



Shadows Over Sol

Escape From
Caikwang Station



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Introduction

Escape From Caikuang Station

is a complete survival or investigative horror scenario for *Shadows Over Sol*. It should contain enough tense investigation and nail-biting horror to cover between one and three sessions of play, depending on the actions of the players and the pacing set by the GM.

Synopsis

A week ago, a Jenseitech scientist named Swagat Rana stole as much sensitive data as he could manage. As an afterthought, he used his access to also steal several live samples from various secret projects, and then fled on a freighter to Caikuang Station, a new mining facility in the Belt owned by Jenseitech's competitor, Sinoex.

Rana hoped that in a rival corp's stronghold he would be beyond Jenseitech's reach. He was also deeply in debt to a criminal organization known as the Rahkimov Syndicate. He planed to meet with Syndicate representatives on the station, and hoped to use the stolen data and samples to pay off his debt.

Unfortunately, Rana was doomed. After arriving at the station, he opened the samples in order to assess their worth. One of these samples contained a deadly alien pathogen known as the Kronos Protein. By opening the sample, Rana became infected.

Over time, the Kronos Protein hijacks the host's biology, altering her into a half-alien monstrosity that seeks

to spread the infection. This would have been Rana's fate, had not his bad decisions first come back to haunt him.

Before Rana's infection became apparent, he met with representatives of the Rahkimov Syndicate and attempted to sell them his stolen data. Unfortunately, they had little use for data and samples beyond their understanding, and since Rana was behind on his payments, they decided to make an example of him. Rana was stabbed seven times and then thrown in the station's protein vats. The samples were incinerated.

But the Kronos Protein had already infected Rana, and when his body was dumped into the vats, it infected the station's food supply as well. As the tainted protein makes it way to the station's kitchens, it is only a matter of time until the infection spreads and begins to hijack the bodies of everyone on Caikuang Station.

Enter the Team

The team becomes involved when they are contacted by Alessio West, a representative of Jenseitech. He wants to hire them to track down Rana. West believes that Rana stole sensitive trade secrets and is attempting to sell them to Sinoex. He wants the stolen data recovered, and ideally, wants Rana discretely returned to the corp's custody.

After doing a bit of leg work, the team easily tracks Rana to Caikuang Station. Arriving at the station, however, they receive word from West that he now

believes that Rana not only stole data, but also stole several live samples from a Jenseitech lab. He warns the team that if Rana has opened the samples, he might be infected. They are to avoid contact with his bodily fluids, and the sooner they bring him in the better. Innocent lives—not to mention a PR disaster—are at stake.

Unfortunately for everyone involved, by this point Rana has already met his end at the hands of the Rahkmov Syndicate, and for the last few days most people on the station have been eating the infected protein. An outbreak is imminent.

The team won't yet know this, however, and after they arrive at the station, they can pursue their investigation, tracking down Rana's hab, running up against Rahkmov Syndicate thugs and perhaps even running afoul of Sinoex's station security.

Ideally, they will begin to piece together the events leading up to Rana's demise, including his infection with the Kronos Protein and final resting place in the food supply. Unfortunately, things are about to get real bad real quick.

Outbreak

As the team is learning of Rana's fate, the residents of the station start showing symptoms of the infection. It is subtle at first, but by the time the mystery is unraveled, it has become a full-blown epidemic.

Before the team can leave the station, the quarantine protocols shut down all incoming and outgoing traffic, leaving the docks on lockdown. As the outbreak spreads and the infected begin to wander the halls looking for victims, the remaining survivors get increasingly desperate, fearing for their lives and not knowing who else might turn into a monster.

In the midst of all this chaos, in order to survive, the team needs to escape the station, avoiding infection and attacks from desperate survivors. Several routes off the station exist, including a smuggling route used by the Rahkmov Syndicate and a backdoor through the quarantine protocols.

Only time will tell if the team can escape from Caikuang Station!

Ready-Made Heroes

The nine player characters presented in *Shadows Over Sol: Ready-Made Heroes* are ideal for use with *Escape From Caikuang Station*. Simply print out the character sheets, give them their listed "Survival Horror" or "Investigative Horror" loadouts and they are good to go!

Of particular interest are: Albert Astro, who has experience with both criminals and mining operations; Sam Wong, who has contacts throughout the solar system; and Surati Gunari, who may have the skills needed to keep the team alive during their escape.

Modes of Horror

Escape From Caikuang Station is written to support both the survival horror and investigate horror modes of play (see the *Shadows Over Sol* core rulebook, page 164).

The scenario begins with the team hired to track down Swagat Rana, a runaway corporate thief. This first half of the adventure is, at its heart, an investigation, leading the team to run up against both organized crime and hostile corp security. From there, the second half of the scenario segues, perhaps unexpectedly, into a race against time to escape the station and survive, as the alien pathogen carried by Rana rapidly

infects the station's population, turning them into twisted monsters.

GMs choosing to run *Escape From Caikuang Station* as survival horror may need to occasionally nudge the players along during the first half of the scenario, but will be rewarded with a particularly tense second half. This is the recommended mode for a one-shot scenario.

Those running the adventure as investigative horror will find the team better equipped to deal with both situations, even if this leads to a slightly less tense escape. This is the recommended mode for a continuing campaign.

This scenario could be adapted to the action horror mode of play, but the GM may need to up the danger in the second half of the scenario to make escape from the station seem all the more important.

Other Adventures

Escape From Caikuang Station can be used alone or in conjunction with other published *Shadows Over Sol* adventures. Below are some notes on how to combine it with others.

- **Heir to Darkness:** The cult in this scenario was forced into indenture for Jenseitech, and may have had interactions with Swagat Rana before their contracts were sold. This could make them useful contacts during the investigation.
- **Return to Titan:** As this scenario involves investigating the origin of the Kronos Protein, it would make a good followup to the *Escape From Caikuang Station*, giving the team even more motivation to make the trip to Saturn.
- **Small Mercy:** This scenario shares the same Jenseitech sponsor and both adventures involve outbreaks of the Kronos Protein. *Small Mercy* could be used as a prelude to *Escape From Caikuang Station*, driving home to the players the severity of, and need to, escape the outbreak.



The Contract

When the scenario begins, the team should be somewhere in the vicinity of the Belt or Mars. Perhaps they've finished up a recent job and are recuperating. Perhaps they're broke and anxious for work. Regardless, they should be in the interplanetary neighborhood and open to doing odd jobs.

The events of this scenario are set in motion with a simple hand terminal call.

