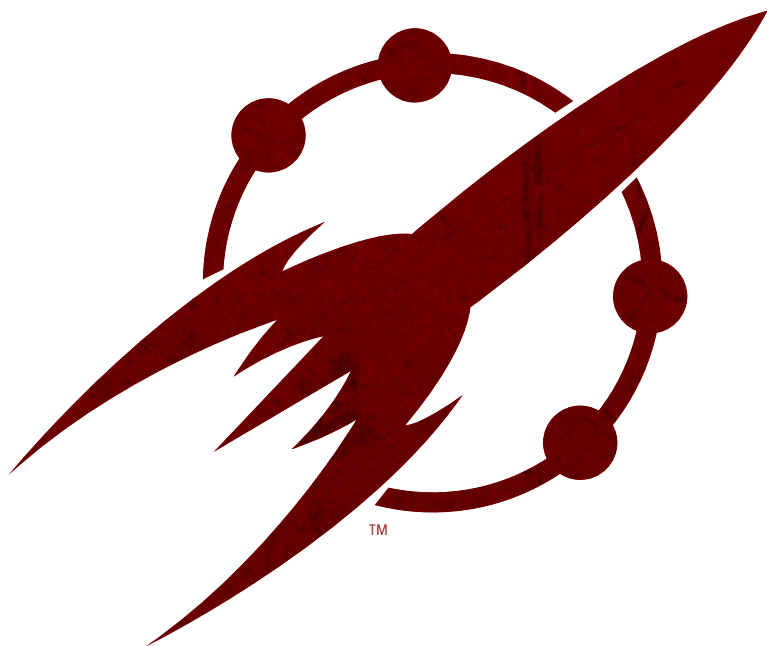




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Shout Out

Philip A. (The “A” stands for “Awesome”) Lee stepped up in a big way when circumstances wouldn’t allow me to take on this *Cosmic Patrol* book. Thanks, Phil! You rocked it (and yeah, you can quote that on your website)!

—Matt



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RETAKEING THE SKY

BY JASON SCHMETZER

Captain Corey Moore had been to Platform Alpha before, but it was his first time in the same room with Roderick Dyson. Not that he could see the leader of the Cosmic Patrol, of course. There were far too many Patrolmen in the way for that. Corey was a junior captain—*Harpoon* was his first rocketship command. He tried not to think about that too much. He was here. He was in the room. He was a captain.

“I don’t care,” he heard Dyson shout. The shout made Corey smile.

Roderick Dyson wasn’t a young man. He didn’t have a young man’s patience or a young man’s ability to sit quietly and listen to ideas he disagreed with. He was the soul of the Cosmic Patrol, and that soul was tightly wound steel.

“But the Moon Men—” Corey heard another man start before Dyson cut him off.

“Devil take the Moon Men,” Dyson shouted. There was a bang—a fist hitting a desk. “It’s our Moon. It’s right there. We’re taking it back.”

Corey knew it would be impolitic to point out that the Moon had never belonged to humankind, though the

thought made him smirk. He was glad he was at the back of the room: it wouldn’t do for the coordinator’s first impression of him to be one of mirth. Corey was a rocketship captain, after all.

And it wasn’t as if he disagreed. He was a Cosmic Patrolman. He’d been out-system; he’d seen the damage the Hakhaze and the Eiger could do—and had done. He knew Earth needed every advantage it could get and couldn’t afford threats.

An orbiting planetoid with hostile aliens certainly qualified as a threat to Earth.

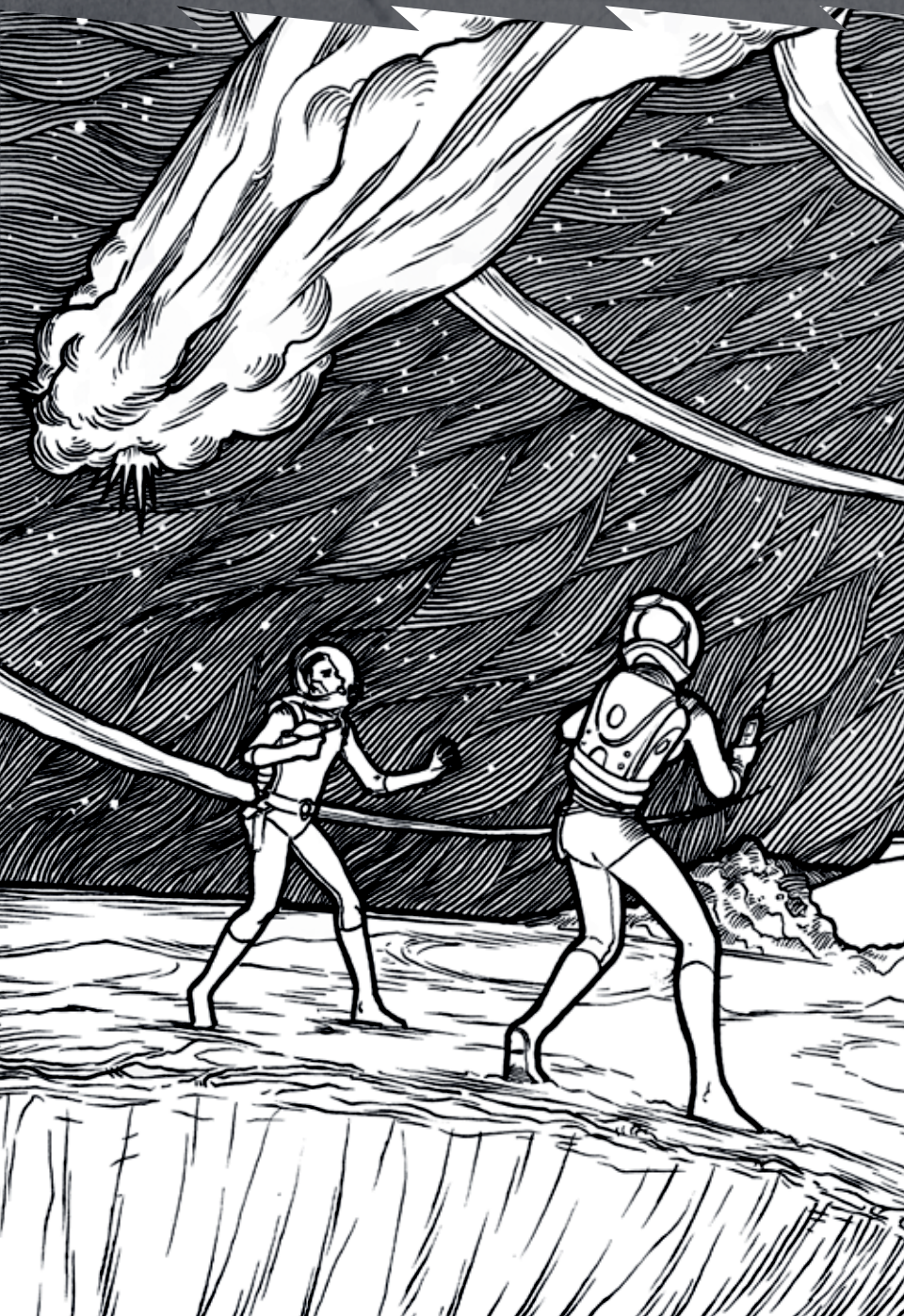
The coordinator was right.

“Hey, Corey,” a voice said from his right. Corey turned to see Captain Ilsa Raines stopping to lean near him. “You got your stripes, I see.”

“Thanks to you, ma’am,” Corey said. Raines had been his last captain before the deployment to Platform Beta. He hadn’t seen her since his promotion.

“You’re a captain now, Corey,” Raines said, tapping the stripes on her cuff. She wasn’t a tall woman—shorter than Corey by half a head, with medium length blond hair she kept in

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a ponytail, and laughing blue eyes. Her half-grin was infectious. Corey found himself grinning back. “You don’t have to ‘ma’am’ me. Call me Ilsa.”

“Ilsa,” Corey said. “You’re still on the *Sparrowhawk*?”

“Wouldn’t give her up,” she said. “You? They give you a hulk? A little scout hopper?”

Corey bristled without thinking about it. A captain’s pride in his rocketship was a tenet of the service. “They gave me *Harpoon*,” he told her.

Ilsa’s eyebrow rose. “Craster’s ship. You must have impressed someone.”

“I hope so,” Corey said. “She’s a good ship.”

“I’m sure she is.” Ilsa beckoned with her chin toward the center of the big room. Or maybe to the backs of all the captains standing in front of them. They were both in the same direction. “What do you think about all this?”

Corey shrugged. “You taught me the answer to that, Captain.” He shrugged. “Wait and see until the details come. Must be important, though. I haven’t seen this many captains in one place before. Dyson must have called half the Patrol back home for this.”

Ilsa nodded. “He did. Rod is many things...but he doesn’t do half measures.”

Corey looked at her. “You know him? Dyson?”

“He was my first commanding officer,” Raines said. “You want to meet him? Stick around afterward—I’ll introduce you.”

“I just want to know what’s going on. He’s talking about the Moon.”

Ilsa grunted. “Then that’s what’s going on,” she said softly. “Rod doesn’t beat around the bush.”



The bridge of Rocketship *Harpoon* was small. There were two couches forward, where the pilot and the gunner sat. Two side stations for the sensor operator and the captain were set back a little, behind the front console. When Corey walked in all three Patrolmen on the bridge climbed out of their couches and braced to attention.

Corey waved them back. “We’ve been over this, kids. I’m the captain, not the coordinator.” He smiled as the pilot and the gunner sat back down, then he turned to the small man who stepped away from the sensor console. “Sage?”

Sage Capstan was his first officer, and the best sensor operator he’d ever worked with. Cory had brought Capstan with him from Platform Beta. *Harpoon* was Capstan’s first rocketship posting. He still wasn’t too comfortable in so small a ship, but he loved being out in space. A grin split his wide face. Cory assumed that was why *Harpoon* was nosed into a docking bay on the space platform.

“We’ve received the orders packet,” Capstan said. “I’m not sure I believe it.” He glanced at the forward

console and lowered his voice. “The Moon? Are they serious?”

“Dyson sounded pretty serious.”

Corey remembered the thunderous voice as Dyson quieted the room and started his brief. The hard certainty in his voice. The absolute conviction in the rightness of his cause. “Can we do it?”

“I’ve studied the Moon Men,”

Capstan said, frowning and looking down at the deck. “They have fearsome powers—dynamo-psychism. Plus, we don’t know how they operate, and we can’t get any probes or ships down there. Not even the Venusians know what the Moon Men are up to.” His eyes unfocused and he started mumbling under his breath. Corey knew the signs. When Sage Capstan started mumbling, the world could end around him and he wouldn’t notice.

Corey touched his shoulder.

Capstan flinched. “What—?”

“Sage. Can we get down?”

Capstan looked up at him. Then he shrugged. “I have no idea.”

Corey looked at him. Capstan looked back. Finally Corey nodded. “Get back to your station. Get the sensors ready.”

As Capstan went back, the two crewmen at the front console spun their seats around. The leftmost, Vela Ruiz, grinned at his captain. “I get to shoot something this time, hey Captain?” Ruiz was lithe and dark-haired. His mouth was perpetually curled into a mischievous smile, as if life was a joke to him. His attitude drove Corey mad—but he was the best raygunner in the Patrol.

“If you behave,” Corey told him. He looked at his pilot. “How’s my ship, Chan?”

Chandler Drake was Ruiz’s antithesis: short, portly, and perpetually frowning. His brown hair was already receding and he always had two chins. He kept his face down like an angry bulldog, and he flew *Harpoon* the same way.

“Full up, Cap,” Drake said. “We took on a company of marines about an hour ago, and some other folks—specialists of some kind, a couple Venusians, some Martian barbarians. From the schedule Sage spread around, we can expect to undock and move to the rendezvous in about twenty minutes.” He glanced at Ruiz and Capstan, behind Corey, before he continued. “We’re going after the Moon, sir?”

“That’s the plan,” Corey said, pitching his voice so everyone on the bridge could hear it. “Coordinator Dyson believes the Patrol is strong enough to take the Moon away from the Moon Men. It’s too close to our home to let hostile aliens keep it.”

“No one’s ever been down there,” Ruiz said. “Do we have a flag? We’ll need a flag. You know, so we can stick it in the ground and claim the Moon for the Patrol.” He leaned out of his couch as if he was trying to see around Corey. “Sage? Is there a flag in one of the lockers?”

“I can check—” Capstan started, but Corey cleared his throat.

“Forget it, Sage,” he said. Looking at Ruiz, he shook his finger. “Don’t bait the scientist, Vela.” He inhaled,

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thinking. *Should I tell them now, or wait... Ah, what the hell.*

"We're taking the Moon back," he said. "Our orders are to be part of the overwatch squadron, under Captain Raines on *Sparrowhawk*." He waited while Ruiz whistled. "There'll be six other rocketships in the squadron, and our job is to cover the heavies as they take the marines in. The coordinator believes a show of force will cow the Moon Men into letting us land and demand they start acting reasonable. If they refuse..." Corey smiled. "Well, you guys have heard of Costigan's Marines in the bars. I don't think the Moon Men will put up much fight."

Drake chewed his lower lip for a moment. "What about their special powers—that astro-dyno-charisma or whatever—"

"Dynamo-psychism," Capstan put in.

Drake nodded. "Yeah, that. I can't fly around magic, Cap. If I can *see* it, sure—or Vela can shoot it, I suppose. But if I *can't* see it...?"

Corey carefully controlled the tickle in his stomach at that very same thought. It wouldn't do his crew any good to see him anything but confident in the coordinator's orders. "This is the largest Patrol fleet action I've ever seen," he told them. "Even the Moon Men won't know what to expect."

