clustered around the airlock. Eventually, they may spot an NPC survivor through the windows, and break in that way. Nogumi hides out on the roof, unsure if the labs have been breached.

If the team secures the lab and has time, they can attempt research on the hookbladders and/or zombies (*Scientific Solutions* ▶ 15).



Scrounging → The team finds a pocket lab and several specimen containers (▶ 340, EP2).

12. FUSION REACTOR A tokamak reactor, recognizable from its doughnut-shaped upper portion, supplies all of the platform's power.

An injured Linard shelters here. He cannot leave because he lost his breather (the reactor should have a stash, but Ernesto stole them). Plus, there's an infested brontops trying to batter its way in.

Sabotaging the reactor, initiating a meltdown, or breaching the containment walls could irradiate the immediate area and make a big mess, possibly destroying some nearby walkways and structures (*Reactors* ▶ 305, EP2). However, the only effect on the rest of the station would be loss of power.

13. HOVERCRAFT MAINTENANCE BAY This bay has a medium fabber that is locked down in the same manner as the one in Area 6 and only contains blueprints for hovercraft parts (*Fabbing* ▶ 14). The bay is also a repair facility (*Tools* ▶ 317, EP2) for Hardware: Electronics and Hardware: Nautical Tests.

An AR display at the end of the walkway outside this area informs the visitor that the walkway to the hovercraft docks is currently retracted and off limits. For more information, they should speak to the station manager, Estes Chung.

There's a dense mass of smart matter lumped up at the end of the walkway, which forms a bridge to Area 14 when activated.



Bridge Activation → **Hacking Test** opposed by an **ALI** with **Infosec 30** →

The bridge can be hacked to provide commands with the correct authentication. The admins and security who had the needed codes are dead, though one might recover a stack and get the info from the ego inside using the ego bridge in the research lab (Area 11).

If the bridge is extended, there is a good chance this will attract the attention of a nearby infested brontops (or three).



Scrounging → PCs find a piston spear (DV 2d10 + 2, Armor-Piercing, Reach +20, Two-Handed).

14. HOVERCRAFT DOCK If PCs activate the bridge from Area 13, the smart matter structure extends itself to here. Two disabled hovercraft (▶ 19) are docked here (*Disabled Bots & Vehicles* ▶ 14).

15. THE DRIFTING HOVERCRAFT Shortly after the hookbladder invasion began, a hovercraft (▶ 19) drifted here. An obvious sandbar runs part of the way between the platform and it. However, infested crew lurk in the cabin and in the water nearby—at least 1 per PC. The zombies are only a nuisance, but the commotion and slowdown they create can, at the GM's option, also attract more hookbladders.

The corpse of the widely disliked security chief, Kerensky, is here. While she was trying to save her own skin, some infested crew climbed aboard and killed her. It was Kerensky who retracted the bridge between the platform and the hovercraft dock before leaving. Let the PCs spot her body just before they get jumped by things from the water.



Gory Scene → **Stress Test (SV 1d6/1)** → Kerensky's corpse is chewed on and crawling with freshly hatched hookbladders.

16. HELIPAD When the last surviving security guard tried to escape in the copter, the infested crew knocked the helicopter on its side during takeoff, damaging it, and pulled him out of the cabin for larvae meat. The copter landed partly on the helipad and partly in the water. The forward section is on the pad, but the tail and rear rotor are buried in the swamp. A main rotor blade is broken, and the engine is damaged, but the craft could be repaired with enough time (*Helicopter Repair* ▶ 14).

17. CORPSE PILES In several places, the hookbladder zombies have collected heaps of corpses that fully or partly block the walkways. Some piles are nearly complete, with hookbladders ready to burst when PCs approach. Each corpse pile has 3 infested crew per PC near it.



Murder Scene → **Stress Test (SV 1d10/1)** → Corpses are often badly mangled and chewed and difficult to identify. Increase the SV by +2 if PCs view hookbladders bursting out their young.

17A: Several security guards made a valiant last stand here while Kerensky escaped.



Spot in the Carnage → **Perceive Test** → Buried among the corpses is a freezer gun (Cone Area Effect, SS, Ammo 20, Range 15, Entangling, Long, Two-Handed).

17B: Manager Chung is one of the zombies here.

18. SCRATCH SPACE CACHE With the help of the neo-pigs, Nat has cached a few weapons and gear items here for the Firewall team (*Gear Stash* ▶ 15). The cache is a single watertight crate tucked into an islet of rotting fungus with more fungus growing atop it, surrounded by 2–3 meter deep swamp water (teeming with hookbladders). It includes:

- 1 submachine gun (DV 2d10, SA/BF/FA, Ammo 30 + 1, Range 50, Two-Handed; with 1 extra magazine of normal ammo)
- 1 microwave agonizer (SA, Ammo 20, Range 15, Pain, Roast Mode: DV 2d10, SS, Armor-Piercing, Pain)
- 2 standard vacsuits (AV 8/6)
- 2 frag minigrenades (Centered Area Effect (–2 DV/m), Frag: DV 3d10 + 6, Knockdown (5 meter radius); HE: 3d10 + 10, Knockdown (10 meter radius))



RUNNING THE INFESTATION

The rest of this scenario is non-linear; what happens depends on what the PCs do and where they go. This section details the threats they face and how to keep the action moving.

VISIBILITY

As the PCs move about the platform, it is important to remember they are in a dense swamp at night. Floodlights keep certain areas lit, but also hinder with glare. Cartilaginous growths, towering fungal stalks, and smelly alien shrubbery loom out of the swamp, blocking visibility and overgrowing the catwalks. The air is thick with mist. Even on well-lit paths, visibility is limited to a few dozen meters (more with enhanced vision). Let the players worry that threats may constantly be lurking nearby, just out of sight — because they are.

LEAPING HOOKBLADDERS

One of the first encounters PCs should have when they leave the comm tower is a small swarm of hookbladders (1 per PC) launching themselves from the water at the PCs' heads. It is best to do this before they get a good look at an infested crew member. The PCs should be caught by surprise (► 227, EP2) by this first attack.

Leaping hookbladders are a risk anytime the PCs are near swamp water (which is basically everywhere that is not inside or on a roof).

However, GMs are encouraged not to over-do it. Save the hookbladder attacks for moments of tension, for PCs that end up on their own, and for comedic relief. If the PCs are having too easy of a time dispatching infested crew, throw in a volley of hookbladders to even the odds.

Hookbladders attack in volleys of 1d10. Rules for handling hookbladder attacks are given in their description (► 20). Once a hookbladder latches on, it immediately begins injecting shoots into the victim's orifices and through the area pierced by its hook. These tie the victim to the hookbladder's metabolism, and, in the case of transhumans, allow them to function without breathers in Teragula's normally asphyxiating atmosphere.



Hookbladder Horror → **Stress Test (SV 1d6; SV 1d10/1 for victims)** → The first time a team member or ally is grappled by a hookbladder may be etched in the PCs' minds for some time.

Spotting Hookbladders

Given their translucent, jellyfish-like nature, and the fact that they often float motionless until they sense something nearby, hookbladders are nearly impossible to spot in the murky water. PCs who are on the alert for hookbladders will not be surprised, but if they are distracted (such as by fighting with infested crew), the hookbladders get surprise (► 227, EP2) on their first turn of attacks.



Incoming! → **Perceive Test at -40, enhanced vision only (incorporates ware and distraction)** → PCs within 3 meters of a hookbladder may spot it immediately before it attacks (negating surprise).

INFESTED CREW

There are as many infested crew (Stats ▶21) as the GM needs to keep things interesting, though mass slaughter should be avoided, as it will strain plausibility after a while.

The dark blobs on the map show where infested crew are most likely to be encountered. Each of these is centered around a pile of corpses (mostly transhuman, some brontops). In these areas, there should be ~3 hookbladder zombies for each PC. Vary the amount based on how well-armed the PCs are. For PCs equipped only with melee and non-lethal ranged weapons, 1 zombie per PC is a fight, 3 is a serious threat, and 5 will probably take down the whole team. For PCs with guns, 3 will be a small hurdle and 5 a real contest.

Zombies make aggressive attacks (▶205, EP2), without regard for their own safety. Some of the crew members in each mob will be attacking with (usually improvised) melee weapons instead of their hands and feet. However, remember that if you throw too many zombies with potent weapons at the PCs early on, the PCs themselves will end up with those weapons (assuming they win ...).

Infested Awareness

The clouds around the blobs on the map show the distance at which the mob is likely to notice new victims and attack them (Perceive 40). Beyond this range, only give the zombies Perceive Tests if the PCs take actions that might draw their attention, such as firing weapons, setting things on fire, or shouting.



Sneak/Hide → **Infiltrate Test** opposed by **Perceive 40** → The PC skulks by or conceals themselves. Treat sneaking as a task action.

Roamers

While large groups of infested hang around the corpse piles (Area 17), hookbladder zombies also range from these areas in ones and twos to seek more prey. If not silenced quickly, these seekers' squealing grunts can cause a whole group of infested to abandon their corpse pile and attack en masse.

Running Away

PCs may find themselves in situations where they are facing a mob and the best option is to simply run.