A "Simple" Job

One member of the team—preferably the leader or other point of contact—will receive a hand terminal message from a “Mr. Alessio West, Jenseitech Investor Relations.” In the message, he asks to meet with the team if they're looking for work. An upscale restaurant nearby is the proposed meeting location.

Meeting West

When the team goes to meet him, Mr. West will have arrived early and is casually lounging at a large circular table. He is dressed fashionably, and smiles as the team approaches. “You came. I'm happy to see that. Sit down, order a bite to eat and then let's get down to business.”

- West wants the team to discretely track down a man named Swagat Rana. Up until recently, he was a scientist working for Jenseitech out of a facility on Mars.
- One day he simply failed to show up for work. After a second day of missed work, his team made some inquiries.

They found his hab empty and Rana missing. They also found that his terminal at work had been cleared of lab data and used to access a variety of sensitive corp materials.

- The Jenseitech Internal Affairs department has concluded that Rana stole sensitive trade secrets and then fled. They believe that he is attempting to sell those secrets to another corp, most likely Sinoex.
- At a bare minimum, West wants the team to track down Rana and retrieve or destroy the stolen data. Ideally, he would also like Rana returned to the corp's custody.
- West's initial offer is an Income 7 payment to each member of the team, contingent upon the data's return or proof of its destruction. A successful Chr/persuade-10 flip, however, talks him up to an Income 8 payment.
- Once a price has been agreed upon, West will share a data packet with the team. It contains photos of Rana and a dossier of his work habits and hobbies, as currently known to Jenseitech.

Questions & Answers

The team will almost certainly have questions. Below are a few likely questions and answers. Feel free to tweak the responses or improvise, as necessary.

- **Does Rana have any family?** “By all accounts Rana is a loner. He estranged himself from his extended family

Alessio West

Alessio West was also the patron for the scenario, *Small Mercy*. If the team has played through the events of that adventure, they may remember him. If they had a falling out with West, it may be best to replace him with a different Jenseitech representative. Otherwise, he will remind them and play up their “excellent working relationship.”

Alessio West

Geneline Celebrity Deluxe, **Subculture** Former

Str 5, **Dex** 5, **Spd** 6, **End** 5, **Int** 6, **Per** 6, **Chr** 8, **Det** 6

Defense 8/17, **DR** 0, **Shock** 11, **Wound** 5, **Wealth** 9, **Lifestyle** 9

Skills: Awareness 1, Bureaucrat 4, Comp-Ops 2, Conspiracy 2, Deception 3, Empathy 3, Lib-Arts 2, Persuade 3, Socialize 3

Light Pistol: +2 (♠12M/♥8M/♦4M/♣2M), Range 10, Shots 10

Gear: AR Implant, Biomonitor, Hand Terminal, Personal Assistant, Workstation

Alessio West is suave, collected and calm, regardless of what happens. He never shouts and is never visibly shaken or surprised. He has dark hair and eyes, but abnormally pale skin, and does not blink often. West never speaks poorly of Jenseitech or anyone attached to it. He also has the tendency to hedge his bets, revealing only as much as he feels is necessary.

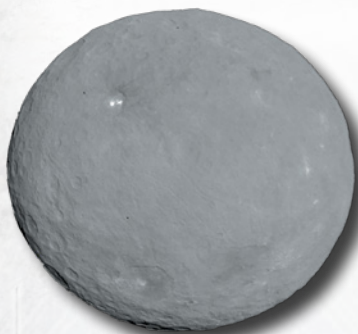
when he decided to adopt the Heed subculture. He has no known lover, no children and no pets.”

- **What was Rana working on?** “Keep in mind that trade secrets are secret for a reason. Even if I thought it best to tell you, I’m not a part of the Research department, and would have to go through appropriate channels to access that information. However, I can tell you that he was a research biologist working in a facility that specializes in the treatment of human disease.”
- **Did Rana have any hobbies?** “According to the dossier, he was quite fond of gambling—particularly card games. He also had a taste for imported craft liquor.”
- **Any clue why he stole trade secrets?** “Avarice? Boredom? I really couldn’t say. Maybe Sinoex simply made him a better offer?”
- **Where would he go?** “Finding him is why I hired you. That said, we’ve been monitoring the passenger ships headed for Earth and have concluded that it is an unlikely destination. Rather, we suspect that he is headed to the Belt. If I were fleeing Jenseitech, I would stay well away from its center of power.”
- **Why is investor relations involved?** “Perhaps some of the stolen data is important to one of our investors? Or maybe I’m simply ambitious.”

Leg Work

Finding out Rana's destination will require some leg work and basic investigation. If the players have any fun ideas, roll with them. Maybe one of the team members wants to call upon a contact or two.

Otherwise, tracking down Rana's current whereabouts calls for an extended Int/investigate-10 (Tally 5, 1 day) flip. On a success, the team discovers that he took passage on a ship that is currently en route to Caikuang Station. On a failure, they still make this discovery, but their inquiries tip off the Rahkimov Syndicate, who will be ready for their arrival.



Jenseitech

For more on the biotech megacorp Jenseitech, see page 55 of the *Shadows Over Sol* core rulebook.

Getting to Caikuang Station

If the team has their own ship, they may load up and head to Caikuang. Otherwise, they will need to book passage on a passenger vessel. Doing this requires a Cost 4 payment per team member. West will be willing to cover their passage if the team is truly broke.

A voyage from Mars will likely take about two months. A voyage from elsewhere in the Belt could range from weeks to several months, depending on the team's point of origin. Regardless, since he is already most of the way there, Rana will arrive at the station at least a week before the team.

If the Team Doesn't Bite

If the team doesn't take the hook and accept West's job, he will make one more attempt to hire them the next day. On his second approach, he will reveal that Rana stole biological samples that might pose a danger to unsuspecting citizens. He will play up the humanitarian angle, attempting to appeal to the team's conscience. He is also open to sweetening the deal by adding a piece or gear two to the team's pay.

If this second approach fails, West will give up on the team and hire scrappers elsewhere. In the meantime, you should consider other ways to lure them to Caikuang Station. Even if they don't pursue the investigation, they may still get caught up in the escape and survival portions of the adventure. Good luck!



Caikuang Station

Once the team arrives on Caikuang Station, they will receive new information from West, will have a chance to explore and will track down the last known whereabouts of Swagat Rana. Along the way, they will find themselves in a confrontation with the Rahkmov Syndicate and possibly even Sinoex security.

Update From West

In the weeks or months since the team set out for Caikuang Station, Alessio West has received new information regarding the extent of Rana's thefts. Whereas before he knew only of the data that Rana stole, he has since been informed that Rana also stole several live and potentially dangerous biological samples from the lab.