His crew seemed, if not contented, at least satisfied that it was the best answer he could give them. As he left the bridge to find the marine lieutenant and make sure his knuckle-

breakers weren't breaking *Harpoon*, Corey found himself silently praying he'd be proven right.



They were halfway to the Moon before it happened. Corey had just started to wonder if maybe Dyson had been right, and the Moon Men had underestimated the power of the Cosmic Patrol.

"That's odd," Sage Capstan said.

Corey twisted in his seat to look at the sensor operator. "Sage?"

"I've lost *Carillon*," he said.

"What do you mean, 'lost'?"

Drake asked. The pilot leaned closer to his displays, as if expecting the missing rocketship to appear directly in *Harpoon's* path.

"It was there a moment ago," Capstan said, "and now it's gone." There was the sound of clicking buttons and whirring dials. "What the—Where did *Brantley* go?" Corey heard a Martian profanity he hadn't been aware Capstan knew. "Sir, I think the sensors are going."

"This is *not* good," Drake said.

"Check the targeting sensors," Ruiz put in.

"The Moon Men don't even *have* ships," Drake said. "What are you going to shoot at?"

"That we know of," Ruiz spat back. "Sage? Can I see to shoot?"

"Give me a min—Huh?"

Corey unlatched his safety belt and stood up. "All right, everyone

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calm down.” As he started to walk across the deck to the sensor station, a flash of light from the main screen caught his eye. He stopped and turned. “Was that—?”

“Raygun fire!” Ruiz snapped. “Somebody’s shooting at something!” He bent forward to his gunnery controls. “Nothing on scopes, Captain.”

One of the dreadnoughts was firing its massive raygun batteries. Corey walked closer to the screen for a better look. Could the Moon Men have launched ships after all? They’d never shown any to the Patrol, but then the Patrol had never come for them before, either.

“It’s *Conqueror*. What’s Captain Taldani shooting at, sir?” Ruiz had his hands on the firing controls. His attention was on his scanners, watching for enemies to engage. *Harpoon*’s rayguns weren’t anywhere near as powerful as a dreadnought’s, but that didn’t mean they were flashlights, either.

The radio chirped for attention. Corey walked back to his station and keyed it live. “*Harpoon* here.”

“*Sparrowhawk* here,” Captain Raines—Ilsa—said. “Corey, where did *Brantley* and *Carillon* go? Are they behind us?” The two missing rocketships were part of Ilsa’s squadron. Corey frowned. Wouldn’t their captains have advised the flagship if they were leaving the squadron? Corey glanced at Capstan, but the sensor operator shook his head.

“I don’t see them, Captain,” Corey said. “Do you know what *Conqueror* is shooting at?”

“Do you have me on speaker?”

“I do.”

“Take me off.”

Corey blinked but complied. He ignored the stares of his crew and sat down. First he lifted the handset from its cradle and then flicked the bridge speakers off. “Ilsa, what the—”

“*Conqueror* just blew three Patrol rocketships out of space,” she said flatly.

“What?”

“Taldani had to shut down his rayguns. They came back on. He pulled the firing circuits. They kept shooting.”

Corey opened his mouth, but words failed him. Ilsa kept talking into the silence. “I’m getting reports from other squadrons. *Glen Isle* and *Davenport* have lost their engines. They’re drifting. All nine ships in Captain Rodriguez’s squadron reversed course and are headed back toward Platform Alpha.”

“And *Carillon* and *Brantley* have vanished,” Corey said. He spat a tongue-twisting Venusian curse. “It’s the Moon Men.”

“That’s the most likely cause, yes.”

“What do we do?”

“We continue the mission.”

“Continue? But the Moon Men—”

“Are a much greater threat than we thought,” Ilsa said. “Captain Moore: are you disobeying my orders?”

Corey sat up straight in his chair. “Ma’am, no ma’am.”

“Consider Contingency Zebra in effect,” Ilsa said, more softly. “Stick

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close to *Sparrowhawk*, Corey. It's going to take all of us." She paused for moment. "Watch your guns. Watch your engines. And keep an eye out for anything strange in your crew." She swallowed loud enough that Corey heard it over the radio. "I've got an unconfirmed report that one of the marine companies went berserk and killed the rocketship's crew."

Corey looked back at the bridge hatch. It was closed and latched, but he knew on the other side of it, just down a small companionway, were a hundred heavily armed Patrol marines. If they decided *Harpoon's* crew was the bad guys... "Orders received, Captain," was all he said.

"Be careful, Corey," he heard, and then the channel clicked closed.

He sat back in his chair and pretended to be looking at an engine screen for just a second. His mind was reeling. Patrol ships drifting. Shooting at each other. Turning around and flying back the way they'd come.

Vanishing.

To where?

It didn't matter, Corey decided. He didn't have any control over whether or not that would happen to *Harpoon*. Like Drake had said—dynamo-psychism couldn't be seen. Its effects could—but you couldn't fly around it. He turned and climbed out of his chair.

"Listen up," he said.

Three heads swiveled to look at him.

"They know we're coming," he said and told them the rest. When he

was done, each of them turned back to their station and ran some tests.

"The guns respond to tests," Ruiz said.

"The ship goes where I tell it," Drake chimed in.

"The sensors are apparently working just fine," Capstan said. He sounded distracted. "That is, if you can believe two rocketships just up and vanished into thin air."

"What's Contingency Zebra?" Ruiz asked.

Corey glanced back at the bridge hatch again. "Zebra is the all-out assault. Every rocketship is to charge the Moon and get the marines on the ground. Period. Doesn't matter where, doesn't matter if they're together. Just boots on the ground." He didn't have to tell them it was the last-ditch plan. They knew the alphabet. There had been twenty-five plans in front of that one.

"All right," Corey said, clapping his hands together once, sharply. "Drake, stay right next to *Sparrowhawk*. Keep an eye out for other ships. And if *Sparrowhawk* disappears..." He licked his lips. "If *Sparrowhawk* disappears, best speed to the Moon." The pilot nodded and turned back to his controls. Corey heard and felt the rocketship's rocket burn higher as he accelerated.

"Ruiz, if you see anything that's not a Patrol ship, burn it down."

"And if it's a Patrol ship that's shooting at us?" Ruiz asked.

"We don't shoot the Patrol," Corey said firmly. "Not even in self-defense." He saw his gunner didn't

like those orders, but Ruiz was too professional a Patrolman to argue. He just hunched over the gunnery station, running more tests and checking the guns. Corey watched him for a moment. *Will we even know if the Moon Men take us over?* He pushed the thought out of his head.

“Sage,” he said, “what can you tell me?”

Capstan rotated his chair away from his console. “About what? I’m not a Moon Man. I don’t know the first thing about dynamo-psychism. If you’re asking me how we avoid them, I don’t think we can. If you’re asking me how to protect ourselves, I’ll ask you from what? Point to dynamo-psychism and let me measure it, and I’ll tell you how to stop it.” He threw up his hands. “You might as well have left me at Alpha, Captain, for all the good I can do.”

Corey wanted to say something, but Capstan was right. There wasn’t anything they could do. It wasn’t like fighting the Hakhaze or anyone else. *You can’t shoot what you can’t see, and you can’t avoid what isn’t there.*

“Just keep an eye out,” he told him and turned back to the main screen.

More and more rocketships were flying erratically. He saw two small trawlers lose their engines and begin to tumble until they collided. There was a spray of atmosphere as one ship’s hull cracked. Ruiz was mumbling under his breath. Corey couldn’t hear what.

“Sticking close to *Sparrowhawk*, Cap,” Drake reported. Corey

nodded, trying not to think about how hard his pilot was concentrating. When Drake started reported obvious things, that meant his attention was fully focused on flying. *Harpoon* was a nimble ship, and Drake knew her well. Corey knew all that and ignored it. He concentrated on watching the screen. The Moon was getting larger. That had to be a good sign.

“Look out!” Ruiz shouted. The deck lurched as Drake slammed his controls to the side. Corey only kept his footing by clamping his hand down on the back of Ruiz’s couch and hanging on. His eyes never left the screen, so he saw what Ruiz had seen—one of the little Intelligence one-person rocketships angling full-throttle through the Cosmic Patrol fleet. It narrowly missed *Harpoon* and *Sparrowhawk* and then angled around, drive flaring. Corey looked at it go then looked ahead of it—

“Oh, no” was all he had time to say before the rocketship arrowed into the side of *Conqueror* like it was a giant missile. There was a glimmer of light, and then the purpose-built warship exploded. Several smaller rocketships that had been flying near it exploded as well.

“Damn,” Ruiz said.

The sensor console pinged. “Signal from *Sparrowhawk*,” Capstan read. “Break formation. Full speed for the Moon. All ships. Captain Raines sends.”

Corey let go of Ruiz’s chair and stepped toward Drake. He grabbed Drake’s chairback with both hands

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and leaned forward. “You heard the woman, Chan.”



For a little while, Corey thought they were going to make it. He thought the coordinator’s plan was going to work, that despite the losses, despite the dynamo-psychism, they were going to make it to the Moon and let the marines and even the damn Martian barbarians explain why the Moon Men were going to start playing nice with the Patrol.

For a little while, he thought that. “*Sparrowhawk*’s coming up fast,” Capstan reported.

“Good,” Corey said. “Chan, watch out for that hulk.” He pointed to the screen, but he felt the deck move and knew Drake had already adjusted their course. One of the dreadnoughts—one of *Conqueror*’s sisters—was yawing across the fleet’s vector. It’d obviously lost its engines. The Moon Men weren’t getting tired, it seemed.

“There she goes,” Ruiz said. *Sparrowhawk* blasted past *Harpoon* as if Corey’s ship was standing still. Corey frowned. They were the same class of rocketship...

“How’s she getting that fast?” he asked Capstan.

“She can’t,” the scientist said. “I don’t know how it’s possible.”

Corey looked back to the screen. His face felt cold. He reached

past Drake and keyed the radio. “*Sparrowhawk*!”

Static answered.

“Ilsa!”

More static.

“They’re going to hit,” Capstan said quietly. Already the rocketship’s drive was a pinprick of light against the massive grayness of the Moon. A few moments later there was a flash of light and a puff of dust and smoke.

Corey reached down and switched the radio off. It stopped the static from screaming.

It did nothing for the sound in his mind.

“That’s going to happen to us,” Ruiz muttered.

Maybe, Corey didn’t say out loud.



“We’re going to make it,” Chandler Drake said. He was hunched over his controls, as if he could protect them from the Moon Men’s attacks by hiding them with his body. Corey wanted to believe him.

The Moon filled the screen in front of him. They’d already angled down to start landing, and he was just getting ready to go back and warn the cargo that they’d be landing first. “Do we have a landing zone?” he asked Capstan.

“Not under Zebra,” the sensor operator said. “The orders say just put them down and then support them.”

Corey nodded and turned back to

the screen. “Pick a good spot, Chan,” he said and started to turn away. Light from the screen stopped him. He spun back, riveted.

Rayguns were striking the Moon. Flashing light after flashing light strobed across the display, as if a whole fleet of Patrol dreadnoughts were trying to melt the Moon out of the sky. Ruiz was trying to watch, eyes squinted. Corey threw his arm across his eyes. It was too bright.

“Is that us or them?” Drake shouted.

“Does it matter?” Ruiz shouted back.

“If it’s us, make them stop,” the pilot said. “I can’t see!”

The bombardment stopped. Corey blinked, trying to clear the afterimages from his eyes. “Are we okay?”

“I’m good,” Capstan said.

Corey looked at the screen. The Moon didn’t look like the Moon any longer. They were too close. Now it looked like mountains and valleys and hills and plains. It looked like the ground. They were near being able to land. He heard a popping sound.

“What was that?” he asked, not looking.

“What was what?” Capstan asked.

“That sound.” Corey concentrated on the display. There was a large crater ahead of them to the left—an old one, by the look of it. The ground looked smooth with dust and a few large boulders. It might make a good landing site. “Head over there, Chan,” he said.

The view didn’t change. The deck didn’t shift. *Harpoon’s* course was unchanged.

Corey looked down.

Ruiz and Drake’s chairs were empty. They were gone.

They were *gone*.

“Oh shit,” Corey whispered.

Their *pilot* was gone.

The ground was getting really close on the screen.

Corey dove for the pilot’s controls, but he saw them moving before he reached them. And not in directions he wanted them to move. They were moving under the control of someone other than the Cosmic Patrol.

The Moon Men.

The ground suddenly filled the entire screen.



When Corey woke up he was smashed beneath the front console, with his head where Ruiz’s feet should have gone and his feet on Drake’s empty chair. He slowly slid out from beneath the console and got to his knees, looking around. Capstan was collapsed on the deck near him. His right hand was twitching. There was a hissing somewhere behind him, and he was having trouble catching his breath. The hull was cracked, he realized. He had to get to his suit.

“Sage,” he tried to say. His voice was little more than a croak. He coughed and swallowed and tried again. “Sage?”

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The hatch at the back of the bridge cracked open, and a Patrolman stepped through. Corey didn't recognize him. He was in a spacesuit and had his helmet sealed, but he was unarmed. Behind him a bulky marine and a slender Venusian crowded the hatch, looking inside.

"Sir?" The newcomer knelt beside Corey. "Captain Moore? Are you okay?"

Corey blinked. "Sage," he said, looking at Capstan. His hand had stopped moving. The Patrolman leaned over and checked but then leaned back.

"I'm sorry, sir. He's dead." He stood and leaned down to lift Corey up. "We need to go, sir. Where's your suit?"