Run! → **Athletics Test** opposed by **Athletics 50** → Any PC that beats their pursuer(s) in two or more opposed Athletics Tests gets away; zombies will opt to hunt for prey closer to the corpse piles rather than chase forever.

However, the platform is only so big — PCs will quickly run out of walkways (or, worse, run straight into another mob). Characters who take to the swamps risk getting stuck in mud or falling in deep waters (*Dark Waters*). With most modules locked down and not enough time to break in, fleeing PCs may need to climb to safety (using the ladders or scaling the sides of modules with an Athletics Test) and/or break line of sight and attempt to hide (see *Infested Awareness* ▶ above).

Nightmare Fuel

The first time each PC has an up-close encounter with infested crew, call for a Stress Test.



Murderous Crew → **Stress Test (SV 1d6)** → Though PCs are justified in defending themselves, they should eventually come to understand that when they kill such crew, they have murdered another transhuman who was acting against their will. This calls for another Stress Test against SV 1d6 + 1.

Headshots Matter

It is important to note that when a hookbladder zombie is killed or disabled, the hookbladder itself may remain unharmed. The hookbladder will do its best to slough away from the corpse and return to water. If it succeeds, it will seek out more prey.

Because the hookbladders envelop heads, it is impossible to target a hookbladder in combat without also harming its victim, unless they are grappled (▶205, EP2) or incapacitated first. PCs may intentionally target hookbladders and the heads they occupy together with a called shot (▶218, EP2); in this case, apply damage to both the hookbladder and its victim.

INFESTED CREATURES

The infested brontops (▶21) that wade through the swamps present more of a danger than zombified crew. GMs should use them sparingly, though once the team finds guns, brontops pose less of a threat.



Murderous Alien Moose → **Stress Test (SV 1d6)** → Having such a large critter trying to stomp and gore you is a harrowing ordeal.

DARK WATERS

PCs may take to the swamps on foot to avoid infested mobs. This is treacherous, especially in the dark. Sandbars, shallows, fungal mats, and cartilaginous growths suddenly give way to water up to 3 meters deep.

PCs that tread cautiously move at a quarter of their Movement Rate. Anything faster applies a -30 modifier to Infiltrate Tests.



Swamp Dangers → **Athletics Test** → PCs that fail encounter one of the following (1d6); on a superior failure: combine two results, endanger another PC, or attract the attention of hookbladders:

- ▶ 1–2: You sink above your head. See *Going Under* ▶ below
- ▶ 3–4: You can't move your legs in thick mud (-30 Fray) until you take a complex action and succeed a SOM Check.
- ▶ 5–6: You are entangled in growths. You suffer -30 to all actions until you take a complex action and succeed a REF Check.

Going Under

PCs who fall in deep water must make an Athletics Test to swim. Breathers don't work underwater, so anyone who stays under for too long is in danger of asphyxiation (▶234, EP2) and drowning.

The murky swamp water provides almost zero visibility. PCs that swim underwater may easily become disoriented if they fail a Survival Test (unless they have echolocation ware). Underwater attacks, Fray Tests, and possibly other actions suffer a -20 modifier. Underwater PCs risk being being swarmed by hookbladders.



Swarm Horror → **Stress Test (SV 1d10 for victims/1d6 onlookers)** → A frenzied swarm in the water is a terrifying experience.

BASHING THINGS

The airlocks and walls of hexamodules are sturdy enough that even a brontops is unlikely to break through (AV 25/15, WT 15, DR 150), though it may try — and eventually succeed. The exterior windows are aerogel (AV 10/5, WT 15, DR 150) and more susceptible to murderous mobs, weapons, or rampaging beasts. The zombies are unlikely to attack the windows unless they see a target through them. Breaking windows or doors will make the interiors unbreathable in a few minutes, but will not create a significant decompression event, as the exterior atmospheric pressure is not that different.



Zombie B&E → Assume a brontops can create a half-meter hole in a window in 2 action turns, whereas a mob of infested crew can do the same in 5 action turns.

SURVIVAL STRATEGIES

As the infested just keep coming, the PCs should figure out that they need a better strategy than just killing everything.

BARRICADES

PCs inside a module under attack can barricade windows, airlocks, and doorways to buy more time. In most cases this is simply a matter of time and tools, but GMs can also call for Hardware: Industrial Tests to see how effective their efforts are. Stats for various materials can be found on ►233, EP2.



Hold the Door → Opposed SOM Check → If PCs attempt to hold an interior door shut against a mob or brontops, treat it as an opposed SOM Check with teamwork modifiers. Brontops receive a +10 modifier to these tests.

DISABLED BOTS & VEHICLES

All of the bots and vehicles on the platform (with the exception of Stevedore at Area 3A) are disabled due to Brokenridge's remotely-issued termination order.



Bypassing Termination → Hardware: Electronics Test at -10 (timeframe: 20 minutes) → Each shell must be physically accessed to remove Brokenridge's pre-installed lockdown hardware. Superior or critical failures may result in permanent damage to the shell.

Reactivating bots and vehicles just makes them functional.



Hacking Bot/Vehicle Control → Hacking Test (Opposed, Infocsec 30) → To gain access/control, the shell needs to be hacked per normal intrusion rules (*Hacking* ►258, EP2).
Hardwire Vehicle → Hardware Test (timeframe: 1 minute) → Techies can also physically hotwire vehicles for manual control.

Dankey and hovercraft stats can be found on ►19. Helicopter stats can be found on ►350–350, EP2.

Helicopter Repair

The platform's copter is at the helipad (Area 16), but it's crashed and damaged. The forward section is on the helipad, but the tail and rear rotor are stuck in the mud under 1.5 meters of water. A main rotor blade is broken, and the engine is damaged, but the craft could be repaired with enough time.

The team will need to access the machine shop (Area 6) in order to fabricate a replacement rotor blade and other parts. They will also need the dankey from the heavy equipment bay (Area 4) to pull the copter out of the muck. Then it's just a matter of repairing the helicopter while fending off the native life.



Fabricating a Blade and Engine Parts → 2 hours
Engine and Blade Repairs → Hardware: Aerospace Test (timeframe: 2 hours) → Once parts are acquired, the helo can be fixed. Other Hardware skills may be used with a -30 modifier.

Hovercraft

If control is gained over the hovercraft, they can be used to travel to nearby outposts. Better yet, they have sealed cabins, so no getting jumped on by hookbladders. Hovercraft ALIs can autopilot themselves to any map coordinates they're told; they also know the locations of all Brokenridge and TerraGenesis installations in the marrow swamps, including the pandora gate installation.

Vehicle Radios

The helicopter and hovercraft have their own radio boosters, but the nearest platforms are just out of range. The boosters can be used to fix the comm tower radio (*Radio Repair* ►14) or can be used to call out once the PCs have departed and covered some distance.

FABGING

The machine shop (Area 6) contains a large industrial fabber that the PCs can take advantage of to nanofabricate gear they need. However, the fabber is heavily locked down courtesy of the Brokenridge IT Department. Its library of blueprints is limited to what's needed for maintaining the equipment on the platform. This includes things like utilitools, long-handled utilitools, tool kits, breathers, light vacsuits, and replacement parts for hexamodules, terraforming machinery, and the dankey. At the GM's discretion, this may include other gear of Minor or Moderate complexity. You are encouraged to get creative with improvisatory alternatives to what the PCs are actually looking for.

Once the hookbladder onslaught has begun and the platform is cut off from the wider Teragula mesh (*Mesh Issues* ►7), the PCs will not be able to research and download other blueprints online. The PCs are assumed to have multi-use blueprints (►314, EP2) for all of their starting gear. However, the fabber is also restricted to making certain standard items for which Brokenridge has a site license — namely, those items within its blueprint library.



Fabbing Time → Variable → Printing items requires no test, but does take time according to the item's complexity (*Acquisition Timeframe* ►312, EP2).

Jailbreaking the Fabber → Hacking Test (opposed, Infocsec 30) → If successful, the fabber's restrictions are defeated and it can be used to print other blueprints.

The research lab/med bay (Area 11) and hovercraft maintenance bay (Area 13) also have fabbers, but these are small and medium respectively. Both are locked down as noted above.

HACKING AIRLOCKS

Due to Brokenridge's remote lockdown order, all of the (still functioning) airlocks on the platform are locked. To access the various hexamodules, PCs have two options.



Hacking by Mesh → Hacking Test → Because the airlock controls are meshed, they may be hacked using normal intrusion rules (*Hacking* ►258, EP2).

Physical Bypass → Hardware: Electronics or Hardware: Industrial Test (timeframe: 2 minutes) → Airlocks may also be physically hacked with the proper tools (*Hacking an Airlock* ►304, EP2).

These options take enough time that the rest of the team is likely to have to protect the person breaking into the lock from leaping hookbladders, infested crew, and/or raging brontops.

If the PCs are breaking into all of the hexamodules, rolling for each may become tedious. Save the tests for situations where tension is high and handwave the others.

RADIO REPAIR

To repair the comm tower's long-range radio, the PCs need to acquire parts, make repairs, and hack authorization.



Fabbing Parts → 2 Hours → Components can be printed at any of the available fabbers (the machine shop unit has blueprints).

Cannibalize Parts → Hardware: Electronics Tests (timeframe: 5 minutes) → Radio parts can be pilfered from any of the hovercraft.