West wants to pass this information along to the team without overly alarming them. As they've already invested weeks or months in transit, they are Jenseitech's nearest agents. Finding a backup would

mean seeking out another team and waiting even more time for transit.

West waits until the team arrives at the station and then sends them an encoded vid-message. In it, he smiles at the screen and says the following:

- "Hello! Hope this message finds you well! I just want to keep you briefed with some new and pertinent information that has come to my attention. A survey of the lab where Rana worked has revealed that not only has he stolen sensitive data, it appears that he has stolen several live biological samples."
- "These samples should be considered potentially hazardous. If he has broken the seal on the samples, he may be infected. You are advised to avoid contact with his bodily fluids. The sooner you retrieve the samples and the data, the better. Innocent lives, not to mention corp public relations, are at stake."
- "Again, your discretion in this matter is both required and appreciated."

The Kronos Protein

One of the samples Rana stole contains the Kronos Protein. It is an alien pathogen that has the ability to hijack human biology to spread its infection.

Despite being employed in the same facility, Rana did not work with the protein and was not briefed on its dangers. Had he been, he may not have chosen to steal it, and certainly wouldn't have opened the sample.

For more on the Kronos Protein see *Fatal Frontier*, page 30. The protein also appears in both the *Small Mercy* and *Return to Titan* scenarios.

Exploring the Station

Once the team arrives, it's best to let them explore the station, introducing its personalities, sectors and other locations as they investigate the whereabouts of Rana. Not only does this bring the station to life, it also helps lay the groundwork for the next part of the scenario, where the team tries to escape the station in the middle of a Kronos Protein outbreak.

About Caikuang Station

Caikuang is a brand new station that has only been in operation for two years, and has only very recently reached full production. Large sections of the station are still vacant, awaiting future expansion. This means that the station consists of a few densely populated sectors, and vast unpopulated sectors that are still awaiting habitation.

These unpopulated sectors have proven a boon to organized crime and all manner of illicit dealings, as it gives them a degree of isolation and privacy that is rare among the crowded stations of the Belt.

Caikuang itself follows the standard Bernal sphere design. It's a hollow shell, 16 km in diameter, located in the Belt near the dwarf planet, Ceres. Since Ceres alone accounts for roughly one third of the entire mass of the Belt, this means that Caikuang is in a strategically important location.

Industry & Administration

The primary industry on the station is mining. Caikuang serves as the base of operations for most efforts on Ceres, as well as the nearby asteroids in the Belt. Here much of the ore is either gathered and bundled to be slung at Earth or Mars, or it is stored and processed to create material that is used in the construction of ships and stations across the system.

This means that the station is frequented by both asteroid miners, who are recuperating between deployments, and foundry workers who help process the ore that's brought into the station. Added to this mix are a variety of other transients and contractors, who are here for the station's development and construction, especially as it's brought up to full capacity.

Finally, the location of Caikuang Station near the vast wealth of Ceres means that it is of particular strategic interest to Sinoex, the station's sole owner and operator. To help protect the station and project the corp's claim over Ceres' natural resources, Sinoex has garrisoned the station with heavy defenses and a larger than usual complement of security personnel. To top it all off, the station is directly overseen by Jiang Xinyue, Vice President of Mining Operations.

Sinoex

For more on the natural resource extraction megacorp Sinoex, see page 58 of the *Shadows Over Sol* core rulebook.

Facilities & Sectors

Caikuang Station is divided up into four major sectors, with large empty sections of the station that are left unassigned. These have been unofficially dubbed Transient Sector, Lodgings Sector, Engineering Sector and Mining Sector.

Although Caikuang is principally a mining station, it also has facilities that sell straightforward pleasures of those who do the hard and dangerous work. This includes sex, liquor, games of chance and other diversions. In addition, the station includes habs and all the other usual infrastructure: aeroponic gardens, protein vats, air purification and repair nodes.

Transient Sector

Transient Sector includes the docks, as well as a variety of habs and hostels intended for short-term contractors, those passing through the station en route to elsewhere or crews taking shore leave. The entire sector is an odd mix of light industry, cheap entertainments and carousing workers.

Officially, Transient Sector is the only part of the station that's freely accessible to outsiders. In practice, however, there has been so much coming and going during the station's ramp-up to full production that its points of egress are frequently left open and security checks are rare.

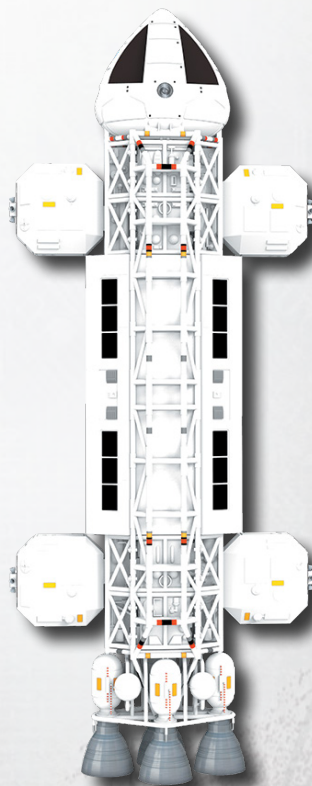
Some choice locations in Transient Sector are detailed below.

The Docks

Caikuang Station has an extensive array of docks. Most of these are designed to house harvesters and other mining

vessels between trips to Ceres, but a fair number have also been given over to personnel transports and commercial freighters. In addition, Sinoex keeps a single destroyer and several fighters docked in a private bay. These can be rapidly deployed to protect the station in the event of an attack.

The docks are surprisingly well-defended. Since Caikuang Station is Sinoex's center of power in the Belt, they've been designed to lock down and seal up entirely in the event of an attack or quarantine. Only an encrypted authorization code issued by one of Sinoex's highest ranking executives is supposed to override it. The team may learn this the hard way when they seek to escape.



Glowsy's Tubes

Glowsy's is a wretched hotel for the down and out, where one can rent a tube one meter across and two meters long by the hour, day or week. This process is completely automated: you pay the microcredits electronically and your hand terminal acts as a keycard that stops working when the money runs out.

Rana bought a week's stay when he checked in using the alias Taysa Touma. This was a little over a week ago. Anyone following his credit trail may find this charge. The tube he stayed in is empty when the team arrives.

Chiebuka's House of Amazement

Khazbika Chiebuka (they/them) is an ex-miner whose bar is filled with every kind of curiosity, from the plasma cutter that took their leg, to a seashell carved in the shape of a whale which supposedly came to them by a lengthy and unlikely process. They'll happily tell the story to anyone who buys a beer.