Corey frowned. His head swam when he got to his feet, and he was having trouble concentrating. "Where's Ruiz and Drake?"

"Who?"

"My pilot and my gunner," Corey said. "Where are they?"

"No idea, sir," the Patrolman said. "Probably gone. More than half the people in the hold vanished just before we crashed. Just popped right out, like they'd never been there."

Corey frowned. The Moon Men. *It was the Moon Men*, he told himself. Why did his head hurt? He reached up to touch his temple, and his fingers came away sticky. *Oh*.

"Captain—Captain Moore. We have to go, sir." The Patrolman pulled him toward the hatch. "Where's your suit, sir?" The marine and the Venusian outside the bridge were

watching him closely, Corey saw. And both already had their fishbowls on. The hull is cracked, he remembered. He'd need his own fishbowl until they could get it fixed... He turned to look.

The suit locker was standing open. Four suits were racked there. None of them had helmets. Corey stopped moving and stared. "Where's my helmet?" he asked.

"What?" The Patrolman looked past him at the locker. Then he cursed. "The Moon Men," he said. "They took them." He twisted to talk to the people outside the bridge. "Go look for a spare. Maybe somebody dropped one in the hold."

The marine disappeared, but the willowy Venusian just shook her narrow head. "They were all suited up when they vanished. There will be no helmets." She stepped back from the hatch. "We should go. The captain cannot accompany us."

"What?" the Patrolman demanded.

"She's right," Corey said. He understood what she meant without really thinking about it. Besides, he wasn't ready to leave his ship. *Harpoon* was his first command. He had to stay with here until relief arrived. "Go."

"But—"

"That's an order, Patrolman," Corey said. "Go."

The Patrolman—he was young, Corey could see that now, maybe twenty or twenty-two. He needed a shave, but he scored points for determination. It burned in his

eyes. Corey wanted to pat the boy's shoulder, but he wasn't sure he'd be able to stand if he did.

"I'll see they know what happened here, sir," the Patrolman said. He drew himself up and saluted. Corey nodded in return, still afraid to raise his hand.

"Go," Corey said. Then, "Wait."
"Sir?"

Corey hobbled over to Ruiz's locker and reached into the bottom compartment. He took a small case out and tossed it to the Patrolman. "What's this?" the boy asked.

"Duodec," Corey said.

"Duo-what?"

"The marine will know what to do with it," Corey said. "Get going." He watched the Patrolman disappear through the bridge hatch. The hatch clanged closed behind him and the flywheel spun to latch it. Corey sat down, hard, right on the deck where he'd been standing. He had his back to Capstan's body. He didn't want the corpse of his friend to be the last thing he saw. *I never should have taken him off of Platform Beta.*

Sound, transmitted through the metal of the hull, told him the survivors had left *Harpoon*. Unless there were others trapped in the wreckage, he was most likely alone. He didn't know, and he didn't have

the strength to find out. He looked out the small porthole in the wall, the one they only used for docking, and saw the stars set against a gray-rock peak.

"We made it," Corey whispered. He didn't now if Ilsa Raines and the others could hear him, wherever the Moon Men had sent them. Maybe Ruiz and Drake would warn her he was coming.

He didn't know how long he sat there. A shudder in the floor woke him up, and he saw a plume of dust and rock climbing above the peak. A moment later he saw the needle-shape of a Patrol rocketship, still under power, angling around the cloud. "Some of the others made it," Corey whispered.

He smiled.



INTRODUCTION

FRONT AND CENTER, PATROLMAN!

You are about to blast off on one of the most important assignments in your life—the mission to retake the Moon from the mysterious Moon Men. The whole Cosmic Patrol fleet is en route, but success all boils down to you and the choices you and your crew members will make. Think you’ve got what it takes to walk away victorious?

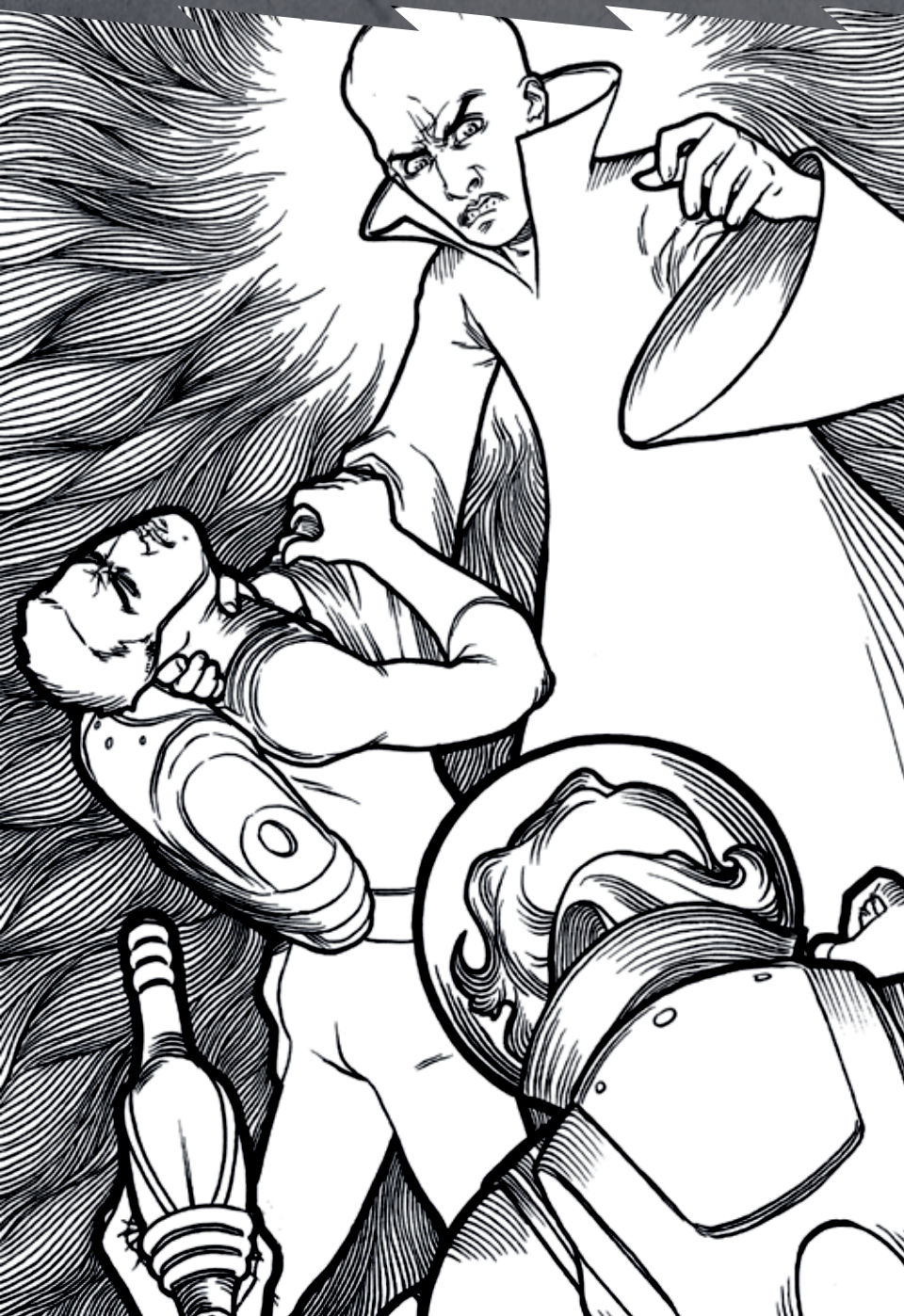
Cosmic Patrol is all about creating a story. Using Cues as building blocks, you will construct a plot and narrate your crew’s way through all of the wonders and hazards the Moon has to offer, one danger-filled room at a time, and hopefully you’ll share a laugh or two along the way. Your adventure through the Moon labyrinth will be unique to you and your group, and you’re encouraged to write down that adventure in true pulp style so you can share how you managed to beat the Moon Men at their own game. You can also visit the website www.cosmicpatrol.com for fan-generated materials and other *Cosmic Patrol* goodies.

THE CONTENTS OF THIS BOOK

This book is specifically organized to present the information needed to take back the Moon and expand your adventures in the universe of *Cosmic Patrol*. Below you’ll find a summation of each chapter of this book.

- › **Retaking the Sky:** The short story you’ve likely already read, it shows the lengths the Moon Men will go to protect the Moon.
- › **Campaign Rules:** This section provides plenty of guidelines for helping or hindering a crew of Patrolmen through their quest to take back the Moon. These rules include items such as Lead Narrator advice, room creation, dynamo-psychism powers, weapon effects, and environmental conditions.
- › **Dossiers:** In addition to six new character dossiers—three Patrolmen and three Moon Men—this section includes dossiers for all the lunar denizens your crew is bound to encounter, including giant boss monsters!
- › **Moon Labyrinth Campaign:** Forty-two rooms of peril, madness, and certain death await intrepid Patrolmen courageous enough to face the Moon Men’s many challenges. Each of these rooms can act as a standalone adventure or as part of the Cosmic Patrol’s mission to reclaim the Moon.
- › **Room Tracking Sheet:** This sheet is a handy reference for groups who want to track their progress throughout the Moon labyrinth or choose a different path on another playthrough.

INTRODUCTION





X MINUS TWO
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STEPHEN HAWKING
[THE NATURE OF SPACE AND TIME]

"NOT ONLY DOES GOD PLAY DICE, BUT...HE SOMETIMES THROWS THEM WHERE THEY CANNOT BE SEEN."

CAMPAIGN RULES

The following rules provide the additional details players will need to interact with the dozens of rooms that make up the Moon Men's mega labyrinth.

STARTING THE CAMPAIGN

The Moon Must Be Ours! (TMMBO!) features a campaign where the crew of a crashed Cosmic Patrol rocketship must navigate the labyrinth beneath the Moon's surface. In order to begin the campaign, players should start with the following steps:

- › Choose a campaign difficulty: Easy, Normal, Hard, or Insane (at right)
- › Designate one player to act as the first Lead Narrator (LN)
- › Determine Room Progression method (at right)
- › Begin the campaign with Room 1 (see p. 64)
- › Take back the Moon!

CHARACTER DOSSIERS

When choosing Patrolmen for this campaign, while the dossiers from this book work just fine, players are encouraged to also look through the many dossiers available in the previously published books *Cosmic Patrol* and *Into the Cosmos*.



BEWARE!

Unlike previous Missions from other *Cosmic Patrol* books, this book is designed so all of the rooms interconnect in a long-term campaign. Since the Lead Narrator will change from room to room, it's important that players don't read ahead into the room's section at all. Instead, only the Lead Narrator of a given room should read that room directly before the players will enter the room. (The exception is if the players pre-determine who the Lead Narrators will be for which rooms...if that works, by all means!)

Additionally, players should be careful reading the Moon Labyrinth Zones and Plot Twists (see pp. 24 and 25, respectively) in this section, as it might give away plot details of various rooms.

CAMPAIGN DIFFICULTY

The difficulty of a *TMMBO!* campaign determines how many individual Moon labyrinth rooms the crew will need to pass through to reach the end of the campaign.

Easy: 9 or 10 rooms

Normal: 13 or 14 rooms

Hard: 22 rooms

Insane: All 42 rooms

ROOM PROGRESSION

The *TMMBO!* campaign is laid out like a "choose-your-own-adventure" book. The players will begin with Room 1, and once that room has been completed, a series of

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exits from the room will be presented based on the campaign difficulty chosen at the beginning of the game (Note: Insane difficulty has no options for room progression as all rooms must be completed). Before the game, players should agree upon the method by which each exit will be chosen. Regardless of the method chosen, it should remain the same throughout the campaign.

Suggestions for deciding which exit to choose include the following options:

- › Choose the exit by die roll or other random method.
- › The group votes on the exit chosen.
- › The player who will be LN for the next room chooses the exit.

If a given player group comes up with a unique twist on how to determine this, by all means, have fun!

The player who will be LN for the next room silently reads the room descriptions for all possible exits and chooses the exit based on the room she would most like to preside over as LN.

LEAD NARRATOR ADVICE

Given the length and complexity of a *TMMBO!* campaign, here are a few suggestions on how to handle Lead Narrator (LN) duties throughout the game:

- › **One LN per room:** The LN should remain the same

throughout all the scenes in a given room. Once a room has been completed, the LN duties should pass to the next player.

- › **Familiarize:** The LN should familiarize himself with the room description, scenes, and objectives before play begins in the room. By anticipating how the room might play out, he can better set the stage and guide the other players. Keep in mind, however, that LNs may modify scenes and opposition on the fly so as to suit the needs of the group.
- › **Remain in the background:** Since the LN knows some of the secrets of the current room, his own Patrolman's Narrations should only take active participation in figuring out plot-related aspects of the room when the group is at a loss for ideas. In other words, the LN's character can still participate in combat, but he should leave the detective work to everyone else unless absolutely necessary.

BOSS ROOMS

Specific rooms in the Moon Men's labyrinth are considered "Boss Rooms" as they contain a situation or opposition that is more difficult than normal rooms. Boss Rooms are denoted as such in a room's text. For defeating a Boss Room, players will earn 2 extra Plot Points in addition to any they otherwise earn from the room.

Optional rule: If one of a room's exit choices leads to a Boss Room, that exit must be chosen. This optional rule should be agreed upon before the game begins and should remain the same throughout the campaign.