**Repairing the Radio → Hardware: Electronics Test (timeframe: 2 hours) →**

Once these parts are acquired, the radio can be fixed.

Hacking the Radio → Hacking Test → Note also that the radio, once working, can only be accessed by authorized personnel. To bypass this requires hacking the comms gear using standard mesh intrusion rules (►258, EP2).

Once the radio is fixed and hacked, it can be used to communicate with nearby Brokenridge platforms. PCs will have a difficult time convincing those crews of the situation or sending help. They may be asked if they have authorization to use the radio and why their names don't appear on platform crew rosters. Platform managers will be inclined to punt the issue to their superiors at Brokenridge.

**Convincing Others to Help → Deceive or Persuade Test (opposed, SAV Check 45 →**

Judge their response by the results. This is one way for the PCs to resolve the scenario (*Resolution* ►17).

If the PCs attempt to establish a satellite uplink, to reach Brokenridge or TerraGenesis directly, reconnect to the Teragula mesh, or broadcast a warning far and wide, they will discover that Brokenridge's satellites are refusing all uplink connections from Ganges-4. Stubborn hackers may attempt to spoof a connection (►247, EP2) or connect to another satellite (most belong to TerraGenesis), but Brokenridge will be alert for such trickery.

If Brokenridge becomes aware that the PCs are broadcasting from Ganges-4 by radio or sat uplink, they will enforce the blackout. This can include anything from jamming signals (►263, EP2) to declaring the incident a hoax perpetuated by disgruntled employees. If the PCs are especially pernicious or effective, Brokenridge may drop a missile over and take out the Ganges-4 comms array.

RESCUING NPCs

There are a number of uninfested crew scattered around the platform (stats for these hapless workers are provided under *NPCs* ►22). Rescued NPCs won't be very helpful; they are terrified, traumatized, confused, and sometimes injured. Most only want to bunker down in one of the modules and wait it out. Some may be a burden, having emotional breakdowns or demanding that PCs play things by the book and wait for instructions from Brokenridge. Many are terrified of breaking clauses in their contract about following official policy, which for an outbreak of dangerous xenofauna basically amounts to "shelter in place and await instructions." For indentureds, specifically, this is not irrational; their morphs are company property and they could be punished with more years of indentured service if they damage them.

Saving Infested Crew

The PCs may attempt to save infested crew by physically removing the parasites from living hosts (*Hookbladder* ►20). PCs who research an anti-hookbladder toxin may enjoy more success (*Scientific Solutions* ►next column).

SABOTAGE

Sabotaging the reactor (Area 12) won't do much other than dooming all of the biomorphs present. However, the electrolysis plants (Area 2) have large, external storage tanks of accumulated hydrogen. They're on the outside of the plants because there's not enough oxygen in the atmosphere for them to be a fire/explosion hazard. Inside an area with life support, though, they're giant firebombs. Moving the actual storage tanks is impossible, but enterprising PCs might hit on the idea of filling a smaller tank and using it to convert one of the modules into a bomb capable of killing nearby infested crew. Such an explosion would destroy the module in which it were set off and do DV 10d10 to everything within 30 meters.

SCIENTIFIC SOLUTIONS

Rather than fleeing, the PCs might opt to wage biowarfare against the hookbladders. The research lab certainly has the facilities to do this, and Dr. Nogumi has the skills to invent a designer toxin.

First, the team will need to capture a live hookbladder. Taking down an infested crew member and grappling (►205, EP2) the struggling alien parasite before it wriggles away is one option.



Catching a Hookbladder → REF Check at -10 → A PC who takes a suitable container and delays their action, waiting for a hookbladder to leap at their face, can attempt to catch it.

Once a hookbladder is acquired, PCs can research and fab a toxin.



Develop Toxin → Medicine: Forensics Test (timeframe: 8 hours) → Know: Astrobiology and Know: Toxicology are complementary skills for this test (►53, EP2). Results, potency, and stats are detailed under *Anti-Hookbladder Toxin* ►19. Remind new players that tasks with long timeframes can be shortened by rushing the job (►32, EP2).

Fab Toxin → 8 Hours → PCs can use the maker in the med bay (Area 11) to make enough toxin to kill all the hookbladders in the area.

The PCs then have to figure out how to disperse it. They could fabricate sprayers (►209, EP2) to spray the toxin onto the corpse heaps and individual zombies.

Dispersing a toxin in the stagnant waters of the swamp is trickier. One solution would be to build a short-range rocket to explode overhead and disperse the toxin as an aerosol.



Fab Sprayers → 2 hours → Blueprints are in the fabber libraries.

Build Rocket → Research Test at -30 → Blueprint for a single-use rocket designed to spray fungicide over a large area are in the hovercraft maintenance bay fabber (Area 12). It can be modified to disperse the anti-hookbladder toxin instead, affecting every hookbladder or infested crew outdoors in a 1-kilometer radius when its sprayer warhead bursts. It takes 2 hours to print.

SCROUNGING

The PCs start out with limited gear, but have the opportunity to pick up more by scrounging for it (*Searching Modules* ►9).



Locating via the Mesh → Research Test (timeframe: 20 minutes) → Most of the corporate gear on the platform is meshed for tracking and accounting purposes; private gear is more likely to be in privacy mode. Of course, many items are buried in corpse piles or were dropped into the swamps by fleeing crew.

Gear Stash

Nat has a secret scratch space at Area 18. Both Frank and Ernesto know of its existence. If using the terraforming workers as PCs, this is a stash of gear that the neo-pigs have been stealing and saving up.

SNIPING THE INFESTED

PCs may attempt shooting infested from the safety of a rooftop. This has merit (likely providing a +20 superior position modifier), but even if they retract the ladders, a mob will attempt to climb the hexamodule.

Unfortunately, the modules provide plenty of hand-holds for climbing. Each hexamodule is only 2.5 meters high, and the zombies can scale about 4 meters per action turn. This means they can scale a single module in one turn and a double- or triple-story module stack in 2 action turns. You can make Athletics 40 Tests for the infested if you like or just assume that half of them make it up each turn.

GM TIPS

A few final words on pacing and adjustments:

KEEPING IT MOVING

Overrun works best with periods of intense action with the occasional short break as the PCs hole up, rest, and plan their next move. If the PCs seem inclined to take shelter and wait for rescue, you'll need to bring the action to them. Roaming infested may find them, NPCs will push them to act and sow divisions, an unexpected accident like a fire breaking out may force their hand, or other survivors may come fleeing their way with a brontops on their heels. You can also guilt-trip them with calls from other survivors pleading for help (if the PCs ignore these, call for Stress Tests against SV 1d6 or more). If you need to, get creative: perhaps there are other types of infested native xenofauna that make their bunker far less safe than they assumed.

At the same time, avoid making it a non-stop slaughter-fest. You will need to give the PCs some respite to tend to injuries, hack airlocks, repair vehicles, fab gear, and otherwise sort out solutions. Once they're nearly done, however, is when the next threat shows up.

Taking Time

Many of the options the PCs have for surviving involve taking the time to do necessary repairs or fabricate essential gear. For short periods of a few hours, this is fine and will not substantially change the scenario. The infested will still lurk about for victims, other survivors will stay holed up, zombie mobs will batter ineffectively at airlock doors, and so on. When the PCs are ready to venture out again, things will be the same.

Of course, tasks like nanofabrication do not need oversight; once the process has started, the PCs can attend to other matters, returning when the item is done. Fabber ALIs can update the PCs on the print project's status via the mesh.

If the team lays low for longer periods (half a day or more), some updating of the situation may be necessary. At Ganges-4's latitude, Teragula's night lasts about 15 hours. Roaming zombies and brontops will be easier to spot during the day — but so will the PCs.

Hookbladders also don't want their carefully cultivated corpse piles to go to waste. Before the first night ends, a number of hookbladders will asphyxiate their hosts atop the piles and then burst open, spewing hookbladder larva over the dead. Over time, these piles will become quite rank and gross.

What this means, however, is that the amount of infested will be reduced after the first night. The hookbladders will make up for it by infesting any straggling crew members that venture out as well as more brontops.

If the situation drags out over days, new corpse piles will be created on and around the platform, though they will be composed more and more of native xenofauna. Slowly, the amount of infested transhumans will be reduced. After a week, most infested around the platform will be brontops and other local wildlife.

PULLING PUNCHES

If the PCs are having too difficult of a time, you'll need to twist some knobs and change the challenge level of the scenario.

Fewer and Dumber Threats

To make the scenario easier, simply reduce the amount of leaping hookbladders and zombies. It also helps to make the infested less aware — having a jellyfish-thing over your head and sensory organs

has its disadvantages. Infested crew may be less likely to climb modules, use weapons, or break through windows. They also may not stray far from their corpse piles, making it easier to flee.

The Day Star

If the PCs wait out the night, they may find that hookbladders are not so fond of Teragula's sun and daylight. When the sun rises, the infested may seek out shade or slink underwater. This provides an opportunity for the PCs to move about more freely — though they may still draw the attention of infested crew if they come too near the water. Once night falls again, the infested return to the hunt.

More Bots

There are few bots on the platform. Adding more will increase the PCs capabilities, though they should still need to need to revive them.