Chiebuka's bar has its own "craft" protein vats that grow an astonishing assortment of vat-meat, many of them allegedly from extinct animals, such as rhino, whale and mammoth. Chiebuka claims to have won the animals' DNA during a high-stakes poker game on Mars. While likely a fabrication, it makes for a good story and the meat does taste unusual. It also makes Chiebuka's one of the few non-tainted food supplies on the station.

Lodgings Sector

Lodgings Sector, informally known as the Diggings, is where miners employed by Sinoex live. Accommodations here tend towards the spartan, with most miners living two or four to a room in barracks-like hab complexes. There is a tavern that serves no hard liquor, cafeterias where miners eat company meals at company prices and an assortment of Sinoex-sponsored AR games available to all residents for a nominal fee.

There is also a section devoted to housing workers with families. This section includes a school and the "hospital" (really a glorified clinic) that serves all of the station.

Some choice locations in Lodgings Sector are detailed below.

Caikuang Hospital

Caikuang Hospital, despite the name, is really more of a glorified clinic than a true hospital. Nevertheless, it is a newly built and state of the art clinic, serviced by a staff of five doctors, as well as numerous nurses and medical technicians.

The clinic services all of the station's medical needs. Mostly this means it is equipped to handle basic ailments and treat the not infrequent injuries that occur due to mining accidents. Any patient too critical for the clinic is usually put into stasis and shipped to a real hospital elsewhere.

When the outbreak is just beginning, many of those showing minor symptoms will be sent to the clinic for treatment. The doctors will quickly conclude that some unknown disease is making its way through the station and submit the

initial quarantine request. Unfortunately, the sheer number of infected individuals here will soon make this one of the most dangerous places on the station.

Executive Suites

Executive Suites is a hab complex that minces no words: Sinoex executives stay here when they're on station, as does anyone else with significant money or influence. The complex has its own fancy restaurant and private kitchens, as well as a full-time staff of chefs, maids, concierges and security.

The complex's marketers claim that their in-house protein vats are superior to the general fare, justifying their premium prices. Their quality isn't actually all that much better, but they are one of the few untainted food supplies on the station.

When the outbreak occurs, the residents will barricade the doors. Unfortunately, the staff only eat some of their meals in the complex, so while their infection progresses more slowly, they will eventually turn on the residents.

Engineering Sector

Engineering Sector contains most of the infrastructure needed to keep the station operational. This includes the aeroponic gardens, protein vats and water reclamation center. It also includes life support, maintenance and security.

Because of the administrative nature of Engineering Sector, access is officially restricted and it has been left open to the empty parts of the station. Despite this restriction, illicit passages to the empty parts of the station exist in other sectors,

and for those in the know, these likewise allow access to Engineering Sector.

Some choice locations in Engineering Sector are detailed below.

The Protein Vats

Almost all of the meat on Caikuang Station is grown in the main vats. These consist of several industrial-sized tanks, each growing a different cell culture. They are overseen by Vat Supervisor Yasir McLeown, who rarely leaves his office next to the tanks. (His office is larger than his hab, so he basically lives there.)

McLeown is on the payroll of the Rahkmov Syndicate, and he lets them use the tanks to occasionally dispose of inconvenient bodies. This was the ultimate fate Swagat Rana, and the source of the upcoming outbreak. As he knows what goes into the vats, McLeown doesn't eat the meat himself, pretending that his abstinence is religious in nature.

Whitehall

Named for its blank white walls, Whitehall is the Rahkmov Syndicate's center of operations on Caikuang. While not technically in Engineering Section, it is located hidden away among the large "empty" sections of the station that have yet to assigned.

Here Alberta Rahkmov, the Iron Lady, rules her criminal fiefdom with a firm hand. Not only does Whitehall include the hubs of both the Iron Lady and her personal thugs, but it is also the center of a variety of illicit activities, from restricted substances and entertainments, to smuggling holds and gladiatorial combats in low-G.

Mining Sector

Mining Sector is given over to the heavy industry of mining and refinement. Here miners come and go from Ceres and other nearby objects. Ore is taken into the station at a small dedicated bay, then stored in nearby warehouses before being refined into the metal used to construct ships and stations across the outer solar system. Meltwater from the rock is also collected, given an initial purification and then piped to Engineering Sector for further cleansing.

Some choice locations in Mining Sector are detailed below.

Meltwater Pipes

Many asteroids not only contain rock, but a good deal of ice as well. When brought into the station and heated, this ice melts away and is captured in tanks underneath the ore bay. These tanks are connected by pipes to both the water recycling center in Engineering Sector and the Docks. This latter pipe isn't currently operational, but is intended as a future way to resupply docked ships.

The meltwater pipes are surrounded by a small crawlspace that allows technicians to service the pipes and surrounding infrastructure. Although cramped, during the outbreak they provide a safe way to travel between Engineering, Mining and Transient Sectors without running into the infected.

Ore Bay

At the center of Mining Sector is a large bay, which can be pressurized or depressurized and used to receive shipments of

ore. The ore is then sorted and conveyors take it to one of many warehouses.

The ore bay is also one of the weakest points in Caikuang's defense protocols. Although the bay doors close and lock when the station goes into quarantine, the bay also contains a service hatch, which remains operational. Crafty characters may use this to access the outside of the station. From there it is a difficult, but not impossible, trek with mag boots to the docks, and the ships there attached.



Tracking

Down Rana

When the team arrives at Caikuang Station, there are a variety of tactics they might employ in their attempt to track down Swagat Rana. A few of the more prominent avenues of investigation are detailed below.

The players are also likely to have their own ideas. The GM should be willing to adapt to whatever avenue of investigation they come up with. The most important thing in this part of the scenario is to eventually lead the team to the protein vats while familiarizing the characters with the station. Both of these will become important in the next section, as the outbreak is revealed and the team tries to escape.

Asking Around

One of the first things the team may attempt is asking around to see if someone has seen Rana or anyone matching his description. Likely places to check are the local hostels and bars.

- Asking around to see if anyone has seen Rana requires success on a Chr/socialize-10 flip.
- No one the team speaks to will recognize the name Swagat Rana, but those given his description may recall that someone matching it was using the name Taysa Touma.
- “Touma” frequented the restaurants in Transient Sector for a few days, but no one has seen him recently. On a success

by Mag 5+, someone will also recall seeing him visit Engineering Sector.

