

Supplemental Materials 01, in Game

I Search The Body (d%)

01-05 Nothing (Failed, Messy **Blue** Body Modification)
06-10 PATCH: Azure Base Logo
11-15 Space Blanket (Light-Proof)
16-20 Tampered Stimpack (Filled with Corrupted Blood, [-] **Meteor Psychosis** Saves)
21-25 Jury-Rigged Shotgun (1 Shot, Fires Anything Small and Metal, Explodes on a Critical Failure)
26-30 Digital Cred Stick (Corporate Stock Certificates)
31-35 Glasses (Lenses Melted)
36-40 Medbay Solarium Terminal Password (Observations on Psychosis Progression)
41-45 Laboratory Mouse
46-50 Self-Heating MRE Packet (Blueberries and Discharge Papers)
51-55 Blue Paint Bucket (Booby-Trapped with Grenade)
56-60 Eye Mask (Pink and Frilly)
61-65 Personal Locker Key (Habitation Dome)
66-70 Nano-Camera Drone and Controller (Corporate Blackmail Footage)
71-75 1/3 Equation of **Blue Meteor**'s Wavelength
76-80 Bottle Milk (Soured)
81-85 Azure Base Emergency Protocol Punch Card (Terminal in Security)
86-90 Pogo Stick
91-95 Satellite Controls Passcode (Terminal in Garage, "REPAIRS REQUIRED")
96-00 Blue Meteorite Fragment (Covered in Vomit; Produces constant but dulled **Meteor** effects)



Supplemental Materials 02, in Game

Survivors

Aguirre aka "Morrión"—Wanted Criminal: In hiding, 150kcr bounty. Attempts to hijack escape attempts if rescued. Revolver and Plastic Explosives.

Gozu—Infected Engineer: Fighting the Madness, but succumbs to any additional **Meteor** exposure. For days in the dark, scratched the path of the **Meteor** onto the floor and walls. When revealed, Fear Save (1 Stress). Foam Gun.

Rublev—Head of Security: Lost every officer, nearly broken. SMG, half-empty magazine.

Kohut—Botanist: Suspiciously hardy. Secretly hoards a small cache of food from the garden.

"The Bot" or "You" or "Tin Can"—Android: Badly damaged, pilfered for **blue** components. Terrified to die.

Supplemental Materials 03, Audio Track

Broadcast Signal

Audio [cheery corporate jingle]: Out of the **blue** / Into the black / Only forward / No going back...
[volume cuts in and out, spelling "SOS" in Morse code] Your Azure Horizons weather report today: Moderate cosmic radiation and clear **blue** skies with a small chance of meteor showers.

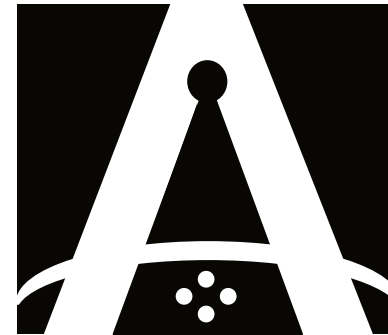
Supplemental Materials 04, for Prep

Useful tables from HIVEMIND 01

D10 Geometry-Neutral Spaceship Chase Events | D10 Space Drugs | **D10 We Really Need To Improve Some Weapons** | D10 Trinkets to Remember Loved Ones Light Years Away | D10 People You Meet On The Space Station | **D10 Stowaways**



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MOONBASE BLUES

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z:\Azure Base Daily Tasks

***TONE*...Your friends at AZURE HORIZONS would like to notify you of a meteorological event.**

**PLEASE STAY CALM AND AVOID WINDOWS WHILE PERFORMING YOUR CORPORATE ASSIGNED DUTIES AROUND THE AZURE BASE FACILITIES
[See Map A and B]**

1. Unclog the toilets in Habitation restroom B.
2. Perform routine maintenance on Solar Arrays 3 and 4.
3. Replace the rearmost axel on the rover stored in the Mechanics Bay.
4. GO OUTSIDE IN 4 HOURS 32 MINUTES 9... 8... 7... SECONDS AND LOOK UP.
5. Make the beds in Habitation Barracks. Messy, messy!

For your participation 1000 credits will be deposited in your pre-selected financial institution on PROSPERO'S DREAM.