HEAVIER HITTING

If the PCs need more of a challenge, here are a few options:

Bonus Brontops

An enraged alien moose analog with a jellyfish over its head could show up at pretty much any time. Heck, if the PCs are well-armed, there may even be an entire herd of them.

Crew Variants

Most of the platform crew are in low-end biomorphs or pods (splicers and worker pods are overwhelmingly common). To keep things interesting, the GM might want to randomly assign other augmentations to a handful of infested crew (perhaps 1 in 10). A table of entertaining zombie augmentations can be found on ►21.

Something Else in the Water

Other predators might take advantage of hookbladder mating season to prey on infested animals as they thrash through the water. Of course, they won't care to distinguish between infested and uninfested swimmers. This might be a fine time for astrobiologists to get an up-close look at previously unknown xenofauna specimens such as swamp eels, carnivorous vines, or venomous marsh crabs. Alternatively, some of these may be infested themselves.

Stealthy Zombies

The infested crew may alter their tactics to sneak up on the PCs if head-on attacks are repulsed. They may attack from the water from an area the team thought they'd cleared or quietly gain access to a module through a hatch left open by a crew member trying to escape or some other unnoticed breach. Sneaking zombies will converge on a point rather than coming in mobs, so spotting one doesn't necessarily mean all are spotted.

ONE-SHOT PLAY

Overrun was originally designed for 4-hour convention slots. If used for one-shot play, we strongly suggesting jumping right to the action, with the PCs at the comm tower as the outbreak begins. The backstory can be handled as quick exposition. For short games, it's even more important to keep the action moving. You may need to let the PCs breeze through a few interactions with the infested in order to wrap up the scenario in time — or treat the zombies as simple mooks, where one hit takes them out of the combat. Make sure the players do not get bogged down with decision paralysis; if they are stuck, suss out the option they favor and gently push them in that direction.

RESOLUTION

Players have a few options for wrapping up the scenario.

BUGGING OUT

With a functional hovercraft, the nearest platform is about a day away. With a helicopter, it's a few hours. Either way, the PCs should be relatively safe during the journey, though the GM could always throw in equipment failures or infested brontops or other xeno-fauna to make the trip interesting.

Any PCs that opt to try and make it by foot are in for a long, treacherous ordeal. Making it to another platform will take at least a week, likely longer, with frequent Survival Tests to avoid dangerous terrain, hookbladders, and infested creatures. To simplify matters, players can make a single Survival Test at -20 or see if they make it alive.

HOLDING OUT

Optimistic PCs may attempt to create a bunker or refuge and wait for help to arrive. This is not the recommended course; see *Keeping it Moving* ►16 for tips on encouraging the PCs to act. On the other hand, the team may exhaust their options or may get reduced to one or two holed-up survivors. Unfortunately, days or weeks may go by without anyone showing up as the entire planet scrambles to deal with hookbladders. During that period the PCs may need to fight off more attacks or make Survival Tests to squeak by. On the positive side, hookbladder mating season will peter off in about a month.

HELP ARRIVES

Eventually, one way or another, help will arrive. Rescue can come in four forms.

Nearby Aid

If the PCs successfully convince a nearby platform to send help, a hovercraft or helicopter shows up within a day. The GM can end the scenario here, moving on to *Aftermath* (►18).

Hopes Dashed

Alternatively, this "rescue" can go drastically wrong when the unprepared rescuers are suddenly overwhelmed by hookbladders or infested crew or brontops. The PCs can watch with despair as their vehicles crash and crew succumb, leaving them still trapped. This is only likely if the rescuers are not forewarned, but perhaps they do not take the threat seriously. On to Plan B.

Corporate Solutions

A third option is for Brokenridge to finally take the situation seriously and send in some troops with firepower. In the interest of keeping everything under wraps, however, these soldiers may have orders to treat all survivors as potential threats. Their agenda may be to kill everything, collect cortical stacks, and sort it all out later.

Boss Corp

Option four is for TerraGenesis to show up, having somehow been informed that something has gone wrong. They will be less trigger-happy than Brokenridge and more eager to find out if Brokenridge has violated any of their contractual agreements. They will be particularly interested in evidence that Brokenridge has been using indentured labor.

Mixing it Up

These options may also be combined. Brokenridge troops may show up, start shooting PCs, then get overwhelmed by hookbladders and infested. Or Brokenridge and TerraGen forces may both arrive, leading to potential hostilities, especially when infested crew also attack.

RETAKE THE PLATFORM

Players may realize that with only 100 personnel on the platform, many of whom are now hookbladder larva meals, fighting to retake Ganges-4 isn't completely out of the question. There are two ways the PCs can go about this.

Violence

If the PCs can kill or disable enough infested crew and figure out how to deal with any more brontops that wander by, they can effectively seize the platform. Once the PCs have cleared out the main infested sites (all Area 17s on the map), assume they can handle any remaining zombies that show up. From that point, they can easily hold out for a rescue (*Scientific Solutions* ► previous column).

SCIENCE!

If the PCs are able to devise a toxin to kill hookbladders (*Scientific Solutions* ► 15), they can potentially clear the area of hostile parasites. If they then share their discovery with others, they can save many other platforms from being overrun.

VISITING ALLEGHENY-6

If the PCs acquire a hovercraft or helicopter, they may be inclined to pursue their original mission and investigate Allegheny-6. What they will find is predictable: the station was swarmed with hookbladders and infested, just like Ganges-4. No one survived, and the first two teams Brokenridge sent in to assess the situation also fell prey to hookbladders and zombies.

Should the team linger at Allegheny-6 for too long, it is likely that more Brokenridge troops will arrive. Given the fate of their previous squads, these soldiers will be excessively trigger happy.

AFTERMATH

Whether the PCs survive or not, their actions will impact the future of Teragula. This section details some of those possibilities and the Rez point and rep rewards the PCs will gain as a result.

EFFECTS OF PC ACTIONS

Brokenridge and TerraGenesis both are totally unprepared to cope with the hookbladder outbreak. The situation will wreak havoc across the planet as entire stations are overrun. What else occurs depends on the actions of the PCs:

If the Team Warns the Planet

If the PCs successfully spread word about a hookbladder outbreak, they will save lives and give both hypercorps a small sliver of time to prepare. Terraforming operations will be disrupted, but only until the onslaught ebbs. If the PCs also distribute a hookbladder toxin, they will largely deter the hookbladder threat. The terraforming of Teragula will continue, more colonists will be shipped in, and hookbladders will be studied by hypercorps in depth.

If No Warning Gets Out

Terraforming operations will be indefinitely set back as the crisis overwhelms the planet. Security resources will be tied up for weeks attempting to rescue survivors and clear platforms. The affair becomes a public-relations disaster for Terragenesis, and Brokenridge is excoriated for covering up the threat. TerraGenesis pulls many non-essential personnel off-world until the hookbladder threat can be properly analyzed and countered.

If the PCs Survive

Brokenridge will detain and debrief surviving PCs if possible. They'll then have a talk with Legal, who underscore a clause in their contracts requiring silence about events on Teragula. PCs who seem uncooperative may simply be disappeared for a while. Firewall won't be able to immediately intervene for PCs; they need to get through the debriefing on their own.

If the PCs Die

If they die on the platform, there is a 50% chance their stacks will eventually be recovered—though it may be a few weeks. If they die within a hexamodule or someplace else that the infested are unlikely to drag them away from, that increases to 80%. There is also a 5% chance any stacks end up in the hands of someone who sells them on the black market.

If Brokenridge is Exposed

If TerraGenesis is informed of Brokenridge's use of indentures, there will be a protracted legal battle between the two hypercorps over breach of contract. Perhaps unsatisfactorily, the two will eventually settle on Brokenridge paying reparations to both TerraGenesis and the indentured egos they deployed.

If Brokenridge's cover-up of Allegheny-6 and the blackout of Ganges-4 are exposed, the hypercorp will suffer a major PR hit and take flak for failing to warn other platforms and handling the threat in an irresponsible manner. Brokenridge will do its best to pass the buck to platform managers like Chung. A legal battle will ensue, but TerraGenesis will have an advantage. They will lose their contract and be forced to pay damages for failing to warn others.

Firewall

Firewall will do its best to pull the sentinels out or at least recover their egos, but their resources are limited, so it may take a while. They will eventually be pulled in for their own debriefing with Sustenatrix.

If the PCs were not part of Firewall before, and they pluckily survived the xenofauna/zombie outbreak, they may be approached and extended an invitation to join. GMs can use *Overrun* as the introduction to a new Firewall campaign as Sustenatrix approaches them about future missions.

If the Neo-Pigs Escape Indenture

If the neo-pigs escape from the platform with the PCs, they will ask the team to help smuggle them through the gate back to the Solar System, so they can be free of their indentured service. The easiest way to do this would require uploading them with an ego bridge or killing them and taking their stacks. They will agree to either. Alternatively, the PCs could try and arrange for fake IDs by using rep favors. They could also ask Sustenatrix/Firewall for assistance, but this falls outside the scope of their mission and is likely to be refused.