- If the team fails the aforementioned flip, they may still get this information, but the Rahkmov Syndicate will get wind of their questions, and before long Rahkmov thugs will pay the team a visit (see page 21).

Tracking Rana's Hand Terminal

Swagat Rana left his personal hand terminal behind when he stole Jenseit-ech's secrets and ran. He later purchased a new one on Caikuang Station using the alias “Taysa Touma.” Characters who have learned this alias may use it and a bit of hacking know-how to track the terminal's location.

- Performing the hack requires access to the station's identity records. Gaining access requires either infiltrating the station's mainframe in Engineering Sector or first hacking the station's wireless network, before moving on to the identity records.
- Infiltrating the mainframe requires sneaking into the facility using some form of stealth or deception. Likely flips include: Chr/deception-12 to pretend to be someone with access; Dex/thievery-10 to overcome the locks on the facility; or Int/com-ops-10 to determine the correct access point.
- Hacking the station's wireless network is an extended Int/program-12 (1 day, Tally 5) action. Any single failed flip alerts station security (see page 23).

- Once access to the identity records has been gained, an Int/comp-ops-10 flip is required to sort through them and find “Touma’s” registered hand terminal identification code.
- The location of the hand terminal is currently in Engineering Sector. It’s being used by Koro Natana, one of the gladiators at Whitehall (see pages 15 and 26). He purchased the device from Rashid Alxanov, a pawn shop owner who frequents the establishment. (After Rana was thrown into the vats, the Rahkmov thugs who murdered him sold his things at the pawn shop).

Communications

Those who get access to either Rana’s identity records or hand terminal will be able to trace his past communications on the station. Conspicuously absent are any messages sent to or from Sinoex. Instead, he only has two messages and they are both to an Alberta Rahkmov (see page 22). The contents of the messages are no longer available—they’ve both been deleted and purged—but the times align with right after his arrival on the station and a few days before the team’s arrival (the day of his death).

Financial Transactions

Getting access to Rana’s financial records on the station requires learning of his alias as “Taysa Touma.” It also requires accessing the station’s mainframe. The

records show purchases or other financial transactions at the following locations:

- A hand terminal was purchased at a stall near the docks in Transient Sector.
- A tube was paid for at Gloway’s Tubes in Transient Sector.
- Several meals were purchased at Chiebuka’s House of Amazement.
- A small credit chip withdrawal was made in Engineering Sector and later tagged as “gambling losses.”
- Rana had a financial check at the Caikuang Hospital in Lodgings Sector. This last transaction was several days ago. No transactions have been made since.
- Greedy characters may also raid his remaining funds, which amount to an Income 1 payment. From this it’s clear that Rana was almost broke, and certainly had received no large payments from Sinoex.

Rana’s Hub

Those who learn that Rana was staying in Transient Sector may soon figure out that he rented a tube at Gloway’s Tubes. Those with access to his hand terminal or records can pretend to be him, gaining access to the same tube for a small fee (Cost 2). Otherwise, disassembling the payment machine and accessing the internal circuits may also reveal which tube—an Int/mechanic-10 flip.

Rana’s former tube is empty, except for a greasy spot and a small, folded up note with the words “Meet at midnight at the vats” written on it.

Outbreak

Imminent

Over the course of the team's investigation into Rana, the GM should attempt to foreshadow the coming outbreak without overly alarming the players. Below are a few minor events that can be dropped into the game to provide this foreshadowing.

"Just Covering"

Pick any clerk, secretary, attendant or other minor functionary whom the team contacts during the investigation. That person is unreachable because she called in sick. (She's been infected and has started showing the first minor symptoms.)

When visiting her office or messaging her hand terminal, the team instead reaches a coworker who is covering for her today. This coworker is somewhat clueless, but the team might use this to their advantage to manipulate her into giving out more information than allowed.

The important foreshadowing is that the coworker mentions that the person who the team is trying to contact called in sick.

Medical Emergency

While in a public space, such as a hallway or restaurant, the team might witness a passerby collapse due to the early symptoms of her infection. Other bystanders will rush to her side to make sure that she is okay, and unless the team steps in to do so themselves, someone will escort her to the station's clinic in Lodgings Sector

Visiting the Clinic

If the team is tracking Rana's expenses or hand terminal metadata, they may discover that he visited the station's clinic.

Upon arrival, the team will notice that the clinic seems unusually busy. There's a significant line of people waiting to see a doctor. If asked, the nurse will note that "a flu or something seems to be making the rounds."

Questioning the clinic's staff about Rana will be difficult because of medical privacy rules. However, sneaking a look at the clinic's files or somehow convincing the staff to say something will reveal that Rana came in complaining of a headache and fever. Doctor Zhu saw him, but wasn't able to detect any of the usual illnesses. Instead, he was given some basic medication to treat the symptoms and told to rest.



Infecting the Team

With a powerful alien contagion spreading throughout the station, players may worry that one of their own will become infected. This is a valid concern, and one which clever GMs will milk for all the drama and tension that it inspires.

However, unless the scenario is being run as a one-shot, think twice about actually following through and infecting one of the player characters. It's a lot more fun to worry about the possibility of infection than it is to actually lose a character to an incurable illness.

That said, if the GM feels she must infect one of the player characters, consider using this as a plot hook for a future session rather than an imminent death sentence. Perhaps the team member's infection progresses more slowly than most. There could be something in her DNA that, while not a true cure, could be used as a treatment to slow future outbreaks. Or the GM could use one of the Kronos Protein-linked options found on page 32 of *Fatal Frontier*.



Syndicate

Threats

Swagat Rana died at the hands of the Rahkmov Syndicate, and sooner or later the team's investigation is likely to lead them to that criminal organization. In fact, it is shortly after the team discovers Rana's fate that the outbreak becomes an epidemic, leading to the second half of the adventure.

Paying the Team a Visit

If the team asks too many questions about Rana, the Syndicate may take notice. If this is the case, they will begin to watch the team, following them through the corridors of the station and asking their own series of questions about the team's activities.

The goal of the Syndicate at this point is to figure out the team's interest in Rana, and if possible, scare them off. They'd prefer to use intimidation, but will happily fall back on violence if the opportunity presents itself.

- Success on a Per/awareness-10 flip will allow a character to notice that she is being followed. Success by Mag 5+ will give her a good look at the tail.
- If the tail is noticed, she will give up all pretense of stealth and instead confront the team with intent to intimidate them. If possible, she'll gather more of her fellows before doing this, preferring to be at least equal in number to the team.
- Use the Thug stats on page 213 of the *Shadows Over Sol* core rulebook.