Thank you!...*TONE*

End? < Yes > < No >

MOONBASE BLUES



Azure Base

Warden's Overview

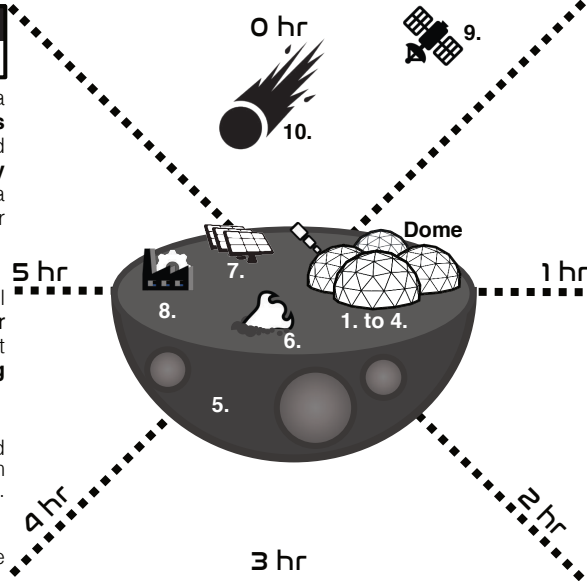
Astronomical research outpost on a small moon. 10% gravity. [A. Facilities Map]. Players wake up to find themselves in a blockaded Security dome [B. Dome Submap] and a cheerful computer voice detailing their **Azure Base Daily Tasks**.

Logs indicate normal operations until the appearance of a Blue Meteor approx. 1 week ago. Deadly conflict between colonists erupts [Warning Hazardous Personnel; -Light].

Meteor-Mad Colonists prepare for and anticipate next Blue Meteor event from hrs. 5-1; non-hostile unless provoked. Gleefully violent during hr. 0.

The few sane survivors hole up in the Mechanics Bay [Broadcast Signal].

Alt. Setup: For an action-packed 1-shot, start meteor clock at hr. 2. For campaigns, Broadcast Signal picked up by PC ship as a faint distress signal.



Map A. Facilities and Blue Meteor Tracker
Caution: Low Gravity

The Blue Meteor passes every 6 hrs, casting the base in corrupting blue light for 1 hr. Meteor clock starts at hr. 5 [Warning Meteor Psychosis].

Azure Base

Facilities Overview

- Security room.** Tunnel to Greenhouse Dome blockaded. Empty weapon lockers. Duffel bag with 1 PC loadout (rest in **Drop Pod**). Functional computer banks with simple AI [**Azure Base Daily Tasks**]. Logs describe normal operations until the Blue Meteor arrived 7 days ago. Map of base on file [Map A & B]. Exterior airlock.
- Greenhouse and Medbay-Solarium.** Overgrown, 20% chance food corrupted. If consumed, Body Save: +1 Stage Meteor Psychosis, otherwise experience harmless drug-like effects. Auto-doc in Medbay Solarium hacked to inject blue lubricant if used. Standard medical supplies untouched.
- Habitation.** Ringed with personal quarters, lockers and bathrooms. Signs of bloody struggle. Central kitchen ransacked. Scattered with blue therapy lamps that attract Meteor-Mad Colonists. Binoculars stashed in a toilet in restroom B. Main entrance: large double-airlock (fits rover).
- Observatory and Geology Lab.** Telescope platform a makeshift altar to the Blue Meteor, surrounded by corpses; Meteor-Mad Colonists perform conversions here during hr. 0 by forcing victims to look into the telescope [Warning Meteor Psychosis]. Glass-paned Geology Lab contains 3D fabricator and Blue Meteorite fragment.
- Moon Surface.** Rough, numerous small impact craters. No landing pad. Unless Zero G skilled, [-] (Disadvantage) to Combat actions & difficult tasks.
- Drop pod.** Half-buried, but undamaged. Contains [# human PCs] empty Cryopods and PC loadouts sans 1.
- Solar panel array.** Base's only source of power. Energy surges during hr. 0.
- Mechanics Bay.** Rover, in disrepair. Remaining sane colonists, in total darkness and out of supplies [Supplement 2: Survivors]. Without intervention, starved and overrun in 24 hours. Hijacks base's automated weather report with SOS signal, **plays every hr. 3** [Broadcast Signal]; besieged by 2d10 Meteor-Mad Colonists without vaccsuits.
- Satellite.** Damaged by Meteor. Base's main communications array.
- The Blue Meteor.** Passes every 6 hours, visible from base for 1 hour. Causes Meteor Psychosis.