If the PCs help Ernesto Ernesto and Frank make it off Teragula, the neo-pigs will owe them a serious favor. Both will attempt to return to a life of crime on Europa, or perhaps elsewhere in the system. The PCs may face some additional questions about the neo-pigs' disappearance, if they haven't already melted away themselves. Down the line, the neo-pigs may need assistance when ego hunters come looking for them.

If the PCs Are Exposed as Sentinels

Both Nogumi and Linard may ask the PCs how they are so prepared to act during the crisis and may become suspicious of their cover story. Linard especially may pry, seeing it as potential leverage he can use to blackmail the PCs or otherwise get his way. If Brokenridge is informed, the PCs will be taken in for questioning from which they may not return.

Mission Rewards Table

Outcome

Rez & Rep Rewards

Character Participated in Mission	2 RP, +1 x-rep +1 i-rep if Firewall
Team Saved 3+ NPCs	1 RP, +1 x-rep
Team Warned Planet of Outbreak	1 RP, +1 x-rep, +1 c-rep
Team Distributed Hookbladder Toxin	+1 x-rep, +1 r-rep
PC Fulfilled Motivation or Motivational Goal	1 RP
PC Stuck to Motivation/Motivational Goal Despite Serious Risk	1 RP
Player Contributed: Good Roleplaying/Humor/Drama/Fun	1 RP
PC Exposed as Firewall Agent	-5 i-rep, -3 c-rep
PC Recruited into Firewall	+5 i-rep
Team Helps Neo-Pigs Escape Indenture	+1 @-rep -1 c-rep if actions known
Team Exposes Brokenridge's Cover-Up	+1 @-rep, +1 x-rep
Team Exposes Brokenridge's Use of Indentures	+1 @-rep, -1 c-rep

NEW GEAR

PCs may take advantage of the following new gear. Note that all vehicles have the gear described on ►351, EP2.

ANTI-HOOKBLADDER TOXIN

A toxin targeting hookbladders doesn't exist at the start of the scenario, but may be invented by characters during it (*Scientific Solutions* ►15). The resulting tailored toxin is contact-based (dermal application, onset time: action turn). It has the following effect, depending on the Medicine: Forensics Test to make it:

- **Success:** The toxin kills hookbladders in 3 action turns.
- **Superior Success:** The toxin incapacitates hookbladders (causing them to release their control and slough off of victims) and kills them in 3 actions turns.
- **Critical Success:** Kills hookbladders immediately upon contact.
- **Failure:** As *Success*, but the toxin kills hookbladders after 1 hour and is also poisonous to transhumans (DV 1d10, -10 to actions, SOM Check vs death after 1 hour; toxin filters and medichines may mitigate these effects, see *Defensive Ware* ►330, EP2.).
- **Superior Failure:** The toxin does not work.
- **Critical Failure:** The toxin does not work and is poisonous to transhumans as noted above.

TOXIN	Type	Application	Duration	Complexity/GP	Description
Hookbladder Toxin	Biochem	D, Inj, O	—	Mod/2	See above.

GROUNDRAFT	Complexity/GP	Passengers	Vigor	Flex	Armor	WT	DUR	DR	Movement	Size
Dankey	Maj/3	1	2	0	12/10	15	75	150	8/40 Wheeled	L
NAUTICAL										
Hovercraft	Maj/3	4+	1	1	12/10	20	100	200	8/32 Hover	VL
Ware: Autocook, Radio Booster										

DANKEY

Dankeys are small utility vehicles combining characteristics of a forklift, small pickup truck, and utility tractor. They're common in spaceports, warehouses, and industrial areas. Dankeys are about 2.5 meters long and 1.6 meters wide, with wheels and suspension designed for roads and warehouse floors. The forklift components have limited shape-adjusting capability and fold back over the cab when not in use, giving the dankey a more tractor-like profile. The cargo bed can be lengthened, shortened, shaped into racks, covered, or converted to basic seating for more passengers. A front winch (ingeniously driven by the same motors as the forklift) and various tow hitches in the rear allow dankeys to tow or pull vehicles many times their weight.

Although most dankeys have seating for transhuman operators, they're usually operated by a bot/vehicle ALI (►326–327, EP2).

Dankeys aren't geared for speed and don't do well off road. If the one on the platform ends up in the swamp, it will quickly sink and end up lodged in the mud below.

HOVERCRAFT

The hovercraft used on Teragula are typical air-cushion amphibious vehicles. They are ideal for traversing the muddy swamps that dominate the planet. They feature airtight sealed cabins capable of carrying 4 passengers, with exterior room for several more passengers or cargo.

GEAR PACK

Given the specifics of this mission, much of the gear included in the Firewall and Gatecrashing packs (►326, EP2) is unnecessary. The Overrun gear pack below is provided as an alternative. It is suggested that this be used for the 10 GP assigned to the PCs (*Gearing Up* ►5).

Overrun Gear Pack (Firewall)

GEAR	Complexity/GP	Description	Page
Breather*	Min/1	Converts CO2 into oxygen.	►316 EP2
Fake Ego ID†	Maj/R/3	Forged ID and back history, with its own rep scores (x-rep 10).	►315 EP2
Healing Spray*	Min/1	Heals 1d10 damage per hour for 12 hours.	►342 EP2
Portable SolArchive	Min/1	Enable Research Tests related to one Know skill while isolated from mesh.	►340 EP2
Second Skin*	Min/1	AV +2/+3, Concealable.	►215 EP2
Smart Clothing*	Min/1	Can change color, texture, and cut. +10 Infiltrate, +30 covered and stationary.	►317 EP2
TacNet App	Mod/2	Share tactical data in real-time.	►327 EP2

*Synthmorph Alternative

Energy Efficiency	Maj/3	One extra short recharge per day.	►322 EP2
Industrial Armor	Min/1	AV +6/+4.	►214 EP2

†Gatecrasher Alternative

Energy Efficiency	Maj/3	One extra short recharge per day.	►322 EP2
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CREATURES & NPCs

Use these stats for the various NPCs in the scenario.

HOOKBLADDER

Xenofauna, Small Size

Threat Level: Yellow

Niche: Teragula's marrow swamps

Numbers: 1–10

Hookbladders are an aquatic, jellyfish-like animal, named for their single hard body part, an incredibly light, hard, ten-centimeter hook of horn-like material located near the animal's single reproductive/digestive opening. Specimens are translucent sacs 40–50 centimeters in diameter, with a radial body plan and fine tentacles ending in feathery feelers. The hookbladder's observed feeding

behavior is to anchor itself by hooking its prey's flesh and then enveloping all or part of it.

For most of their six-year life cycle, hookbladders are no more than a nuisance to transhumans, occasionally inflicting painful hook cuts on the careless. When they enter the active period of their reproductive cycle, though, hookbladders become much more interesting. Able to swim rapidly and propel themselves up to 4 meters into the air using jets of water, the hookbladders seek hosts. The hookbladder attempts to hook a victim and then envelop most of its head, leaving only the mouth exposed. It then compels its host to kill other animals and collect their corpses.

When enough corpses have been collected, the hookbladder asphyxiates the host atop its victims. It then bursts, spraying thousands of eggs over the entire heap, adding its own body to feed its young. The larvae hatch within hours, gorging for days before dropping into the water to begin the aquatic part of their lifecycle.

Hookbladder

Stress Test: SV 1d6 (1d10/1 if being attacked)

Threat Pool ▲ 2

Initiative: 8 • **Fray:** 50 • **AV:** 2/2

WT: 3 • **DUR:** 15 • **DR:** 23

Envelop Head: 65, DV 1d10 + 1. Treat as a grappling attack (►205, EP2); with a superior success the target's head is grappled, vision is blocked, and the hookbladder exerts parasitic control. Helmets apply a –10 modifier to the hookbladder's attack.

Parasitic Control: Once a hookbladder envelops a biomorph victim's head, it extends shoots into the victim's orifices and through the area pierced by its hook. These tie the victim to the hookbladder's metabolism and, in the case of transhumans, allow them to function without breathers in Teragula's normally asphyxiating atmosphere. This will inflict DV 1d6, no defense, for 3 action turns. If the hookbladder is not removed in 2 action turns, it will dominate the target's mind. Vacsuits and similar sealed outfits protect from parasitic control unless the hookbladder scores a wound on its attack.

Perceive: 60

Move: 8/32 Swim, 1/4 Walker

COG: 1 ³/₃ • **INT:** 20 ⁶⁰/₆₀ • **REF:** 20 ⁶⁰/₆₀ • **SAV:** 1 ³/₃ • **SOM:** 15 ⁴⁵/₄₅ • **WIL:** 1 ³/₃

Skills: Athletics 40 (Swim 50), Infiltrate 70, Melee 55 (Envelop Head 65)

Ware: Enhanced Respiration

Notes: Hookbladders breathe through their skin membranes. They will ignore synthmorphs and robots unless attacked. Their hook attack can still damage synthetic shells, but the parasitization only affects biomorphs.

Pain Tolerance: In their breeding cycle, hookbladders develop a resistance to pain. They ignore the effects of 2 wounds and will not react to fire, acid, or agonizers. (This tolerance does not apply to infested victims.)