Rahkmov Syndicate

The Rahkmov Syndicate is a criminal organization based out of Chi Chen on Mars. It has been mentioned and appeared in several other published *Shadows Over Sol* scenarios, including *Eviction Notice*.

At first there will be only two thugs following the team.

Visiting Whitehall

The team can find their way to Whitehall either by gaining an invitation, by wandering around the empty sections of the station until they chance upon it or by being captured by Rahkmov thugs.

- Gaining an invitation requires talking to the right people on the station and letting them know that the team is looking for illicit entertainment or goods. Being extended an invitation also requires success on a Chr/conspiracy-10 flip.
- Chancing upon Whitehall likely requires some reason to be out in the empty parts of the station—such as tracking Rana's hand terminal. The team is also likely to be spotted by Rahkmov lookouts. Avoiding these sentries requires a successful Dex/stealth-10 flip. If the team is spotted, thugs posing as station security will be sent out to "convince them to leave."
- Once in Whitehall, the team may be able to learn the fate of Swagat Rana by either questioning the thugs who were present at his death, or questioning the Iron Lady. Getting them to admit

Alberta Rahkmov, The Iron Lady

Geneline Spacer's Standard, Subculture Expret

Str 5, Dex 6, Spd 5, End 6, Int 8, Per 5, Chr 7, Det 6

Defense 8/16, DR 0, Shock 12, Wound 5, Wealth 8, Lifestyle 8

Skills: Awareness 2, Bureaucrat 2, Comp-Ops 2, Conspiracy 3, Deception 4, Empathy 4, Guns 2, Lib-Arts 2, Melee 2, Persuade 4, Socialize 3, Vehicles 2

Light Pistol: +5 (♠12M/♥8M/♦4M/♣2M), Range 10, Shots 10

Gear: AR Implant, Biomonitor, Hand Terminal

Alberta Rahkmov is the second youngest daughter of the Rahkmov clan, the criminal family that controls the Rahkmov Syndicate. A year ago she moved to Caikuang to oversee the expansion of the family's interests on the new station. Since then she has worked to build a criminal network that is under her control.

Just a bit under 2 m tall, Alberta presents a striking figure. Her brown hair is cropped close to the skull. She favors dark form-fitting suits and has the trim build of an athlete. Normally cool and calculating, when she is angered, Alberta's temper tends to the extreme.

that Rana is dead, however, won't be easy. At the very minimum, it requires success on a Chr/socialize-12 flip. On any failure, the Iron Lady will order several thugs to lead the team "to the scene." They'll bring the scrappers to the Vats and attempt to do away with them (see page 25).

Visiting the Vats

The Protein Vats are overseen by Vat Supervisor Yasir McLeown. He will be quick to report any questions the team asks to the Iron Lady. If they haven't already received a visit by Rahkmov thugs, they will soon afterward.

Visiting the vats is also a cue to begin the outbreak, provided the GM feels that it is time to move on to the second half of the adventure.



Sinoex

Security

At some point in their investigation the team is likely to attract the attention of Sinoex Security. After all, the team consists of outsiders who've recently arrived and started poking around the theoretically-restricted sectors of Caikuang Station. It is this station that Sinoex has tasked with guarding the wealth of Ceres, so unless the team is here looking for a job as miners or shopkeepers, what is their business?

The GM's goal for any confrontation with Sinoex Security should be to keep the players on their toes, and to highlight the strengths and weaknesses of the station in a way that may become relevant during the outbreak half of the adventure.

Checkpoints

In theory, visitors to Caikuang Station are only allowed in Transient Sector, unless they first receive a waiver from station security allowing them access to another sector for a particular piece of business—usually because they need to visit the hospital or they're applying for a job in Mining Sector.

In practice, however, this restriction is rarely enforced. It's posted on small signs near the sector exits, but these are not clearly marked. The guards who are supposed to watch over the points of egress from Transient Sector are tasked with other duties most days, and only half awake when they are there present. The doors between sectors have the ability to lock down and require identity verification—and will do this during the quarantine—but are left open day-to-day so as not to slow down traffic.

Given a Warning

The first time the team is caught poking around outside of Transient Sector or performing some minor infraction, they'll likely to be escorted back to docks and let off with a warning. Security doesn't want to make more work for themselves.

The team's identities, however, will be recorded and added to the station's database. If they are stopped a second time, security is unlikely to be as lenient. Depending on the severity of the crime, they're likely to either be put in the lockup for a few days or sentenced to a period of indenture in Mining Sector.

Don't Mention Jenseitech

The team mentioning that they are on contract for Jenseitech is a bad idea. Sinoex is the sole owner and operator of the station, and they won't take kindly to a rival corp sending its agents into their territory. In fact, this hostility is one of the reasons that Swagat Rana ran here—because on Caikuang Station Jenseitech can't act openly.



Escape

In the second half of the adventure, the team finally gets confirmation of Swagat Rana's demise—then all hell breaks loose. The Kronos Protein outbreak has reached a tipping point, as infected individuals begin to roam the halls, attacking other residents. Shortly thereafter, the station is put into quarantine, with all entries and exists locked down. If the team is to survive, they must avoid infection and escape the station!

Revelations

This second half of the scenario begins when the team visits the protein vats. As they enter, they will be picked up on camera by Vat Supervisor Yasir McLeown.

If the team has already garnered the interest of the Rahkmov Syndicate,

he will immediately contact the Iron Lady regarding the team's presence. She will then send Mad Dog to the vats to intercept the team.

On the other hand, if they have somehow flown under the Rahkmov Syndicate's radar up to this point, this will glean the Syndicate's interest. Replace Mad Dog's dialog below with similar dialog from Supervisor McLeown.

- Use the Engineer stats on page 211 of the *Shadows Over Sol* core rulebook, if needed, for Supervisor McLeown.

Enter Mad Dog

Mad Dog will show up as the team views the vats, seemingly melting out of the shadows. He will give them an intimidating stare, gun pointed, and say the following:

Pawaritsorn "Mad Dog" Phatipatanawong

Geneline Spacer's Standard, Subculture Techno

Str 7, **Dex** 6, **Spd** 7, **End** 5, **Int** 3, **Per** 4, **Chr** 3, **Det** 5

Defense 8/17, **DR** 3, **Shock** 13, **Wound** 6, **Wealth** 4, **Lifestyle** 4

Skills: Athletics 3, Awareness 3, Comp-Ops 2, Conspiracy 2, Guns 3, Lib-Arts 2, Melee 3, Vehicles 2

Gun Arm: +6 (♠12M/♥8M/♦4M/♣2M), Range 10, Reload 2, Shots 3

Heavy Pistol: +6 (♠15M/♥10M/♦5M/♣2M), Autofire 2, Range 10, Shots 10

Gear: AR Glasses, Coverjack, Gun Arm Implant, Hand Terminal

Pawaritsorn "Mad Dog" Phatipatanawong is the Iron Lady's chief enforcer, tasked with making examples of those who cross her and with keeping her other underlings in line. He's cruel, callous and loves his job.