OPTIONAL OBJECTIVES

Some rooms feature optional objectives. It is recommended that the LN keep these objectives secret to encourage the team to discover the room's optional objectives naturally through the course of gameplay. When these optional objectives are completed, players will earn a special reward. Rewards can consist of whatever the LN deems appropriate, such as an extra Plot Point (in addition to any earned for other actions), a special weapon or object, a free Armor repair or Health restoration, a pertinent clue regarding a Plot Twist (see p. 25), and so on.

HEALING BETWEEN ROOMS

Due to the amount of combat that crew members will see during this campaign, the characters are likely to see their fair share of scrapes and bruises. Because of this, the characters charging from one room to another without stopping to take stock of their condition is liable to get them killed pretty quickly.

In order to keep the campaign moving along at a brisk pace, after each room crew members automatically repair or heal half

of their current Armor or Health damage for free, rounding up. All remaining damage must be recovered by normal methods, such as spending Plot Points or using medical or repair abilities.

Sally the Engineer took a beating in the previous rooms. After finishing the most recent room, she has 10 missing Armor pips and 3 pips of Health damage. Once the team takes a breather between rooms, Sally will recover 5 Armor pips ($10 \text{ pips} \div 2 = 5$) and 2 Health pips ($3 \text{ pips} \div 2 = 1.5$, rounded up to 2) for free. If she wants to recover the remaining damage she's going to need to pay a Plot Point to heal the 1-point burn on her arm, and she'll have to use her repair skill to hammer out the 5-point dent in her Armor.

PATROLMAN DEATH

Since the TMMBO! campaign can be an extended affair and the circumstances of the Cosmic Patrol's failed invasion of the Moon essentially leave the crew stranded with no means of support or reinforcement, the death of a crew member can have an adverse negative effect on the campaign.

To prevent such a disruption, here are a few options to maximize fun while still making the campaign challenging.

No instant death: The LN should ensure no character suffers instant

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death from a bad die roll or any similar circumstance. For example, having a character die due to falling into an abyss, getting chopped in half, being crushed, falling into a pit of lava, or similar methods should be discouraged. In the event that such an occurrence would happen, the LN should invent some way to prevent that event from occurring, such as by spending a Plot Point or describing the scene in a way that would keep the event from causing instant death.

Patrolman death: The player controlling a character whose Health track reaches Killed in Action status should choose one of the following options:

- › **He's not *quite* dead:** The character spends all but 1 of his available Plot Points to avoid death and suffers no further effects. Heal the Killed in Action health pip, and leave the character in Knocked Out status. If the character has no available Plot Points to spend, this option cannot be chosen and another option must be chosen instead.
- › **I'll be out of it for a little while:** Heal the character's Killed in Action health pip, and leave the character in Knocked Out status. In addition to the standard Brawn and Combat modifiers for damage on the Health track, the character will suffer an additional -1 modifier on all Challenge, Test, and Combat rolls for the next 2 rooms.
- › **'Tis but a scratch:** Permanently

reduce the character's total Health pips by 1. Heal the Killed in Action health pip, and leave the character in Knocked Out status.

- › **I've had worse:** Permanently lower one random Stat Die to the next value (e.g., a D8 would be reduced to a D6); the Special Die cannot be lowered. If Brawn is the affected Stat Die, adjust the character's total Health pips as per standard rules (see *Health*, p. 70, *Cosmic Patrol Core Rulebook*). Heal the Killed in Action health pip, and leave the character in Knocked Out status.
- › **Another ship got through?:** The player may opt to let her character die. If this occurs, she chooses another Patrolman dossier and starts over with this new character with only 1 Plot Point instead of the usual 3. This character is a survivor from another cosmic Patrol rocketship that managed to crash on the Moon's surface, and the character has just managed to catch up to the crew.

MOON LABYRINTH ZONES

The Moon labyrinth's 42 rooms are divided into several zones, each with a specific purpose and theme. Here is an overview of the Moon labyrinth's major zones:

- › **Lunar Mines:** This section is where most of the Moon Men's tunneling and mining operations occur. Rooms 1-7.

- › **Factory:** This section houses the Moon's foundries, manufacturing centers, and so on. Rooms 8–13.
- › **Laboratory:** This zone features the Moon Men's many scientific experiments. Rooms 14–19.
- › **Menagerie:** A myriad of various life forms are kept here, including creatures long believed extinct. Rooms 20–25.
- › **Computer Core:** The data processing centers of the entire Moon can be found here. Rooms 26–31.
- › **Power and Engineering:** All energy consumed by the Moon Men's operations passes through this zone. Rooms 32–37.
- › **Moon Core:** The heart of the Moon, where the Moon Men have concealed their race's deepest secrets. Rooms 38–42.

PLOT TWISTS

Since each room within the Moon labyrinth is self-contained, Plot Twists represent an optional layer of story progression and provide additional roleplaying opportunities that can allow the players to piece together the puzzles of the Moon Men's overall scheme. Each zone features at least one unique Plot Twist that raises a question the LN can encourage the team to explore there. The Plot Twists for each zone are as follows:

Lunar Mines

Cue: What are the Moon Men trying to excavate?

Answer: They are attempting to locate fractumite, a mineral with strange, temporal properties.

Factory

Cue: What are the Moon Men building?

Answer: The Moon Men's manufacturing efforts are geared towards building an entire army of large robots meant to either attack Earth or repel the Metatherions; at this time it is unknown which of these is the ultimate goal.

Laboratory

Cue: What are all these experiments for?

Answer: The experiments are an attempt to discover the means of extending the Moon Men's lifespans in order to prevent their race from dying.

Menagerie

Cue: What are these habitats and experiments for?

Answer: These are attempts to create additional troops or bioweapons to use against either the Great Union or the Metatherions; at this time it is unknown which of these is the ultimate goal.

Computer Core

Cue #1: What purpose does the computer core serve? What are they computing?

Answer #1: The Moon Men are attempting to create a fate engine which can predict the future.

Cue #2: Who are the Moon Men attempting to contact?

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Answer #2: They plan to contact the Metatherions, either to challenge them or to join forces with them, should the Metatherions prove too powerful to fight off singlehandedly.

Power and Engineering

Cue: What is all this energy being collected for?

Answer: The energy is for powering the Giant Robot and keeping all of the Moon Men's stasis pods functioning.

Moon Core

Cue #1: What really happened to Rocketship EM?

Answer #1: The Moon Men brought it into the Moon's core via manipulation of the Moon's crust. The Patrolmen were subverted to the Moon Men's cause, and the scientists' life energy was slowly siphoned off to keep the Moon Men alive.

Cue #2: Why are the Moon Men a dying race?

Answer #2: The Moon Men are dying for a number of reasons but the foremost among them are the severe lack of genetic diversity and the need for the Elder Moon Men to focus most of their energies on sustaining the Moon.

CREATING NEW ROOMS

Enterprising LNs may want to create new Moon labyrinth rooms in order to introduce new options or plots, encourage replayability, and so on. The following are some helpful guidelines for creating new rooms from scratch.

Choose a zone/theming:

Determining which labyrinth zone in which this room fits will help inform a design aesthetic for the room. Knowing the room's zone will also inspire obstacles that will fit along with the zone's theming.

Determine the room's goal(s):

Give your crew something to overcome or solve in the room. This can be a problem posed by the environment, a moral quandary, a puzzle, an interpersonal conflict tailored to match the group's players, and so on. The objective can be as complicated as trying to stop the launch of some incredibly complex weapon, or it can be as simple as crossing the room and going through the door on the other side.

Create obstacles: Once you've established the objective, add obstacles that would prevent the group from achieving their objective. This can be NPCs, environmental hazards, and other complications.

Joe wants to create a new room for his group. He decides to place it in the Laboratory zone (theming). The objective will be to find the exit (goal). However, the entire compartment is flooded and is filled with genetically modified aquatic creatures who haven't been fed in quite some time (obstacles). His team is going to have to swim for it or end up as lunch. Or breakfast. Or whatever.

LUNAR NPCs

The following rules cover additional options for Moon Men NPCs.

THE MOON MEN

The enigmatic race that rules the Moon—known as *Homo sapiens lunaris* in scientific circles—presents one of the most credible threats to the Cosmic Patrol and the Great Union. This is largely due to their proximity on the Moon and their awesome mental powers, known as dynamo-psychism. The following sections offer ways in which the LN can incorporate the Moon Men's fearsome powers into a scene.

Dynamo-psychism

Using standard rules, the Moon Men's fearsome brainpower is represented as straight damage; however, dynamo-psychism is capable of so much more, especially when considering that the Moon Men are operating on their home turf during the *TMMBO!* campaign. The chart on p. 28 reflects the many dangerous things a Moon Man can do with just his mind.

Whenever a Moon Man is used in the campaign, the LN may choose two powers from the following list. These powers can be chosen at the LN's discretion or at random by rolling a D8; reroll any power that has already been chosen.

To use any power, the Moon Man must choose to use one of his powers

instead of making a Combat roll. The Moon Man and the affected character then roll their respective Brains die. If the Moon Man wins the roll, apply the affects of the power as listed in the power's description.

Note: Despite robots not (usually) possessing organic brains, the Moon Men have so finely tuned their mental acuties that their powers can affect positronic brains and other such artificial "thought boxes" as though they were organic brains. In other words, any type of Patrolman can be affected.

Adjusting the Difficulty

(Optional): When playing an Easy or Normal campaign, use the dynamo-psychism rules as normal. However, when playing a Hard or Insane campaign, players may agree to make the following modifications to ramp up the challenge:

- › **Hard:** A Moon Man may make both a standard Combat roll *and* use one dynamo-psychism power on his turn.
- › **Insane:** A Moon Man may make both a standard Combat roll *and* use one dynamo-psychism power on his turn. In addition to making a standard Combat roll, Elder Moon Men (see below) may use two different powers on his turn instead of just one.

Elder Moon Men

The Elder Moon Men are the oldest members of the Moon Men's race. They are incredibly old—positively ancient by human

MOON MAN DYNAMO-PSYCHISM POWERS

D8 Roll Dynamo-Psychism Power

- 1 Alter memory:** The Moon Man reaches into a Patrolman's mind and either implants a new, false memory or causes her to disbelieve a recent memory. This disbelieved memory can be anything that has occurred since the start of the campaign. For the duration of the scene, the affected character suffers a -1 modifier for all die rolls.
- 2 Read thoughts:** The Moon Man reaches into a Patrolman's mind and reads his thoughts. The Moon Man gains a $+1$ modifier for any Tests and Combat rolls against that character for the duration of the scene. The LN can also have the Moon Man use these thoughts to taunt the character via roleplaying.
- 3 Incapacitation:** The Moon Man's brainpower knocks the target Patrolman unconscious. Treat the character as being in Knocked Out status for her next Narration.
- 4 Agony:** The Moon Man inflicts agony on the target character by massaging the pain centers of the Patrolman's brain. This results in 2 points of Health damage and a -1 modifier on all of that character's die rolls for the duration. The effect lasts for the character's next two Narrations.
- 5 Hallucinations:** The Moon Man inflicts the target Patrolman with intense audiovisual hallucinations. That character suffers a -3 modifier to all dice rolls for her next D4 Narrations. To attempt separating fact from fantasy, the affected character can take a Brains Test at the beginning of each Narration this power is active; each successful Test drops the modifier to -2 for that Narration.
- 6 Telekinesis:** The Moon Man can pick up nearby objects with her brain, including weapons and equipment used by the Patrolmen. Objects hurled against the Patrolmen can simultaneously target two different characters and inflict 2 damage to each target. If the Moon Man targets a Patrolman's weapon with this power, the affected character must pass a Brawn Test in order to keep his weapon from being stolen.
- 7 Nightmare loop:** The Moon Man reaches into the Patrolman's mind and digs out her deepest fear, then makes it replay in her mind on an endless loop. The effect lasts for the character's next D4 Narrations. For the duration of the power, the affected character must pass a Brains Test in order to take any actions on her Narrations. Failure means she may take no action, but she may still defend herself during Combat rolls as normal.
- 8 Mind control:** The Moon Man exerts his will upon the target Patrolman and takes control of his brain. For the full effects and limitations of this power, see *Brain Takeover*, p. 33.

reckoning—but this merely means they have had many more centuries during which to hone their mental powers when compared to younger Moon Men.

To reflect their age and prowess, Elder Moon Men have more power at their disposal. When using an Elder Moon Man, start with any Moon Man's dossier and apply all of the following modifications:

- › **Powers:** Elder Moon Men have a total of four dynamo-psychism powers instead of two.
- › **Force Field:** In addition to their standard Armor, Elders have an innate, mentally crafted force field of 15 Armor pips, Combat D6, 1 Damage (see *Force Fields*, p. 32).
- › **Stat Dice:** Increase any one Stat Die to the next highest die. As per standard *Cosmic Patrol* rules, Elders can never have a Stat Die higher than D12.
- › **Luck:** Elder Moon Men also have their own inherent Luck stat, as their mental powers allow them to partially see the future and thus create their own luck. Roll the Elder's highest Stat Die; the result will be the Luck stat. In the event that a Patrolman's die and an Elder's die both show their respective Luck values on the same die roll, this kind of a tie always goes in favor of the Patrolman.

NEGA-PATROLMEN

Nega-Patrolmen are Patrolmen who have had the unfortunate pleasure of being completely subverted by the Moon Men. These poor souls have been subjected to continuous bouts of altered memories, hallucinations, agony, and mind control to the point that they fully support their new Moon Men masters. However, it's possible that some spark of their original personalities might still live beneath the surface...

Just like uncorrupted Patrolmen, Nega-Patrolmen come from many different walks in life, so a team of them has the potential to be as varied as the player group facing them. Nega-Patrolmen also have Special Stat Dice and a Luck stat. In the event that a Patrolman's die and a Nega-Patrolman's die both show their respective Luck values on the same die roll, this kind of a tie always goes in favor of the Patrolman.