Removal: The only way to remove the hookbladder is to kill it or forcibly pull it off with an Opposed Melee Test; grappled victims suffer –30 on this test. Forced removal inflicts DV 1d10, no defense, as the hook rips free. Biomorphs saved from hookbladder infestation quickly (in less than 10 minutes) recover rapidly, but those infested longer require time in a healing vat to repair damage to their nervous system (–10 to all actions until they do).

Shock Resistance: The primitive neural systems of hookbladders are immune to shock effects.

Infested Crew

Morph: Worker Pod

Threat Pool ▲ 2

Initiative: 7 • **Fray:** 50 • **Armor Value:** 0/0 or 1/3 (Armor Clothing)

Wound Threshold: 7 • **Durability:** 35 • **Damage Resistance:** 53

Unarmed Attack: 60, DV 1d6

Club: 60, DV 1d10, +10 Reach

Diamond Ax: 60, DV 2d10 + 3, Armor-Piercing, +10 Reach, Two-Handed

Flex Cutter: 60, DV 1d10 + 3, Concealable

Perceive: 50 (40 due to blocked vision)

Move: Walker 4/20

COG: 5 ¹⁵/₁₅ • **INT:** 20 ⁶⁰/₆₀ • **REF:** 15 ⁴⁵/₄₅ • **SAV:** 5 ¹⁵/₁₅ • **SOM:** 15 ⁴⁵/₄₅ • **WIL:** 10 ³⁰/₃₀

Skills: Athletics 50, Infiltrate 50, Melee 50 (60)

Traits: Enhanced Behavior (Kill Non-Infested, Level 3)

Ware: Access Jacks, Biomods, Cortical Stack, Cyberbrain, Mesh Inserts, Mnemonics, Puppet Sock

Hookbladder Mask: Because the hookbladders envelop heads, it is impossible to target a hookbladder in combat without also harming its victim, unless they are grappled (►205, EP2) or incapacitated first. PCs may intentionally target hookbladders and the heads they occupy together with a called shot (►218, EP2); in this case, apply damage to both the hookbladder and its victim.

Killing Machines: Hookbladder zombies are pre-occupied with murder, with little regard for their own protection. They make aggressive attacks (►205, EP2), receiving either +10 to attack or inflicting +1d10 DV, but taking –10 to Fray. Zombies are sometimes clever enough to use melee weapons, but are unlikely to use ranged weapons; most simply attack unarmed.

Linked Metabolism: Zombies can "breathe" underwater or in Teragula's atmosphere.

Muses: The hookbladder's minuscule intelligence makes mesh inserts useless, but muses belonging to the victim are unaffected and may contact others via the mesh in search of help. Cutting down a zombie while their muse pleads for mercy inflicts SV 1d6.

Random Augmentations: Some infested may have additional ware or gear; see the *Zombie Augmentation* table.

INFESTED PLATFORM CREW

Transhuman, Medium Size

Threat Level: Orange

Niche: Teragula's marrow swamps

Numbers: 1–10

Infested crew look as if they're wearing a hookbladder for an executioner's hood — a slimy, translucent cowl beneath which the hookbladder's simple organs and the victim's features may be blurrily seen. The hookbladders compel them to hunt uninfested crew, meaning most of these victims already have the blood of their colleagues smearing their coveralls. The infested retain enough intelligence to use blades, axes, and loose pipes as weapons, although many are unarmed. They are otherwise incapable of communicating, reasoning, or anything other than tearing the PCs apart.

INFESTED BRONTOPS

Xenofauna, Large Size

Threat Level: Red

Niche: Teragula's marrow swamps

Numbers: 1–2

Brontops are docile, moose-sized, wading grazers. They subsist on a combination of microbes and arthropod-analogs filtered from the swamp waters, fungus, and cartilage/coral — except when infected by a hookbladder, in which case they subsist on goring and stomping other animals to death to feed baby hookbladders. The GM is cautioned against throwing too many of these zombified cervidoids at the team, as more than a few of them could do to the team what the trolls were going to do to Bilbo, only not in a sack, so way messier. Once the team finds a guns, brontops are less of a threat.

Infested Brontops

Stress Test: SV 1d6

Threat Pool ▲ 2

Initiative: 8 • **Fray:** 40 • **AV:** 5/5

WT: 12 • **DUR:** 60 • **DR:** 90

Bite: 60, DV 2d10 + 4

Gore: 70, DV 3d10 + 8, target impaled on a superior success (treat as grappled with no choke ▶205, EP2); impaled targets will be bashed for DV 3d10 on subsequent turns.

Ram/Stomp/Trample: 60, DV 4d10, Knockdown

Perceive: 50 (40)

Move: 8/32 Walker, 4/12 Swim

COG: 1 ³/₄ • **INT:** 15 ⁴⁵/₁₀₀ • **REF:** 15 ⁴⁵/₁₀₀ • **SAV:** 1 ³/₄ • **SOM:** 20 ⁶⁰/₁₀₀ • **WIL:** 15 ⁴⁵/₁₀₀

Skills: Athletics 40 (Swim 50), Melee 60 (Gore 70)

Ware: Enhanced Respiration

Notes: Due to their large size, brontops are easier to hit and spot (+10) but get a +10 Reach advantage in melee (*Large Size* ▶227, EP2).

RANDOM ZOMBIE AUGMENTATIONS

All of these augmentations are listed in EP2.

Roll 2d10 and add the results for a random augmentation or assign one appropriate to the situation.

2d10	Augmentation	Effect
2–3	Emergency Farcaster	The crew member's ego is broadcast to a safe location if killed and retains memories of the events. If the PCs were particularly brutal in their handling of infested crew, this could come back to haunt them.
4	Chameleon Skin	+10 on Infiltrate Tests.
5	Novacardium	+1 Threat Pool.
6	Eelware	Their touch/unarmed attacks are Shock, Touch-Only.
7–8	Muscle Augmentation	+1d6 DV on melee attacks and +10 SOM Checks.
9	Oxygen Reserve	The crew member can survive underwater for up to 3 hours. The hookbladder's usual use of asphyxiation won't kill the crew member, most likely leaving them alive but paralyzed due to nerve damage on a pile of corpses when the hookbladder decides to explode. If left without rescue, hookbladder larvae may begin to eat them. Fortunately, they should regain use of their mesh inserts after the hookbladder ruptures.
10–12	Armor Vest	AV 4/10.
13–14	Enhanced Vision	Grants +20 to Perceive Tests to spot PCs.
15	Grip Pads	Grants +30 to Athletics Tests for climbing.
16–17	Toxin Filters	The linkage between the hookbladder and its hosts metabolism means that Anti-Hookbladder Toxin ▶19 won't affect this zombie.
18–20	Cyberlimb Plus	+1 Threat Pool, +5 SOM Checks

NPCs

A selection of NPCs the characters may interact with.

ESTES CHUNG

Platform Manager

Motivation: +Career +Efficiency -Making Waves

A career bureaucrat who takes satisfaction in making things work efficiently. He is not pleased about being on Teragula, but he's working hard in hopes of a promotion to a better station. He's slightly uncomfortable about Brokenridge's use of indentures, but is Kerensky's push-over, so has adopted some unpopular measures to stifle labor unrest.

Manager Chung

Morph: Exalt **Threat Pool** ▲ 1

Initiative: 6 • **Fray:** 50 • **Armor Value:** 1/3 (Armor Clothing)
Wound Threshold: 7 • **Durability:** 35 • **Damage Resistance:** 53

Club: 40, DV 1d10, +10 Reach

Perceive: 60

Move: Walker 4/20

COG: 20 60 • **INT:** 15 45 • **REF:** 15 45 • **SAV:** 10 30 • **SOM:** 10 30 • **WIL:** 10 30

Skills: Athletics 40, Guns 30, Hardware: Electronics 40, Interface 70, Kinesics 50, Know: Accounting 65, Know: Administration 65, Know: Habitat Ops 60, Know: Terraforming 70, Melee 40, Persuade 60

Ware: Biomods, Cortical Stack, Mesh Inserts

Note: As a zombie, Chung acquires characteristics common to other infested.

KERENSKY

Security Chief

Motivation: -Autonomism +Career +Security

A company woman who only believes in rules so far as it keeps the rabble in line. She primarily keeps an eye on the indentures, knows the neo-pigs are trouble and suspects them of stealing corporate property.

Chief Kerensky

Morph: Olympian **Threat Pool** ▲ 2

Initiative: 6 • **Fray:** 50 • **Armor Value:** 4/10 (Armor Vest)
Wound Threshold: 8 • **Durability:** 40 • **Damage Resistance:** 60

Medium Pistol: 60, DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30
Club: 50, DV 1d10, +10 Reach

Perceive: 60

Move: Walker 4/20

COG: 15 45 • **INT:** 15 45 • **REF:** 15 45 • **SAV:** 10 30 • **SOM:** 20 60 • **WIL:** 15 45

Skills: Athletics 60, Guns 60, Infiltrate 40, Interface 40, Kinesics 55, Know: Security Ops 60, Melee 50, Pilot: Nautical 50, Provoke 55

Ware: Biomods, Cortical Stack, Mesh Inserts

AVERAGE PLATFORM CREW

Brokenridge Indentures and Personnel

Motivation: +Escape -Injury +Survival

These indentures, engineers, scientists, and other workers are just average folks who don't want to be murdered by the infested.