Mad Dog is a short, but heavily muscled man whose skin is crisscrossed by a network of old scars. Most of these are souvenirs from old fights, but several are the result of the numerous implants that he has gone through.

Going After the Data

This adventure largely assumes that after Rana's death is discovered and the outbreak begins, the team's primary goal will shift from recovering the stolen data to escaping the station and surviving the scenario. Some players, however, may insist on finishing the job for which they were originally hired. This is possible, but adds an extra degree of complication and danger.

After Rana's death, Mad Dog stole his personal effects and sold them to Rashid Alxanov, a pawn store owner who runs a shop in Transient Sector. Rana's hand terminal was later sold to Koro Natana, a gladiator in Whitehall, but the data chip with the stolen Jenseitech research remains at the pawn shop, waiting to be sold. The data is encrypted, and Rashid has no idea what's on it, only that Mad Dog sold it to him and that it's probably stolen.

The live samples that Rana offered were handed over to the Iron Lady. Not having the expertise to do anything useful with them, but still having enough caution to realize their potential danger, she had them incinerated. The canisters that the samples were transported in might still be recovered from Whitehall.

- "You've been asking too many questions. That don't show good judgment. People who have bad judgment... well, they don't last too long."
- "Take, for example, the man you been asking around about: Swagat. He didn't have good judgment neither. Now," Mad Dog gestures at the vats, "he's in the vats. Didn't pay his debts. Too bad for him."
- "Too bad for you, too." He'll then initiate combat by firing at the most dangerous-looking member of the team.
- Mad Dog's stats are found on page 25.
- He will fight until he takes down the team or suffers a severe wound.
- Once wounded, he will attempt to flee, using his superior knowledge of Engineering Sector outmaneuver the scrappers, and eventually circling back around to Whitehall.



Infected

Attack

Once the team leaves the vats and returns to the inhabited parts of the station, they will soon witness one of the first attacks that herald the Kronos Protein outbreak.

- A man stumbles forward, holding his face and retching. Nearby a woman shouts at him, telling him that he's drunk and should go home.
- The man says he's not drunk, he just feels terrible. He stops to retch one more time, leaving a pool of brown goo near his feet.
- Suddenly the two are interrupted, as two strangers rush down the corridor, tackling the woman and trying to bite her. The man stumbles to his feet and begins to help the woman, only to join the other two in attacking her.
- If the team intervenes, the infected will attack them as well, attempting to defend themselves—clawing and biting anyone around them.
- Use the Kronos Infected stats below. At the beginning there are three infected, although there may be more lurking nearby—enough to bring the total number up to an amount equal to the number of players.
- After the fight, someone down the hall will yell about how this is happening all over the station.

Kronos Infected

Str 7, **Dex** 4, **Spd** 4, **End** 6, **Int** 2, **Per** 4, **Chr** 2, **Det** 8

Defense 6/12, **DR** 3, **Shock** 15, **Wound** 6

Skills: Athletics 2, Awareness 2, Melee 3

Unarmed: +5 (♠21L/♥14L/♦7L/♣3L).

Vomit: +4 (♠12L/♥8L/♦4L/♣2L), Range 5. May only be performed once per hour.

To Pieces: Once in dying gasps, instead of increasing the Bleeding consequence every time the infected is damaged, it instead loses a limb, has its guts spill out or some other visceral hindrance. The effects of this are up to the GM.

Those who have succumbed to Kronos Protein infection lose control of their mental faculties and become little better than animated shells, driven to spread the infection. These diseased individuals shamle out of their habs, where they congregate in the the corridors, attacking anyone who wanders by biting and clawing at their victims' flesh. Some swell up with a brown vomit-like substance, then spew that fluid all over their passing victims, the floors and the walls of the station. This behavior is broken occasionally by fleeting moments of lucidity and wailing.

A few hours after the infected lose control of themselves, their skin begins to harden into an irregular crust. Under the skin, strange slightly luminescent patterns begin to appear. Their eyes darken and mouths hang open.

Outbreak & Quarantine

The outbreak and the station going into quarantine both present a variety of obstacles for the team. These are detailed below, along with several events that can be used as the scrappers navigate the station.

Quarantine Protocols

As soon as the station's quarantine protocol is initiated, the following changes take place:

- The docks shut down and are sealed off from the rest of the station. The clamps which hold hard-docked ships refuse to release.
- All air locks between the station and its exterior are sealed and locked on both sides.
- The points of entry and exit between the station's four sectors seal and thereafter only function for authorized station crew.
- All comms between the station and others are shut off, aside from the one in traffic control and the one in Vice President Jiang Xinyue's office.
- The station's terminals and other computer access points go into "lockdown mode" and thereafter only authorized crew can access even their most basic functions. The station's mainframe is also cut off from the rest of the network and thereafter can only be accessed physically.

- A prerecorded message plays in all of the station's corridors, telling residents to return to their habs and station crew to report for duty.
- Turning off quarantine protocol requires physically accessing the station's mainframe and entering an encrypted authorization code known only to Sinoex's highest ranking executives. No one on the station knows this code. Protocol is that when the outbreak is over, the Vice President requests the code using the comm in his office. The Sinoex high-ups then decide if to issue the code. If they do, the Vice President then proceeds to the mainframe and enters the code, ending the quarantine.

Social Disorder

As the outbreak progresses, the social order of the station will begin to break down. At first, station security patrols the corridors, helping stranded residents get to their habs and attempting to fend off infected attacks. As time goes on, however, the infected grow in number while station security dwindles.

Pretty soon the social order breaks down entirely, leaving only scattered individuals or small groups of survivors. These survivors might do anything from attempting to hide in their habs, to running amok, looting and pillaging. Some might even fruitlessly attempt to escape the station.

Events During the Outbreak

Below are a few events that the team might encounter during the outbreak. The GM should work these events into the scenario as needed.

Security Patrol

Early on during the outbreak security patrols will attempt to keep the peace. A wandering patrol might be interested in where the team is headed—after all, station residents have been directed to return to their habs.

- Use the Rent-a-Cop stats on page 212 of the *Shadows Over Sol* core rulebook. There are a number of security equal to half the number of players.