Warning Hazardous Personnel

Meteor-Mad Colonists [MMC]:

When entering a new location and every hour, roll d10: 1-5 encounter that # of MMC; 6-10 nothing. During hr. 0, encounter 1-10 # of MMC.

They have seen the light and it is good.

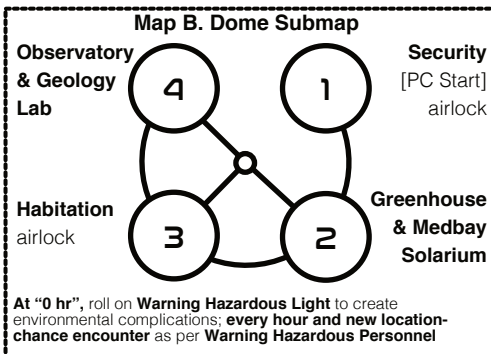
Cbt: 40% Spd: 25% Inst: 50% Hits: 2 (25)
Damage: Rigging Gun [2d10] or Hand Welder [1d10] or Tranq Pistol [Body (+) save or fall unconscious for 1d10 rounds]

Special Abilities

- ♦**Inhuman Physiology:** Survives in zero-atmosphere environments without protection.
- ♦**Freed From Pain:** At hr. 0, [+] to Combat and immediately takes an action after suffering a Hit.
- ♦**Tactics:** Forcefully compels the unenlightened into the BLUE GRACE [Warning Meteor Psychosis]. Prefers live prisoners.

Meteor-Mad Characteristics (1d10)

- Half-swallowed a therapy lamp. Jaw broken to accommodate the blue bulb still jutting from mouth.
- Eyes slowly track the path of the blue meteor, even through the ground. Unblinking.
- Naked, unevenly covered with blue paint.
- Open chest wound, stuffed with android component pumping blue lubricant.
- Veins ruined by gouges and stab wounds. "RED? RED!? IT WAS BLUE!"
- Prisms jabbed into eyes; refracts blue light.
- Pinned down with foam. Eating its way out.
- Counting down the seconds until the next event. Passive unless count disrupted.
- Floating, giggling with childlike joy.
- Apparently sane. Coldly treacherous.



At "0 hr", roll on Warning Hazardous Light to create environmental complications: every hour and new location-chance encounter as per Warning Hazardous Personnel

Warning Hazardous Light

Static Hazards:

- ♦The fully glass Greenhouse (#2). Contains only remaining food on the station.
- ♦The telescope (#4) automatically tracks meteor when in range. Light reflects from eyepiece.
- ♦Meteorite fragment in Geology Lab (#4). Trail of particulate from Habitation airlock to bay. Produces constant, but dulled Meteor effects.
- ♦The Solar Panel Array (#7) radiates absorbed blue light during hr. 5.
- ♦Scattered reflections from satellite (#9) debris in orbit. Produces low-level Meteor effects from hrs. 2-1.

Random Hazards:

During hr. 0, roll (1d5) for active light-related threats inside main facility dome (see Map B).

- Metal storm shutters, open.** Actuated via password protected keypad.
- Half-dome skylight.** Partially obscured by torn-out operations manual pages and tape.
- Bullet holes** filled with translucent sealant.
- Corpse nailed to wall** conceals small porthole from sight. Does not block light.
- Mirror shards in the vent ducts** reflect light from Greenhouse (#2).

Warning Meteor Psychosis

Sanity save when directly/indirectly exposed to the Blue Meteor Light ([+] and [-] to reflect degree of exposure). Progress 2 stages if directly exposed or watching an event through the telescope (#4).

STAGE 0: Sane.

STAGE 1: Claustrophobia, memory loss. Disadvantage on Intellect checks.

STAGE 2: Blue obsession, delirium. Every hour, roll Body Save. Failure: Black out, permanently incorporate Blue into your person. +1 stress each minute until you do, then recover senses.

STAGE 3: Become a Meteor-Mad Colonist. The Warden plays your character.