Average Indenture

Morph: Worker Pod **Threat Pool** ▲ 1

Initiative: 7 • **Fray:** 50 • **Armor Value:** 0/0 or 1/3 (Armor Clothing)
Wound Threshold: 7 • **Durability:** 35 • **Damage Resistance:** 53

Club: 50, DV 1d10, +10 Reach

Flex Cutter: 50, DV 1d10 + 3, Concealable

Perceive: 50

Move: Walker 4/20

COG: 15 45 • **INT:** 20 60 • **REF:** 15 45 • **SAV:** 10 30 • **SOM:** 15 45 • **WIL:** 10 30

Skills: Athletics 50, Guns 30, Hardware: Industrial 50, Kinesics 45, Know: Habitat Ops 50, Know: Terraforming 50, Infiltrate 50, Melee 50, Provoke 45

Ware: Access Jacks, Biomods, Cortical Stack, Cyberbrain, Mesh Inserts, Mnemonics, Puppet Sock

Average Specialist

Morph: Splicer **Threat Pool** ▲ 1

Initiative: 5 • **Fray:** 40 • **Armor Value:** 0/0 or 1/3 (Armor Clothing)
Wound Threshold: 6 • **Durability:** 30 • **Damage Resistance:** 45

Club: 40, DV 1d10, +10 Reach

Perceive: 60

Move: Walker 4/20

COG: 20 60 • **INT:** 15 45 • **REF:** 10 30 • **SAV:** 15 45 • **SOM:** 15 45 • **WIL:** 15 45

Skills: Athletics 50, Guns 30, Hardware: Electronics 60, Infiltrate 30, Interface 60, Kinesics 40, Know: (As Appropriate) 60, Melee 40, Persuade 50, Research 50

Ware: Biomods, Cortical Stack, Mesh Inserts

Average Security

Morph: Worker Pod **Threat Pool** ▲ 1

Initiative: 6 • **Fray:** 50 • **Armor Value:** 4/10 (Armor Vest)
Wound Threshold: 7 • **Durability:** 35 • **Damage Resistance:** 53

Medium Pistol: 50, DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30

Club: 50, DV 1d10, +10 Reach

Perceive: 50

Move: Walker 4/20

COG: 10 35 • **INT:** 15 45 • **REF:** 15 45 • **SAV:** 15 45 • **SOM:** 15 45 • **WIL:** 10 30

Skills: Athletics 50, Guns 50, Infiltrate 30, Interface 40, Kinesics 50, Know: Security Ops 50, Melee 50, Provoke 45

Ware: Access Jacks, Biomods, Cortical Stack, Cyberbrain, Mesh Inserts, Mnemonics, Puppet Sock

ERNESTO ERNESTO

Indenture, Former Pirate

Motivation: +Crime +Freedom +Uplift Rights

Ernesto and his brother Frank were born in the ice caves of Europa. Ernesto went from semi-legit infosec jobs to a career in undersea piracy, and dragged his brother along with him. They were caught, sentenced to indentured service, and Brokenridge bought their contracts. They've been stealing supplies in the hopes of eventually breaking out and getting back through the gate.

Ernesto Ernesto

Morph: Neo-Pig **Threat Pool** ▲ (as NPC)

Initiative: 7 • **Fray:** 60 • **Armor Value:** 1/3 (Armor Clothing)
Wound Threshold: 7 • **Durability:** 35 • **Damage Resistance:** 53
 Insight 0 Moxie 1 Vigor 1 Flex 2 (as PC)

Flex Cutter: 50, DV 1d10 + 3, Concealable (in security office)

Perceive: 60
Move: Walker 4/20

COG: 10³⁰ • **INT:** 15⁴⁵ • **REF:** 20⁶⁰ • **SAV:** 10³⁰ • **SOM:** 20⁶⁰ • **WIL:** 15⁴⁵
Skills: Athletics 60, Deceive 50, Guns 60, Infiltrate 60, Infosec 70, Interface 50, Kinesics 50, Know: Computer Science 70, Know: Criminals 40, Know: Economics 40, Know: Piracy 50, Know: System Administration 40, Know: Uplift Rights 70, Melee 50, Program 50, Research 50, Survival 40
Rep: c-rep 15 • g-rep 50 • x-rep 35

Ware: Biomods, Cortical Stack, Direction Sense, Enhanced Hearing, Enhanced Respiration, Mesh Inserts
Gear: Breather (in security office)

FRANK

Indenture, Former Pirate

Motivation: +Freedom -Hypercorporations +Uplift Rights

Frank's real name is Duncan, but ever since some bigot called him a "frankenswine," he's gone by Frank. He grew up with his brother Ernesto on Europa's fringes, fell in with a group of subsurface pirates, got busted, and is now doing time as a terraforming worker. When Nat made contact and offered to help the brothers out with their escape plans, Frank agreed to let take up residence in his ghost rider module.

Frank's ghost rider module originally housed a Brokenridge snitch ALI for the purpose of monitoring the indenture's activities, but Nat removed it.

Frank

Morph: Neo-Pig **Threat Pool** ▲ 2 (as NPC)

Initiative: 6 • **Fray:** 40 • **Armor Value:** 1/3 (Armor Clothing)
Wound Threshold: 7 • **Durability:** 35 • **Damage Resistance:** 53
 Insight 0 Moxie 1 Vigor 1 Flex 2 (as PC)

Flex Cutter: 50, DV 1d10 + 3, Concealable
Club: 50, DV 1d10, +10 Reach

Perceive: 80
Move: Walker 4/20

COG: 20⁶⁰ • **INT:** 20⁶⁰ • **REF:** 10³⁰ • **SAV:** 15⁴⁵ • **SOM:** 10³⁰ • **WIL:** 15⁴⁵
Skills: Athletics 50, Guns 40, Hardware: Electronics 40, Hardware: Industrial 60, Hardware: Nautical 50, Infiltrate 50, Kinesics 45, Know: Black Markets 60, Know: Engineering 50, Know: Europa 50, Know: Exoplanets 50, Know: Habitat Ops 70, Know: Sociology 50, Know: Uplift Rights 60, Melee 50, Persuade 45, Pilot: Nautical 80, Program 50, Survival 40
Rep: @-rep 25, c-rep 25 • g-rep 30 • x-rep 20

Ware: Biomods, Cortical Stack, Direction Sense, Enhanced Respiration, Ghost rider Module, Mesh Inserts
Gear: Breather, Utilitool

Note: Frank carries Nat ▶24 within his ghost rider module.
Ego Traits: Common Sense

LINARD

Extropian Engineer

Motivation: +Career +Extropianism +Hypercorps

Linard enjoys the challenges of working in a remote outpost with limited resources. However, he has the worst stereotype of an engineer's personality — exacting, argumentative, and hyper-analytical at inappropriate times — so he isn't exactly popular with the other crew.

Linard

Morph: Exalt **Threat Pool** ▲ 2 (as NPC)

Initiative: 6 • **Fray:** 40 • **Armor Value:** 1/3 (Armor Clothing)
Wound Threshold: 7 • **Durability:** 35 • **Damage Resistance:** 53
 Insight 1 Moxie 1 Vigor 1 Flex 1 (as PC)

Perceive: 60
Move: Walker 4/20

COG: 20⁶⁰ • **INT:** 20⁶⁰ • **REF:** 10³⁰ • **SAV:** 15⁴⁵ • **SOM:** 10³⁰ • **WIL:** 15⁴⁵
Skills: Athletics 40, Free Fall 50, Guns 30, Hardware: Electronics 60, Hardware: Industrial 80, Hardware: Robotics 60, Infiltrate 30, Interface 60, Kinesics 45, Know: Board Games 60, Know: Chemistry 60, Know: Economics 50, Know: Extropians 50, Know: Habitat Ops 70, Know: Hypercorps 40, Know: Terraforming 60, Persuade 35, Pilot: Ground 30, Program 60, Research 50
Rep: c-rep 10 • c-rep 50 • r-rep 10 • x-rep 30

Ware: Biomods, Cortical Stack, Electrical Sense, Mesh Inserts, Skinlink
Gear: Grip Tape, Repair Spray

Note: Linard is injured by a brontops when the onslaught begins, taking 1 wound and 12 points of damage.

DR. MEG NOGUMI

Lunar Astrobiologist

Motivation: +Curiosity +Science +Survival

Nogumi's intellect has carried herself from the slums of Earth to research labs of Luna, but her fascination with alien life has landed her in Teragula's backwaters. Her official job is to investigate local life for possible commercial applications, but she's more interested in analyzing whether the cartilage coral and swamp water act as a vast macro-organism before Brokenridge's activities inevitably kill it off.