When using Nega-Patrolmen, roll on the tables on p. 30 to create each Nega-Patrolman. Roll once to determine the Nega-Patrolman's type and stats, then roll once on the Weapon table and once on the Equipment table.

ADDITIONAL WEAPON EFFECTS

Certain weapons in NPC dossiers marked with an asterisk in their names have additional effects. These effects are optional and

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NEGA-PATROLMAN TYPE, WEAPONS, AND EQUIPMENT

D8 Roll Nega-Patrolman Type

- 1 **Officer:** Brawn D8, Brains D10, Charisma D6, Combat D8, Special D10 (First Aid), Luck 3, 15 Armor,
- 2 **Engineer:** Brawn D6, Brains D10, Charisma D8, Combat D6, Special D10 (Mechanics), Luck 1, 8 Armor
- 3 **Red Amazon:** Brawn D10, Brains D6, Charisma D8, Combat D8, Special D10 (Martian Axe Master), Luck 10, 15 Armor
- 4 **Robot:** Brawn D8, Brains D10, Charisma D8, Combat D6, Special D10 (Computer Expert), Luck 5, 10 Armor
- 5 **Zorm:** Brawn D8, Brains D10, Charisma D4, Combat D6, Special D10 (Robo-Karate Master), Luck 7, 15 Armor
- 6 **Venusian:** Brawn D8, Brains D10, Charisma D6, Combat D8, Special D10 (Robotics Expert), Luck 9, 10 Armor
- 7 **Genius:** Brawn D6, Brains D10, Charisma D8, Combat D6, Special D10 (Tactical Master), Luck 7, 10 Armor
- 8 **Marine:** Brawn D10, Brains D6, Charisma D6, Combat D8, Special D10 (Provocation), Luck 6, 15 Armor

D8 Roll Nega-Patrolman Weapons

- 1 **Bent Sonic Wrench:** Damage 1, Close OK, Near OK, Far -3
- 2 **Rusted Jarvi Stun Pistol:** Damage 1, Close OK, Near OK, Far OK
- 3 **Frayed Phasic Whip:** Damage 2, Close OK, Near -3, Far —
- 4 **Scratched Reliant Raygun Pistol:** Damage 2, Close OK, Near OK, Far -3
- 5 **Cracked Venusian Phasegun:** Damage 2, Close OK, Near OK, Far -3, +1 Damage against Robots
- 6 **Mk. I Dark Plasmic Rifle:** Damage 3, Close OK, Near OK, Far OK
- 7 **Dulled Martian Axe:** Damage 3, Close OK, Near OK, Far -3
- 8 **Out-of-Practice Flying Kick:** Damage 4, Close OK, Near OK, Far —

D8 Roll Nega-Patrolman Equipment

- 1 **Omnivave Communicator:** No special effects
- 2 **Repair Kit:** Allows repair of damaged Armor pips
- 3 **Robotic Tool Kit:** Allows repair of robots' Armor and Health pips
- 4 **First Aid Kit:** Allows healing of Health pips
- 5 **Yellow Fractumite Shard:** See *Fractumite*, p. 33
- 6 **Green Fractumite Shard:** See *Fractumite*, p. 33
- 7 **Zero-G Maneuver Boots:** Allows Nega-Patrolman to walk on the ceiling and walls
- 8 **Atomojet Pack:** Allows fast movement between Close and Far ranges

their use should be agreed upon by the players before the start of the game.

Envelopment: In addition to Envelopment inflicting 1 damage on each of the affected character/NPC's next turn, it creates an internal vacuum which forces the affected character to hold his breath or suffer additional damage (see *Breathing*, p. 32).

Psycho-stare: In addition to causing damage, the Psycho-stare paralyzes the affected character/NPC with fear, inflicting a -4 modifier to any die rolls made on her next turn.

Multiphasic Transport: After a successful Multiphasic Transport attack, the affected character/NPC appears in a different place than before, which affects his weapon ranges. For example, a character who was in Close range before the transport will be in either Near or Far range after the teleport.

Microsyringe: The contents of a Microsyringe varies.

Electroshock: The amount of damage inflicted by Electroshock varies depending on the range at which the target is struck. Also, Electroshock cannot be used out of water.

Crippling Fear: This power reaches into the Patrolman's mind and digs out her deepest fear, then makes her relive it. The affected character must immediately make a Brains Test. If the test is failed, she will be unable to take any actions on her next Narration; however,



MICROSYRINGE EFFECTS

D4 Roll	Effect
1	Induced Paranoia: Determine character/NPC's next target at random. Friendly characters may be targeted in this fashion.
2	Virulent Tetanus Strain: Character/NPC suffers a -1 die roll modifier for D4 Narrations (or turns for NPCs without a Narration).
3	Lunar Botulism: Apply an additional 2 Health damage that ignores Armor.
4	Moon Pox: Lower a random Stat Die one level for D6 Narrations.

the character may still defend herself during Combat rolls as normal.

Godwinization Ray: The amount of damage inflicted by the Godwinization Ray varies depending on the range at which the target is struck. Also, the affected character must take a Brains Challenge or risk being rendered irrelevant. If the character fails, she is treated as being in Knocked Out status for her next Narration.

Massive Laser: This weapon can only fire every other Narration. It must spend one Narration to aim then spend its next Narration to attack. This weapon cannot be used if the laser's pilot is Knocked Out or Killed in Action.

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Fractumite Ray: This weapon can simultaneously target two characters/ NPCs at Close range to each other with one blast. Make a separate Combat roll for each target.

Giant Metal Clamp: After a successful Combat roll, the Clamp traps a Patrolman and then squeezes; it may only trap one character at a time. In addition to automatically causing 1 damage per turn to any character it snatches up, the Clamp prevents the trapped character from moving or acting. If the character can pass a Brawn Test, he may make a standard attack with only one weapon but may not move until the Clamp chooses to drop him.

Once per turn, the Clamp can drop the Patrolman it has captured and make a standard Combat roll to try snatching up a different target. The dropped Patrolman must immediately take a Brawn Challenge; failing the roll means he will suffer 1 point of damage from the fall.

GENERAL RULES

The following rules cover general conditions characters may encounter under a variety of circumstances.

BREATHING

Beyond the very first room of the campaign, players can safely assume the Moon labyrinth is filled with breathable oxygen, and thus helmets and life support systems are not necessary. However, various situations

and environments, such as toxic areas and being underwater, may threaten the crew's ability to breathe.

A Patrolman can hold his breath for a number of Narrations equal to his Brawn stat divided by 3, rounded up. Once this period expires, he will suffer 1 point of Health damage (ignoring Armor pips) until he can safely take another breath. Once a character has been reduced to Knocked Out status, he will take no further damage.

FORCE FIELDS

Force fields offer invisible protection above and beyond standard Armor and Health pips, and they do not block any of the Moon Men's dynamo-psychism powers. Regardless of whether a field originates from a mental or technological source, all force fields are treated the same and have three stats: Armor, Combat, and Damage.

Armor: The amount of damage the field can absorb before dissipating. Once a force field has been nullified it cannot be repaired or otherwise restored in any way.

Combat: This Stat Die is used to determine whether an attacking character inflicts damage to the force field. When a character attacks a force field, both the player and the force field roll their respective Combat die. If the character wins the roll, the force field takes damage as normal. If the force field wins the roll, the character will take damage instead.

Damage: This is the amount of damage the force field will inflict upon

an attacking character when that character loses the Combat roll. This damage represents ranged weapons ricocheting back on the firer or melee weapon wielders suffering force feedback upon striking the force field.

FRACTUMITE

Fractumite is a strange mineral that naturally occurs deep beneath the Moon's surface. At a glance, the mineral resembles a transparent crystal, which can be found in two different colors. The most desirable aspect of fractumite is it exhibits strange temporal properties. In small amounts it can allow the holder to view a tiny branch into two different quantum states and then choose which quantum state to embrace as reality. However, in large quantities, fractumite becomes increasingly unstable and has been known to trap living beings in its embroilment field. Large enough concentrations have been known to cause observers to become permanently lost in time, doomed to wander the endless infinities of quantum universes. Because of this, the *TMMBO!* campaign focuses on smaller occurrences, which commonly appear in the form of yellow and green crystal shards.

Patrolmen must be holding (not just touching) a shard of the appropriate type to use the rules below (once a shard has been used and the Patrolman accepts this new reality, the shard will crumble and vanish):

- › **Yellow fractumite:** The embroilment field of a yellow fractumite shard allows a Patrolman to reroll his Stat Die for a failed Challenge or Test. The second die result must be kept.
- › **Green fractumite:** The embroilment field of a green fractumite shard allows a Patrolman to reroll his Combat die for a failed Combat roll. The second die result must be kept.
- › **Yellow and green fractumite:** A shard of each color in close proximity allows a Patrolman to temporarily increase her Stat Die for a single Challenge, Test, or Combat roll. This die result may not be further modified.
- › **High concentrations of fractumite:** If a Patrolman is in possession of more than four fractumite shards in any combination of colors or is within Close range of a large fractumite concentration, he will need to pass a Brains Challenge at the beginning of his Narration. Failure means he will forfeit his action as he is momentarily trapped in the embroilment field.

For the purposes of the *TMMBO!* campaign, no concentrations of fractumite found on the Moon are large enough for a character to become permanently lost in the quantum infinities.

BRAIN TAKEOVER

Various enemies have the ability to take control of a Patrolman's brain

BY THE BOOK

and control her actions. When this occurs, the following rules are in effect.

When a character's brain has been taken over, the controlling enemy (i.e., the LN) dictates that character's actions during her Narrations rather than the controlling player. A successful brain takeover will remain in effect until the affected character resists the control or the controlling enemy is reduced to Knocked Out or Killed in Action status. The brain takeover will last a minimum of one of the affected character's Narrations. Every subsequent Narration the character must take a Brains Test; succeeding in the Test ends the takeover.

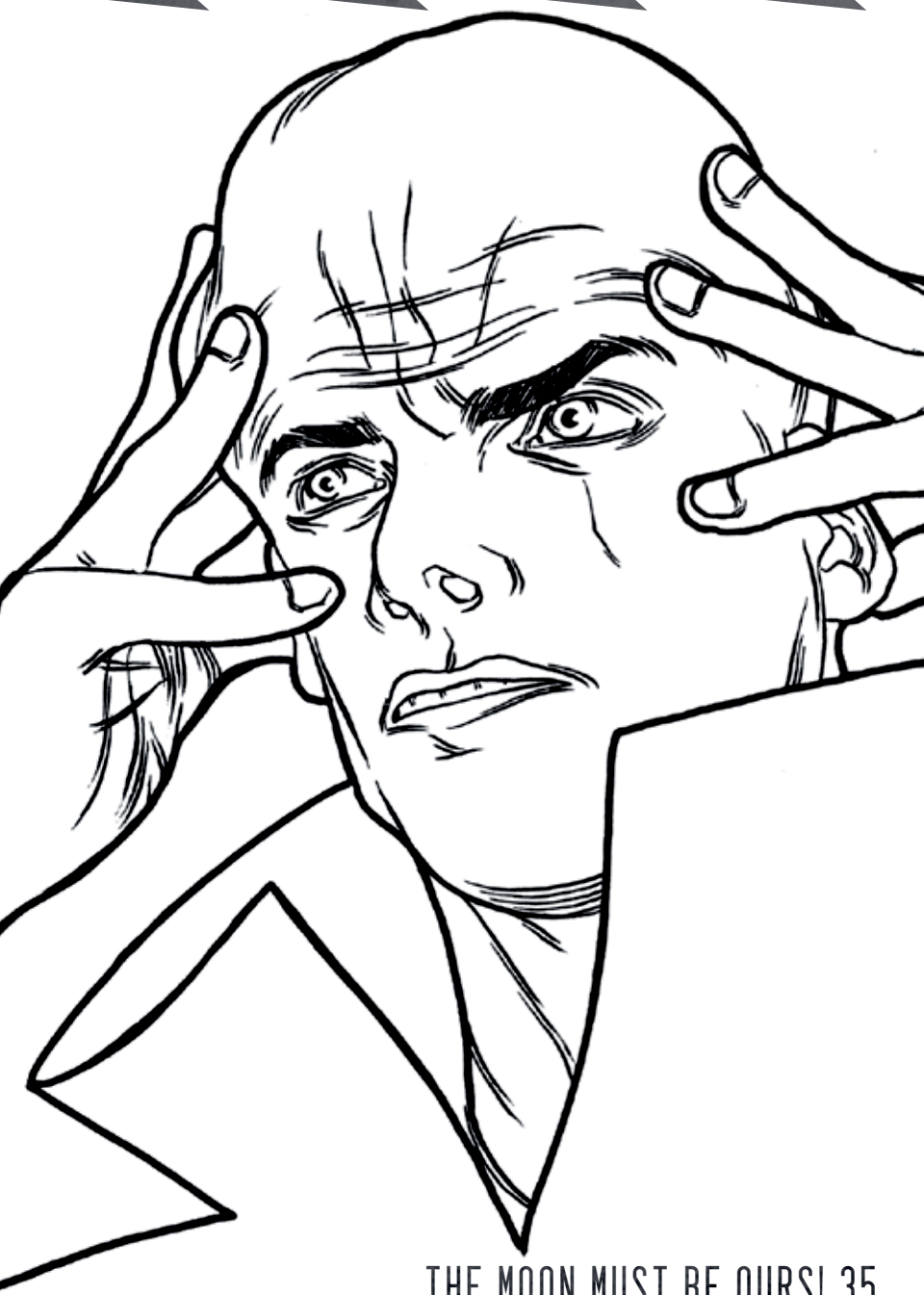
An enemy controlling a Patrolman may not make the character perform any actions that would result in her own death or the death of her fellow crew members; she will disbelieve those actions so strongly that the enemy cannot force her to take them. In other words, a mind-controlled character cannot shoot herself in the temple, shove a crew member over the edge of a pit, and so on.