Wandering Infected

The team counters a group of several infected wandering the halls looking for their next victim. Once they notice the team, they will rush in to attack, moaning and clawing at the scrappers.

- Use the Infected stats on page 27. There are a number of infected equal to the number of players.

Rioting Survivors

As order in the station begins to break down, the residents begin to get desperate and disobey the order to remain in their habs. Some congregate in the hallways, spreading gossip and rumors, while others form angry mobs looking to take out their frustrations on station crew or anyone who happens to get in their way.

- Use the Thug stats on page 213 of the *Shadows Over Sol* core rulebook. There are a number of rioters equal to twice the number of players.

Bloody Aftermath

While making their way through the station, the team comes across the bloody aftermath of an infected attack on the station residents. Several dead litter the ground, while a badly wounded survivor screams for help.

Desperate Survivors

The team encounters a pair of survivors who are actively under attack by a group of infected. If the team rushes in to help they will be appreciative. Otherwise, if they are ignored, they might attempt to use the team as a distraction to get away.

- Use the Pilot stats on page 212 of the *Shadows Over Sol* core rulebook for the two survivors.
- Use the Infected stats on page 27. There are a number of infected equal to the number of players.

Coordinated Infected

The team witnesses a group of infected traveling together as an eerily coordinated unit. Each walks in perfect timing with the others, moving and even groaning in perfect coordination. What causes this new behavior among the infected? Is this evidence in support of the Communication Hypothesis (see *Fatal Frontier*)?

- Use the Infected stats on page 27. There are a number of infected equal to the number of players.

Routes of Escape

There are a number of possible avenues that the team might use to escape the station. Several of the most likely ones are detailed below. The players are sure to have other ideas as well. The GM should be flexible when dealing with the group's plans. The important part is not that the players discover the right escape route, but that they have an exciting time escaping the horrors on the station.

Ore Bay

The ore bay was originally designed to have a single large hangar door, used to bring shipments of ore into the station. After the bay went into operation, however, it was discovered that having a single large door was impractical, because the entire bay needed to be depressurized every time a worker exited the station to deal with maintenance or mechanical issues. To remedy this, a second smaller person-sized airlock was added.

Because it wasn't in the original plans, the quarantine protocols haven't locked down this personnel door. This means it is a possible way to exit the station. Those exiting through the door will still need vac suits and mag boots so that they can walk across the exterior of the station and reach the ships at the dock.

The team might learn of this escape route by talking to miners holed up during the outbreak. The miners they encounter might even be planning to use this route to escape the station.

Dock Overrides

Another possible route out of the station is to somehow get into the docks, override (or cut through) the clamps holding a ship in place and then take the ship.

Getting into the docks will be difficult. The moment quarantine protocol went into effect, steel doors closed, sealing the docks off from the rest of the station. A determined scrapper with a plasma cutter might be able to slowly cut through them over the course of several hours, but doing this would surely attract the attention of any remaining station security and the wandering infected.

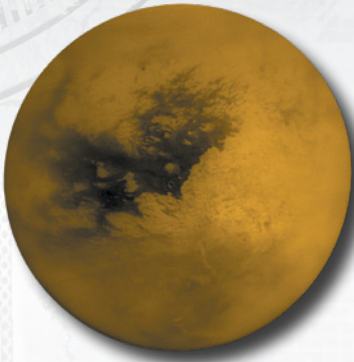
Another route into the docks is to use the crawlspace that accompanies the meltwater pipes (see page 16). This bypasses the steel doors, but the clamps holding the ships in place still need to be overcome. These might be cut through or the attached computer systems hacked.

Smuggling Route

The Rahkmov Syndicate has a secret route they occasionally use to smuggle high value goods on or off the station.

Hidden in one of the empty sections of the station is a maintenance hatch which allows personnel to access the space between the station's inner and outer hulls. Normally these hatches are restricted to select maintenance personnel, but this particular hatch has been compromised to allow access to anyone who tries three times in a row.

Once between the hulls, characters will need to navigate a series of crawl-spaces until they reach a second mainte-



nance hatch leading to the exterior of the station. This space is only semi-pressurized, so vac suits will be required.

The team might learn of this route from anyone involved with the Rahkmov Syndicate's smuggling operation. They might even be able to strike a deal with the Iron Lady, provided they transport her and select lackeys off the station as well.

Blow It Up

Last but not least, the team might attempt to blow a hole in the side of the station, escaping through the smoking remains. This is a dramatic, but ill-advised method of escape. Not only is it likely to kill thousands of the station's inhabitants, but it's also likely to attract the attention of Sinoex and other vested interests.

Unless the team just happens to have a large bomb handy, to blow a hole in the station they will first need to acquire something capable of producing a large enough explosion. Overloading the smelter that processes the ore is one possibility, as is sabotaging the station's Thorium reactor. With the latter, however, the team will need to take care to contain the explosion in a way

that doesn't blow up the entire station, killing them in the process. Both facilities also have safety protocols designed to prevent an explosion from occurring. These protocols will have to be disabled before the facility can be used to penetrate the station's hull.

Finishing the Job

Once the team escapes the station, they'll most likely want to contact Alessio West to arrange some sort of payment for their work.

If they've actually managed to acquire the stolen data and some sort of proof of Swagat Rana's demise—such as a vid of Mad Dog explaining that Rana went into the vats—West will pay them the promised amount and throw in a bonus for their silence. A choice piece of gear makes for a good bonus: maybe an implant or shiny new gun.

On the other hand, if the team didn't acquire the data, but did learn of Rana's demise, West will pay the team only half the promised amount—Income 6 or 7—but will throw in a like amount if the team agrees to keep the whole incident quiet. He doesn't want the outbreak being traced back to the Jenseitech sample. This brings the total payment up to Income 7 or 8.

If the team escaped empty-handed, with neither the data nor evidence of Rana's demise, West will be disappointed, but will still offer the team half the promised pay to keep the whole incident quiet (Income 6 or 7).

Shadows Over Sol

A rogue Jenseitech scientist has stolen several dangerous biological samples and accidentally unleashed them on Caikuang Station. These stolen samples include a deadly alien protein capable of using the station's residents as building blocks for its own unknown purposes.

The team must track down the rogue scientist before everyone on the station suffers a fate far worse than death. But can the scrappers escape the station before they, too, are consumed by the horror?

Escape From Caikuang Station is an investigative and survival horror adventure supplement for *Shadows Over Sol*. It features a chilling outbreak scenario, and is designed to run from one to three gaming sessions.



Tab Creations