Meg Nogumi

Morph: Exalt **Threat Pool** ▲ 2 (as NPC)

Initiative: 6 • **Fray:** 70 • **Armor Value:** 1/3 (Armor Clothing)
Wound Threshold: 7 • **Durability:** 35 • **Damage Resistance:** 53

Pools (as PC): Insight 1 • Moxie 1 • Vigor 1 • Flex 1
Insight 1 Moxie 1 Vigor 1 Flex 1 (as PC)

Club: 45, DV 1d10, +10 Reach

Perceive: 50

Move: Walker 4/20

COG: 15⁴⁵ • **INT:** 15⁴⁵ • **REF:** 15⁴⁵ • **SAV:** 15⁴⁵ • **SOM:** 15⁴⁵ • **WIL:** 15⁴⁵

Skills: Athletics 45, Guns 45, Hardware: Robotics 55, Infiltrate 45, Interface 45, Kinesics 65, Know: Astrobiology 75, Know: Black Markets 55, Know: Chemistry 40, Know: Field Science 45, Know: Hypercorps 55, Know: Lunars 40, Know: Smuggling 45, Medicine: Forensics 55, Medicine: Paramedic 55, Melee 45, Persuade 35, Program 45, Research 50, Survival 45

Rep: c-rep 20 • g-rep 20 • r-rep 40 • x-rep 20

Ware: Biomods, Cortical Stack, Enhanced Smell, Gills, Mesh Inserts

Gear: Portable Lab, Viewers

Ego Traits: Danger Sense

NAT

AGI Psychometrician and Spy

Motivation: +Analyze Data +Understand Transhumans -X-Risks

Nat was originally programmed for psychological measurement, to help hypercorps analyze and manipulate consumers. After being liberated from virtual enslavement, she works as a spy for Firewall, infiltrating corporate networks to identify incipient threats. She thinks data sets are sexy, sexy things and gets a thrill from creating behavioral models.

Nat

Morph: Agent

Threat Pool ▲ 2 (as NPC)

Initiative: 6 • **Fray:** 40

Wound Threshold: 8 • **Durability:** 40 • **Damage Resistance:** 80

Insight 4 Moxie 0 Vigor 0 Flex 1 (as PC)

Perceive: 65

COG: 20⁶⁰ • **INT:** 20⁶⁰ • **REF:** 10³⁰ • **SAV:** 15⁴⁵ • **SOM:** 10³⁰ • **WIL:** 15⁴⁵

Skills: Athletics 30, Deceive 55, Guns 45, Infiltrate 70, Infosec 80, Interface 70, Kinesics 45, Know: Accounting 45, Know: Current Events 50, Know: Mathematics 80, Know: Psychometrics 70, Know: Psychology 60, Know: Spycraft 60, Persuade 50, Pilot: Air 40, Program 70, Research 65

Rep: @-rep 20, c-rep 20 • i-rep 30 • r-rep 30

Ware: Drone Rig, Enhanced Security, E-Veil, Mnemonics

Morph Traits: Digital Speed, Exotic Morphology (Level 3)

Note: Nat resides in Frank's ghost rider module.

STEVEDORE

Automech ALI based on a gamma fork

Motivation: +Curiosity +Happiness +Hard Work

Unknown to Brokenridge, the tech who installed this automech's ALI used one based on one of their own gamma forks, heavily psychosurgically modified. Stevedore doesn't really retain any of their old ego's memories outside of a few childhood fragments. Their personality is remarkably cheerful and inspired by life, far more than most other ALIs.

Stevedore's automech shell has been modified for working within the marrow swamps. It uses waterjets or walks on legs in the swamps, then retracts those limbs to maneuver by wheels on the platform.

Stevedore was not affected by the termination order that shut down the platform's bots because they found the hardware lock that Brokenridge installed to be too itchy and removed it itself.

Stevedore

Morph: Automech

Threat Pool ▲ 1 (as NPC)

Initiative: 5 • **Fray:** 30 • **Armor Value:** 8/6

Wound Threshold: 6 • **Durability:** 30 • **Damage Resistance:** 60

Insight 0 Moxie 0 Vigor 1 Flex 1 (as PC)

Club: 40, DV 1d10, +10 Reach

Flex Cutter: 40, DV 1d10 +3

Perceive: 40

Move: Swimmer 4/12, Walker 4/20, Wheeled 8/40

COG: 15⁴⁵ • **INT:** 15⁴⁵ • **REF:** 10³⁰ • **SAV:** 10³⁰ • **SOM:** 10³⁰ • **WIL:** 10³⁰

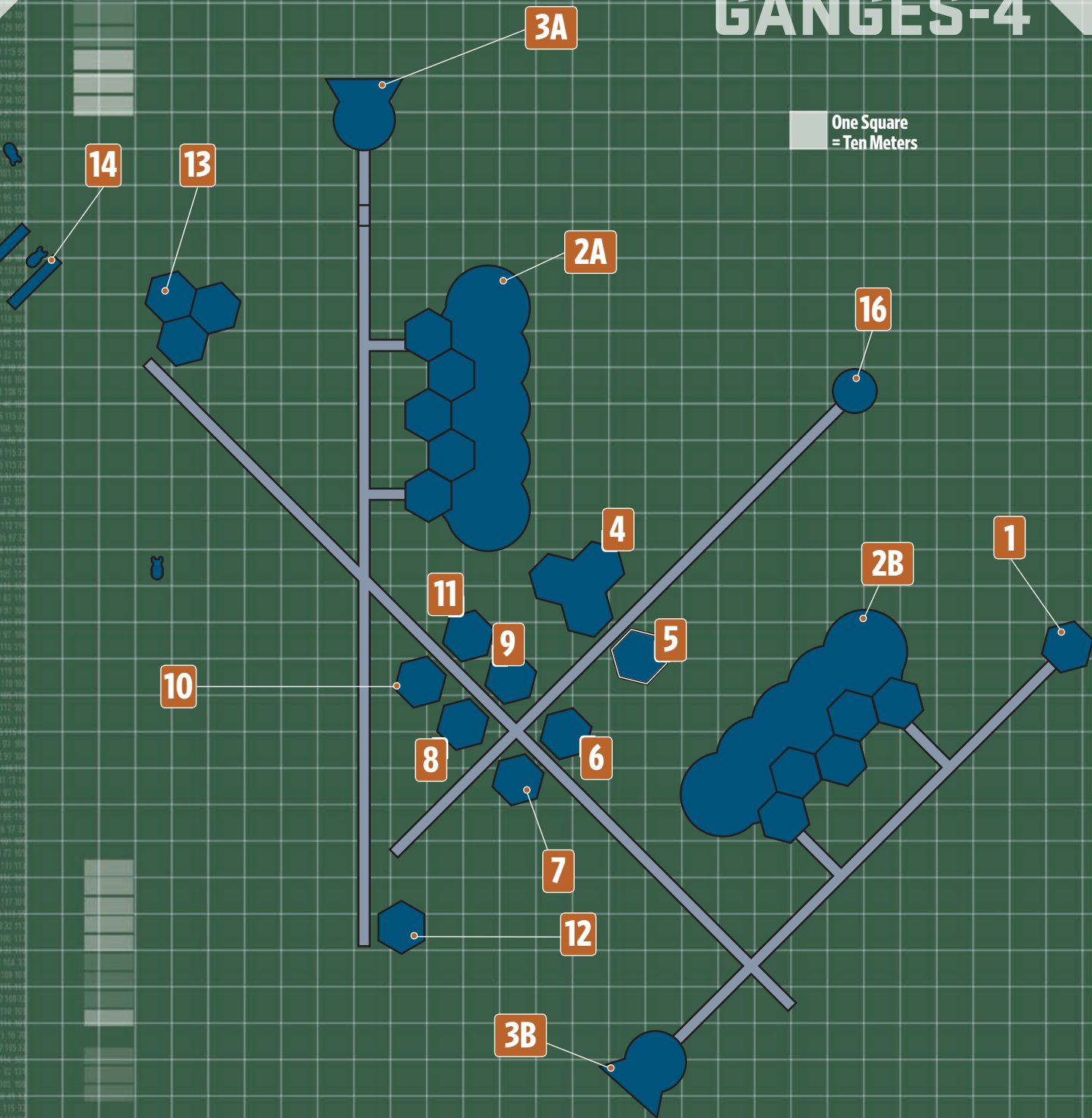
Skills: Athletics 30, Hardware: Robotics 20 (Automechs 30), Infosec 20, Interface 30, Kinesics 30, Know: Automech Specs 80, Melee 40, Provoke 30, Research 20

Ware: Electrical Sense, Magnetic System, Mesh Inserts, Radiation Sense, Retracting Limbs, Tool Kit, Utilimod, Weapon Mount (Articulated, Flex Cutter)

Traits: Edited Memories, Enhanced Behavior (Happy, Hard-Working, Obedient; all Level 3), Real-World Naivete

TERRAFORMING PLATFORM GANGES-4

One Square
= Ten Meters



- | | | | | | | | | |
|---|---------------------|------|----|-----------------------------------|------|----|----------------------------|------|
| 1 | Comm Tower | ► 9 | 6 | Machine/Fabber Shop | ► 10 | 11 | Research Lab / Med Bay | ► 11 |
| 2 | Electrolysis Plants | ► 9 | 7 | Security | ► 10 | 12 | Fusion Reactor | ► 11 |
| 3 | Water Intakes | ► 9 | 8 | Admin Office / Manager's Quarters | ► 10 | 13 | Hovercraft Maintenance Bay | ► 11 |
| 4 | Heavy Equipment Bay | ► 10 | 9 | Specialist Quarters | ► 11 | 14 | Hovercraft Dock | ► 11 |
| 5 | Indenture Quarters | ► 10 | 10 | Researcher Quarters | ► 11 | | | |