ENVIRONMENTAL CONDITIONS

The following rules for environmental conditions are optional and should be agreed upon before gameplay.

- › **Darkness:** A dim room inflicts a -1 modifier to all die rolls; complete darkness conveys a -3 modifier. Moon Men, robots, and creatures without eyes are immune to these effects.

- › **Acid and toxic waste:** Coming in contact with acid, toxic waste, or other corrosive substances will cause a lasting damage effect. Acid initially inflicts 2 points of damage to Armor or 1 point to Health if Armor is depleted. Unless the acid can be immediately washed off or treated with a repair kit (for Armor damage) or a first aid kit (for Health damage), the acid will inflict the same amount of damage for another two Narrations (or turns for NPCs without Narrations) before rendering itself inert.
- › **Lava:** Coming in contact with molten lava causes 3 points of Armor damage and 1 point of Health damage as the Patrolman starts to cook inside his Armor. Incidental splashes of lava only cause 1 damage.
- › **Steam:** Steam affects visibility by imposing a -2 modifier when a character or NPC is trying to attack into or through a cloud of steam. Moving through a jet of steam causes 2 points of Health damage, regardless of how many Armor pips the character has remaining (i.e., no Armor pips are reduced).
- › **Underwater:** Due to the difficulty with moving while submerged in water, ranged weapons suffer a -1 modifier, and melee weapons incur a -3 modifier.
- › **Airless vacuum:** Treat an airless room as forcing characters to hold their breath (see *Breathing*, p. 32).





X MINUS ONE

HEROES & VILLAINS

BETTE DAVIS

"THERE ARE NEW WORDS NOW THAT EXCUSE EVERYBODY. GIVE ME THE GOOD OLD DAYS OF HEROES AND VILLAINS, THE PEOPLE YOU CAN BRAVO OR HISS."

RANUL / MOON MAN ENFORCER

VITAL FACTORS

Name: Ranul

Age: 455

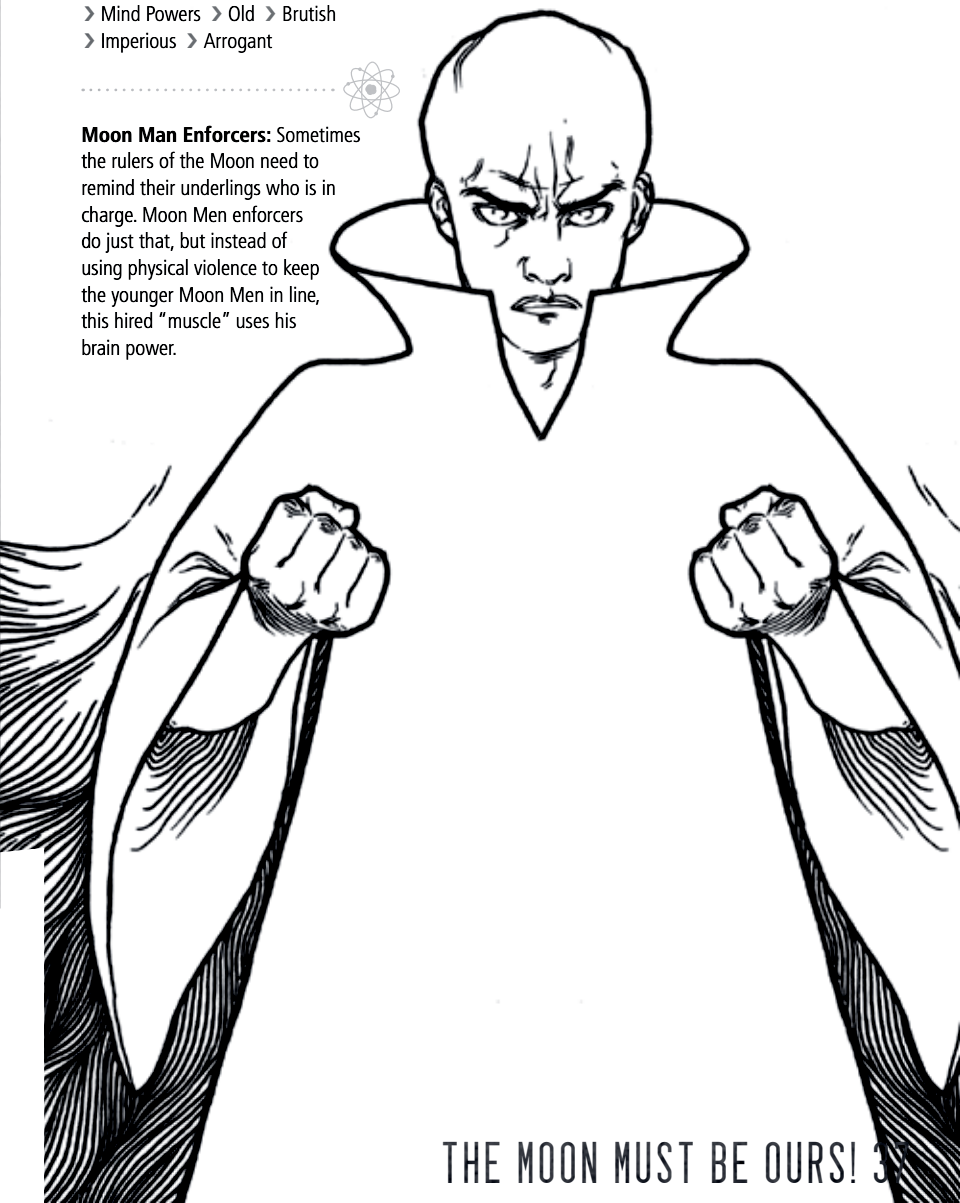
Homeworld: Moon

Rank: N/A

Tags: > Moon Man > Intimidating
> Mind Powers > Old > Brutish
> Imperious > Arrogant



Moon Man Enforcers: Sometimes the rulers of the Moon need to remind their underlings who is in charge. Moon Men enforcers do just that, but instead of using physical violence to keep the younger Moon Men in line, this hired "muscle" uses his brain power.



THE MOON MUST BE OURS! 37

BRAWN

BRAINS

CHARISMA

COMBAT

INTIMIDATION

LUCK

D6

D10

D8

D8

D10

(SPECIAL)

1

RANUL/MOON MAN ENFORCER

SHIP: _____ MISSION: _____

CUES

GET BACK TO WORK!

THE MOON REQUIRES YOUR OBEDIENCE.

STOP WASTING MY TIME!

HOW DARE YOU QUESTION MY AUTHORITY!

I COULD CRUSH YOUR BRAIN IN A PULPY MASS

THERE IS NO SUCH THING AS IDLE TIME.

THIS IS NO UNION SHOP!

EARTHLINGS? HOW DROLL.

IF ONLY MY IMAGINATION COULD FIX US...

SO HELP ME, I WILL ERASE YOUR CHILDHOOD!

ALL WORK. NO PLAY.

I EXPECT NOTHING SHORT OF PERFECTION

YOUTH IS NOT AN EXCUSE.

I WAS OLD BEFORE HUMANS TOOK TO SPACE.

WISDOM COMES ONLY WITH AGE.

DON'T HIDE YOUR INEPTITUDE.

YOUR INCOMPETENCE EXHAUSTS ME.

WORK HARDER! NOT SMARTER!

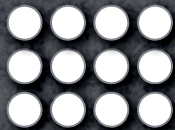
DISPOSITION

ABSOLUTELY INTOLERANT OF LAZINESS.

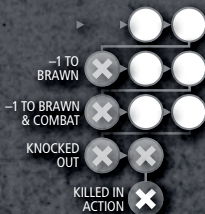
SIMMERS WITH DISSATISFACTION.

BELIEVES HE IS SUPERIOR TO ALL OTHERS.

PERFECTION DRIVES HIM.



ARMOR



HEALTH

WEAPONS

His Mind

DAMAGE	RANGE		
	Close	Near	Far
Roll D6	OK	OK	OK

EQUIPMENT

Alter Memory (Power)

Agony (Power)

Vortex Garment

Pebbles from Tycho Impact Crater

XOLON/MOON MAN OPERATIVE

VITAL FACTORS

Name: Xolon

Age: 422

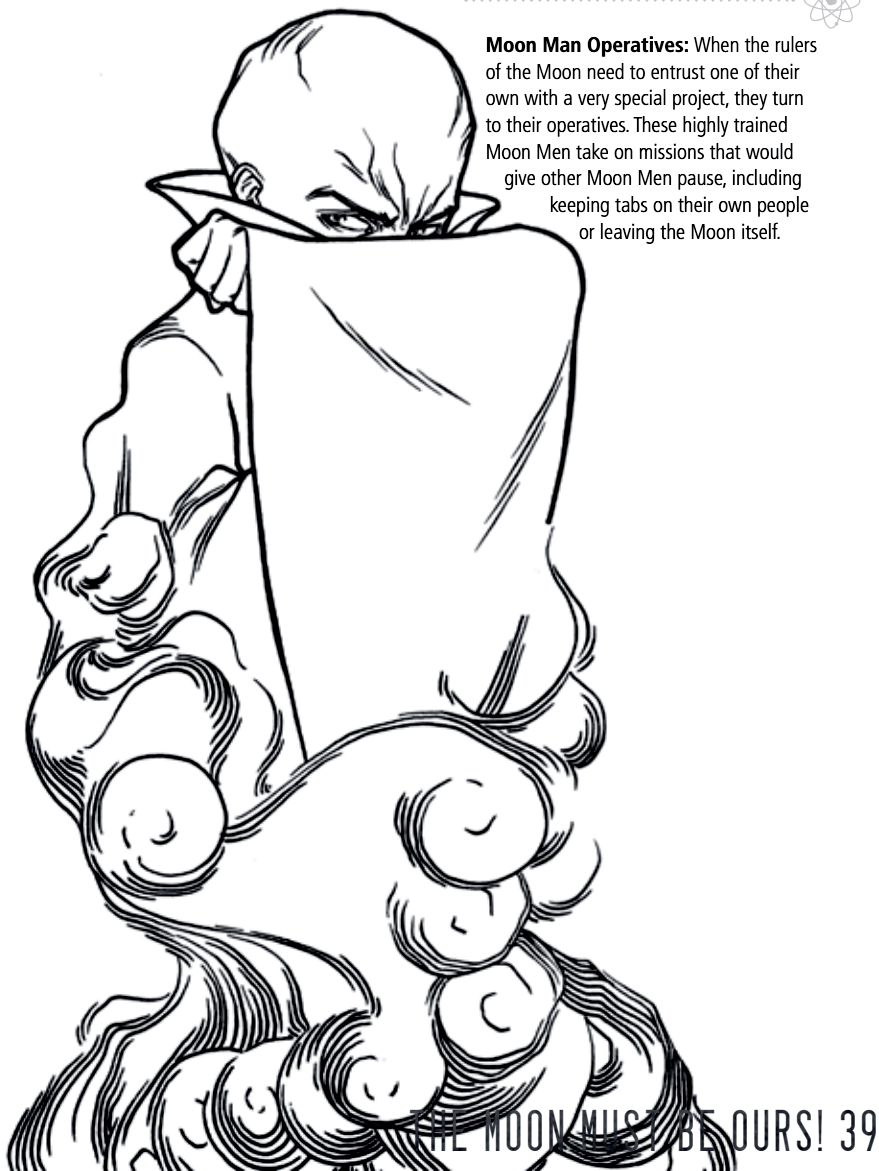
Homeworld: Moon

Rank: N/A

Tags: > Moon Man > Mind Powers > Old
> Secretive > Cautious > Calculating



Moon Man Operatives: When the rulers of the Moon need to entrust one of their own with a very special project, they turn to their operatives. These highly trained Moon Men take on missions that would give other Moon Men pause, including keeping tabs on their own people or leaving the Moon itself.



BRAWN

BRAINS

CHARISMA

COMBAT

INFILTRATION

LUCK

D4

D12

D4

D8

D10

(SPECIAL)

8

XOLON/MOON MAN OPERATIVE

SHIP: _____ MISSION: _____

CUES

NAUGHTY, NAUGHTY.

NAME A TARGET, ANY TARGET!

CAREFUL. I'VE KILLED OTHERS FOR LESS.

ONE THOUGHT, ONE KILL.

YOUR MOTHER WOULD BE SO DISAPPOINTED.

WHAT ARE YOU HIDING, LITTLE EARTHLING?

YOUR PETTY FEARS ARE OF NO CONCERN.

YOU CAN'T SEE ME, BUT I CAN SEE YOU.

THOUGHTS ARE FAR LOUDER THAN ACTIONS.

YOUR THOUGHTS HAVE BETRAYED YOUR RACE!

DO TRY TO KEEP UP.

YOU'RE NOT FOOLING ANYONE.

UNPLEASANT DREAMS...

THERE IS ONLY ONE PUNISHMENT!

NOBODY EXPECTS A MOON MAN OPERATIVE!

DO I MAKE YOU NERVOUS?

IF YOU'VE SEEN ME, YOU'RE ALREADY DEAD.

LET'S PLAY, SHALL WE?

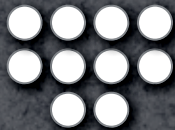
DISPOSITION

SLY AND CONNING.

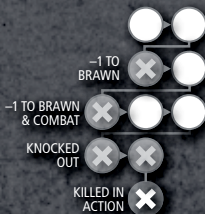
HE PREFERS SOLITUDE TO COMPANY.

SEEKS TO OUTDO OTHERS.

DRIVEN BY FANATICAL DEVOTION TO THE MOON.



ARMOR



HEALTH

WEAPONS

His Mind

DAMAGE	RANGE		
	Close	Near	Far
Roll D4	OK	OK	OK

EQUIPMENT

Read Thoughts (Power)

Incapacitation (Power)

Cloak of Mlsts

Laser Chronometer

Positronic Inhibitor

LUNIA/MOON WOMAN MANIPULATOR

VITAL FACTORS

Name: Lunia

Age: 267

Homeworld: Moon

Rank: N/A

Tags: > Moon Woman > Mind Powers > Young
> Fearless > No-nonsense > Unamused



Moon Woman Manipulators: If the Moon Men want something done correctly, they send in a manipulator to take care of the situation. A manipulator is trained to use subtlety to bend subjects to her will, but she is unafraid to use visible force when necessary. Even the landscape obeys her.



BRAWN

BRAINS

CHARISMA

COMBAT

MANIPULATION

LUCK

D4

D10

D8

D6

D10

9

(SPECIAL)

LUNIA/MOON WOMAN MANIPULATOR

SHIP: _____ MISSION: _____

CUES

GO BOTHER SOMEONE ELSE.

CLEARLY YOU HAVE NOT SEEN MY ABILITIES.

STEP OUT OF MY WAY!

I HAVE MORE IMPORTANT THINGS TO DO.

THE MOON WILL REMAIN LONG AFTER YOU DIE.

YOU TRY MY PATIENCE.

YOU CAN'T WITHSTAND MY RAIN OF TERROR!

I AM NOT YOUR BABYSITTER.

YOU...WILL STRIVE TO DO WHAT I SAY...

SO CHILDISH...SO HUMAN...

CAN'T OUR MINIONS DO ANYTHING RIGHT?

DANCE, PUPPET!

WELL, ISN'T THIS ENTERTAINING?

I HOPE THAT WAS YOUR FAVORITE GUN...

EARTHLINGS HAVE SUCH TINY AMBITIONS.

I WILL REST AFTER MY 300TH BIRTHDAY.

CAN YOU JUGGLE WITH YOUR MIND?

YOU DISAPPOINT ME.

DISPOSITION

INTOLERANT OF NONSENSE.

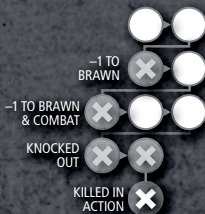
SEES HERSELF AS THE SAVIOR OF THE MOON.

SECRETLY BELIEVES EVERYONE INCOMPETENT.

RARELY SMILES.



ARMOR



HEALTH

WEAPONS

Her Mind

DAMAGE	RANGE		
	Close	Near	Far
Roll D4	OK	OK	OK

EQUIPMENT

Telekinesis (Power)

Mind Control (Power)

Vortex Garment

Dust from Mare Frigoris

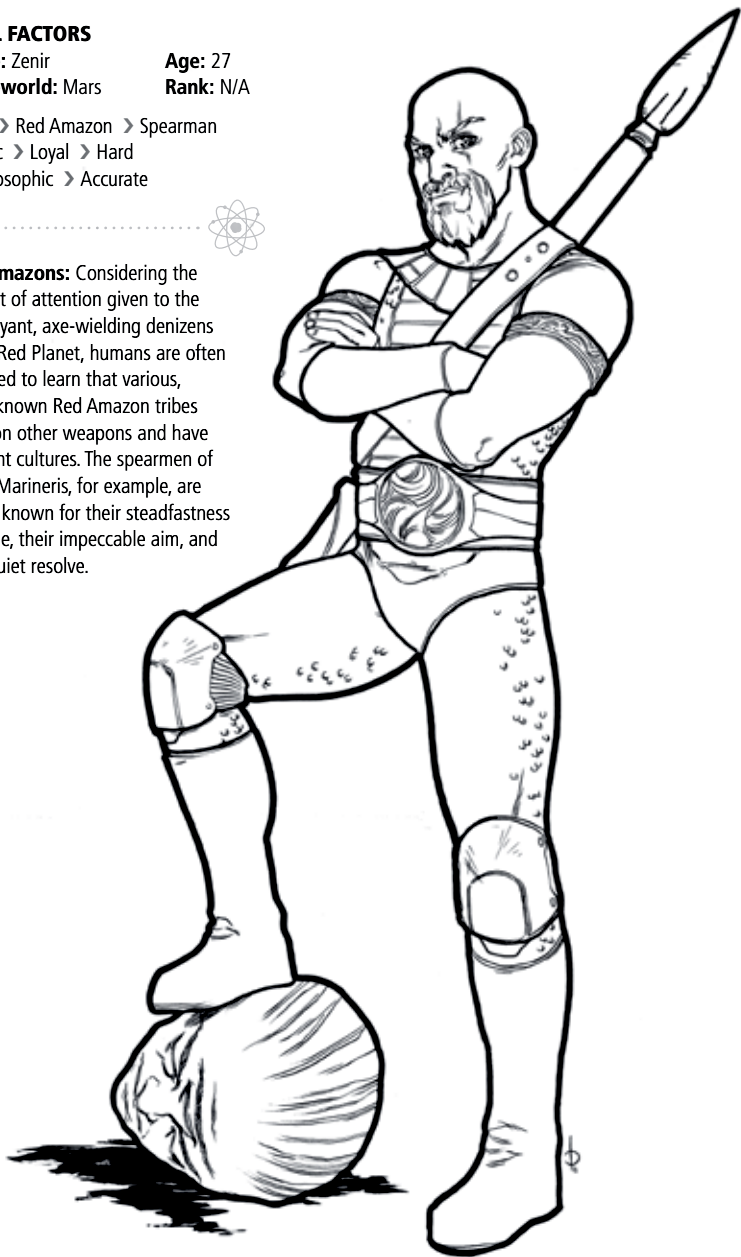
VITAL FACTORS**Name:** Zenir**Age:** 27**Homeworld:** Mars**Rank:** N/A**Tags:** > Red Amazon > Spearman

> Stoic > Loyal > Hard

> Philosophic > Accurate



Red Amazons: Considering the amount of attention given to the flamboyant, axe-wielding denizens of the Red Planet, humans are often surprised to learn that various, lesser-known Red Amazon tribes focus on other weapons and have different cultures. The spearmen of Valles Marineris, for example, are mostly known for their steadfastness in battle, their impeccable aim, and their quiet resolve.



BRAWN

BRAINS

CHARISMA

COMBAT

SPEARMASTER

LUCK

D10

D8

D6

D8

D10

8

(SPECIAL)

ZENIR/RED AMAZON

SHIP: _____ MISSION: _____

CUES

GET BEHIND ME, YOUNG ONE.

WHAT DOES "SURRENDER" MEAN?

MY AXE-WIELDING COUSINS ARE QUIANT.

WE WILL MAKE THEM RUN FROM US.

YOU HAVE EARNED MY ADMIRATION.

SLOW DOWN, YOU WILL LIVE LONGER.

CHOOSE TO STAND WITH ME OR AGAINST ME.

RAGE CLOUDS THE MIND.

NOW YOU HAVE DONE IT. I'M ANGRY!

COME WITH ME IF YOU WANT TO LIVE.

OUR FOES DO NOT RESPECT THE SPEAR.

THERE IS NO NEED FOR HASTE.

STAND IN FRONT OF ME AT YOUR OWN RISK.

ONLY THE FOOLISH RUN OFF AT THE MOUTH.

WHICH EYE DO YOU THINK IT WILL MISS MOST?

FEAR IS FOR THOSE WITH SELF-DOUBT.

NO DISTANCE TOO GREAT FOR MY SPEAR!

THE SPEAR IS PART OF MY ARM!

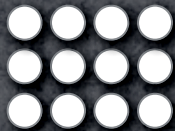
DISPOSITION

DOESN'T UNDERSTAND WHAT THE FUSS IS ABOUT.

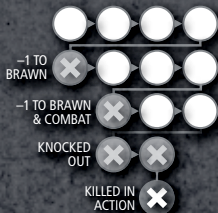
DESIRES TO DO HIS DUTY ABOVE ALL ELSE.

VERY DIFFICULT TO ANGER.

WILL JUMP INTO HARM'S WAY TO SAVE A FRIEND.



ARMOR



HEALTH

WEAPONS

Martian Spear

Red Steel Dagger

DAMAGE	RANGE		
	Close	Near	Far
3	OK	OK	OK
1	OK	-3	—

EQUIPMENT

Spare Spearheads

Book on Martian Philosophy

Tongues taken from monologuing enemies

TRISTESSA/VENUSIAN SPY

VITAL FACTORS

Name: Tristessa

Age: 25

Homeworld: Venus

Rank: N/A

Tags: > Venus > Intelligent > Sultry > Pouty
> Misleading > Underestimated > Opportunistic



Venusian Spy: The spy's carefully manufactured persona has a noticeable effect on people of both genders, and her marks tend to honestly answer any question she asks. She is a master of making sure she is in the right place at the right time, and she can easily get information from the right people and distract targets long enough to deliver the coup de grace.



BRAWN

BRAINS

CHARISMA

COMBAT

DECEPTION

LUCK

D6

D8

D10

D8

D10

(SPECIAL)

6

TRISTESSA/VENUSIAN SPY

SHIP: _____ MISSION: _____

CUES

I CHIPPED A NAIL ON THAT MONSTER'S TOOTH!

THEY HAVE NO IDEA WHAT THEY'RE DEALING WITH.

DON'T MAKE ME MISS MY BEAUTY SLEEP!

PIECE OF CAKE!

THEY ALWAYS FALL FOR A ROUNDHOUSE KICK.

THESE BURN MARKS WILL NEVER WASH OUT.

DIDN'T SEE THAT COMING, DID YA?

THE MARK HAS TAKEN THE BAIT.

WE HAVE SO MUCH IN COMMON!

WHY DO I PUT UP WITH YOU?

I'LL JUST GO POWDER MY NOSE...

DOES POISON LIPSTICK WORK ON MOON MEN?

SO, TELL ME ABOUT YOUR ADVENTURES.

MY PHASEGUN IS SO SHINY!

YOU CAN HAVE FUN ON A MISSION, YOU KNOW.

GOT 'EM JUST WHERE I WANT 'EM.

YOU'RE ASKING FOR IT, MISTER.

I MAKE YOU ALL LOOK GOOD!

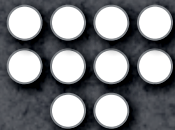
DISPOSITION

PLAYFUL TO THE POINT OF SEEMING CLUELESS.

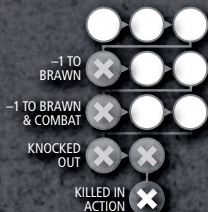
TRULY A ROMANTIC AT HEART.

MISSES AN UNCOMPLICATED LIFE.

HAS FALSE FRONT BUT IS HONEST WITH FRIENDS.



ARMOR



HEALTH

WEAPONS

	DAMAGE	RANGE		
		Close	Near	Far
Phasegun Derringer	2*	OK	OK	—
Kiss of Death	5**	-3	—	—

* +1 against Automen and Robots

** Ineffective against non-organic life

EQUIPMENT

Laser Eyeliner Pencil	Fake ID
Poison Lipstick	Compact with Built-In Radio

RICK 'STICKY' MOORE/QUARTERMASTER

VITAL FACTORS

Name: Rick 'Sticky' Moore **Age:** 40

Homeworld: Earth **Rank:** Chief Petty Officer

Tags: > Earthman > Enlisted > Friendly > Swindler
> Rebellious > Connected > Convincing



Cosmic Patrol Quartermasters:

When a Patrolman needs a piece of equipment, he'll get it issued from a quartermaster. These masters of ledgers and balance sheets have their hands in every logistical pie imaginable, and if someone treats their quartermaster right, they can often procure items not on the official books.



BRAWN

BRAINS

CHARISMA

COMBAT

DEALMAKING

LUCK

D6

D8

D10

D8

D10

(SPECIAL)

7

RICK 'STICKY' MOORE/QUARTERMASTER

SHIP: _____ MISSION: _____

CUES

I CAN GET YOU THAT...FOR A PRICE.

I'LL LEAVE THE FIGHTING TO YOU.

LOOK WHAT I JUST *FOUND!*

NO REFUNDS!

THESE...JUST FELL OFF THE BACK OF A ROCKET.

LET'S SEE WHAT WE CAN WORK OUT.

NO, NO, YOU'VE GOT IT ALL WRONG.

MOON MEN AREN'T GOOD FOR BUSINESS.

ONE FOR YOU, TWO FOR ME...

PSHAW! I'VE GOT TWO DOZEN OF THOSE.

LET'S LOOK AROUND, SEE WHAT THEY GOT.

YOU INTERESTED IN PRIME MARTIAN REAL ESTATE?

TAB 'A' INTO SLOT 'B'...VOILA!

SURE. DOES NEXT WEEK WORK FOR YOU?

LET ME RUN THE NUMBERS...

IT'S GONNA COST YA!

THE BOTTOM LINE IS THE BOTTOM LINE.

FINE, JUST TAKE IT.

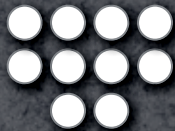
DISPOSITION

ACTS LIKE A USED-ROCKETSHIP SALESMAN.

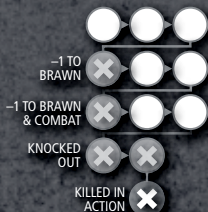
FRIENDLY TO ALL, CLOSE TO FEW.

WILL TAKE ADVANTAGE OF AN OPPORTUNITY.

SUSPICIOUS OF ALL UNTIL PROVEN OTHERWISE.



ARMOR



HEALTH

WEAPONS

Rocket Launcher

DAMAGE	RANGE		
	Close	Near	Far
Roll D4	—	OK	OK

Combat Knife

1	OK	-3	—
---	----	----	---

EQUIPMENT

Shrink Ray

Bag of Shrunken Equipment

Omnivave Communicator

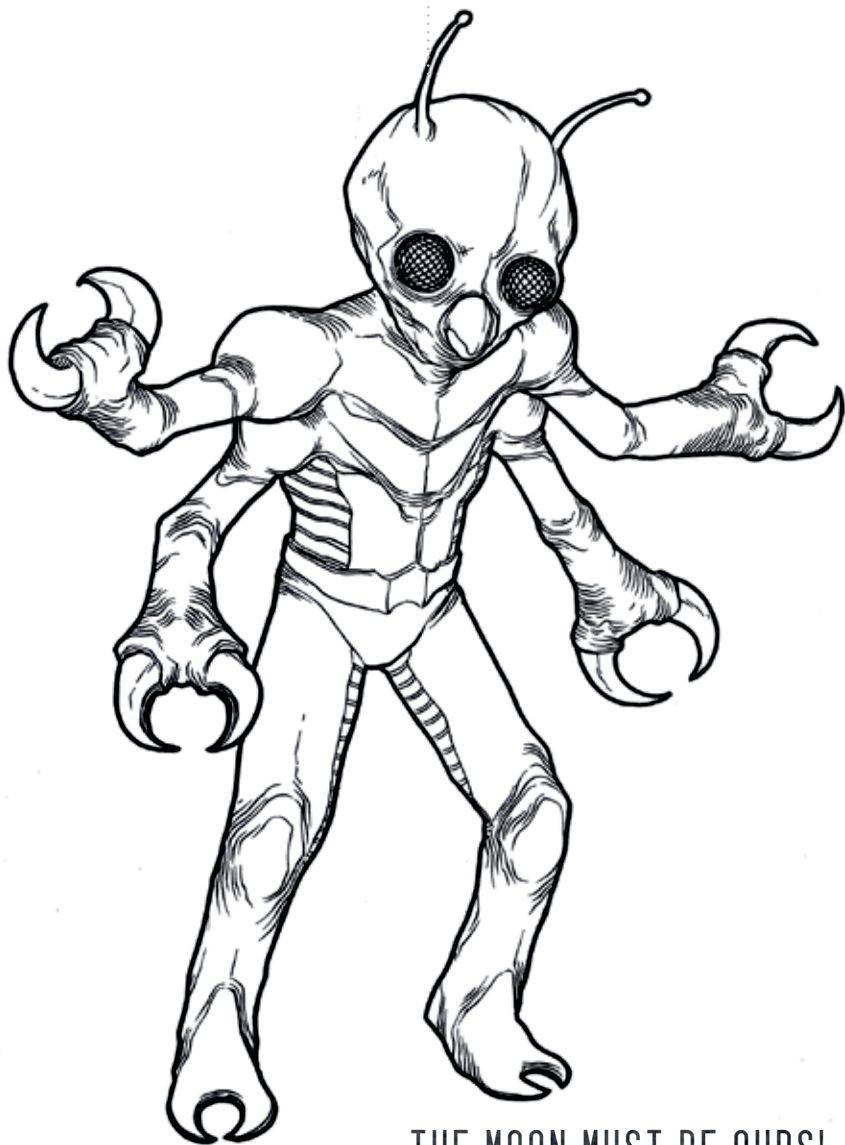
Ledger

VITAL FACTORS**Name:** Moontants**Age:** Unknown**Homeworld:** Moon**Rank:** N/A**Tags:** > Mutants > Bred to work

> Will eat anything > Four arms



Moontants: The moon mutants were bred by the Moon Men for ages to do menial work. They're similar to Earth insects, larger of course, with a higher degree of intelligence.



BRAWN

BRAINS

CHARISMA

COMBAT

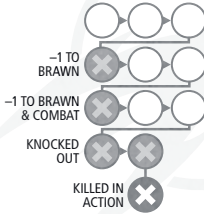
D8

D4

D4

D10

MOONTANT CHIEF



ARMOR

HEALTH

WEAPONS

	DAMAGE	Close	Near	Far
Claws	Roll D4	OK	-3	-3
Beak	2	OK	—	—

EQUIPMENT

None _____

COSMIC PATROL

BRAWN

BRAINS

CHARISMA

COMBAT

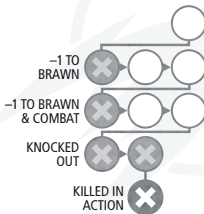
D6

D4

D4

D6

MOONTANT MINION



ARMOR

HEALTH

WEAPONS

	DAMAGE	Close	Near	Far
Claws	Roll D4	OK	—	—
Beak	1	OK	—	—

EQUIPMENT

None _____

COSMIC PATROL

DARKNOIDS & GOO MONSTERS

VITAL FACTORS

Name: Darknoids **Age:** Unknown

Homeworld: Unknown **Rank:** N/A

Tags: > Shadow creatures > Menacing
> Transdimensional > Hide from light

VITAL FACTORS

Name: Goo Monsters **Age:** Unknown

Homeworld: Moon **Rank:** N/A

Tags: > Blobs > Horribly gelatinous
> Envelop and digest > Sticky



Darknoids: Apparently pulled into our dimension by a Moon Man experiment, Darknoids are shadow beings that are incredibly hard to detect.

Goo Monsters: These goo blobs will attempt to envelop and digest any creature nearby. Where they came from is unknown.

BRAWN

BRAINS

CHARISMA

COMBAT

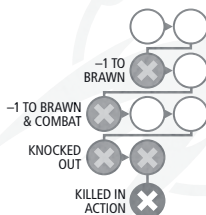
D4

D10

D4

D6

DARKNOID



ARMOR

HEALTH

WEAPONS

	DAMAGE	Close	Near	Far
Murk Blade	2	OK	—	—
Multiphasic Transport	Roll D6	OK	-3	-6

EQUIPMENT

Shadow Dimension Trinket	_____	_____
Vial of Liquid Shadow	_____	_____
_____	_____	_____

COSMIC PATROL

BRAWN

BRAINS

CHARISMA

COMBAT

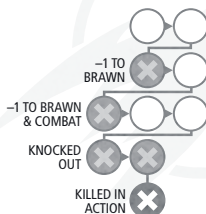
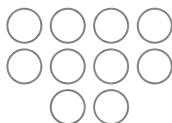
D12

D4

D4

D6

GOO MONSTER



ARMOR

HEALTH

WEAPONS

	DAMAGE	Close	Near	Far
Goo Tentacles	2	OK	-3	—
Envelopment	1/turn	OK	—	—

EQUIPMENT

Partially digested organs of previous victims	_____	_____
_____	_____	_____

COSMIC PATROL

EXPERIMENTS GONE WRONG

Experiments Gone Wrong: Over the centuries, the Moon Men fanatically pushed the bounds of knowledge and science. Sometimes—many times, actually—the results were far beyond what they expected. But instead of destroying the failures, the Moon Men kept them in storage or put them to another use. Unfortunately as the race began to die out, there weren't enough Moon Men left for proper maintenance, and things...got out.



BRAWN

BRAINS

CHARISMA

COMBAT

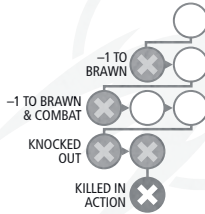
D4

D8

D6

D8

TINY SURGERY ALIENS



ARMOR

HEALTH

WEAPONS

	DAMAGE	Close	Near	Far
Microscalpel	1	OK	—	—
Microsyringe*	1	OK	-3	-6

EQUIPMENT

Microsutures	_____	_____
_____	_____	_____
_____	_____	_____

COSMIC PATROL

BRAWN

BRAINS

CHARISMA

COMBAT

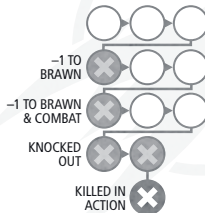
D8

D4

D4

D6

NEANDERTHAL HUMAN



ARMOR

HEALTH

WEAPONS

	DAMAGE	Close	Near	Far
Fist	1	OK	—	—
Large Bone	2	OK	-3	—

EQUIPMENT

Animal Skin	_____	Talisman of Carved Bone
_____	_____	_____
_____	_____	_____

COSMIC PATROL

BRAWN

D6

BRAINS

D8

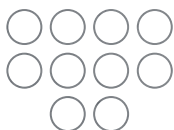
CHARISMA

D4

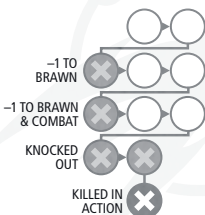
COMBAT

D8

MOON GORILLA



ARMOR



HEALTH

WEAPONS

	DAMAGE	Close	Near	Far
Gorilla Fists	2	OK	—	—

Psychosonic Emitter	Roll D4 - 1	-3	OK	OK
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EQUIPMENT

Brain Jar Electronics	Ripe Moonana
_____	_____
_____	_____

COSMIC PATROL

BRAWN

D10

BRAINS

D8

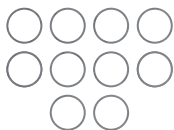
CHARISMA

D6

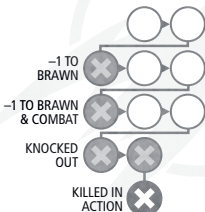
COMBAT

D6

FLOATING EYEBALL



ARMOR



HEALTH

WEAPONS

	DAMAGE	Close	Near	Far
Tentacles	3	OK	-3	—

Crippling Fear*	2	OK	OK	OK
-----------------	---	----	----	----

EQUIPMENT

Crushed Hopes & Dreams	Metabolic Fluids
_____	_____
_____	_____

COSMIC PATROL

BRAWN

BRAINS

CHARISMA

COMBAT

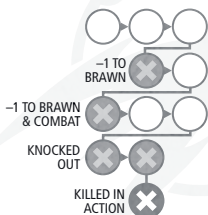
D10

D4

D4

D8

MECHA-HITLER



ARMOR

HEALTH

WEAPONS

Godwinization Ray*

DAMAGE	Close	Near	Far
1/2/3**	-6	-3	OK

Mecha-Spider Claw

3	OK	OK	—
---	----	----	---

EQUIPMENT

Janitor's Uniform

Janitor's Hat

Mop and Bucket

Bag of Sawdust

**Damage depends on range:
1 for Close, etc.

NOTE: Mecha-Hitler's weakness is a single punch to the face. On a successful punch, he faints and only awakens on a result of 6 on a 1D6.

BRAWN

BRAINS

CHARISMA

COMBAT

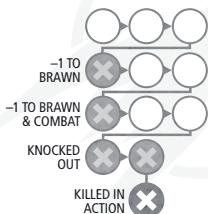
D12

D4

D4

D6

DINOSAUR



ARMOR

HEALTH

WEAPONS

Bite

DAMAGE	Close	Near	Far
2	OK	-3	—

Tail Swipe

2	OK	OK	-3
---	----	----	----

EQUIPMENT

None

COSMIC PATROL

BRAWN

BRAINS

CHARISMA

COMBAT

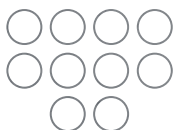
D6

D8

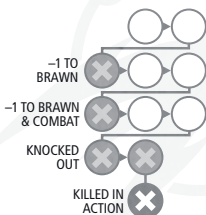
D4

D8

EEL CREATURE



ARMOR



HEALTH

WEAPONS

	DAMAGE	Close	Near	Far
Fangs	2	OK	—	—

Electroshock*	3/2/1**	OK	OK	OK
---------------	---------	----	----	----

**Damage depends on range:
3 for Close, etc.

EQUIPMENT

Seething Rage	Evil Eye
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_____	_____
_____	_____

COSMIC PATROL

BRAWN

BRAINS

CHARISMA

COMBAT

D4

D10

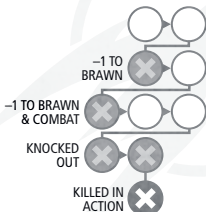
D8

D6

OCTOPUS CREATURE



ARMOR



HEALTH

WEAPONS

	DAMAGE	Close	Near	Far
Suckered Tentacles	2	OK	-3	—

Beak	2	OK	—	—
------	---	----	---	---

EQUIPMENT

Octopus Eggs	_____
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_____	_____
_____	_____

COSMIC PATROL

BRAWN

BRAINS

CHARISMA

COMBAT

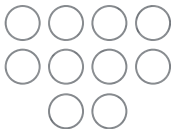
D6

D8

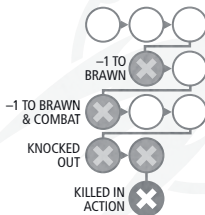
D6

D8

MOON ROBOT



ARMOR



HEALTH

WEAPONS

	DAMAGE	Close	Near	Far
Robo Claw	2	OK	-3	—
Disrupto-blaster	1	OK	OK	OK

EQUIPMENT

Security Badge	Moon Rock
Power Core	
Yellow or Green Crystal Fragment	

BRAWN

BRAINS

CHARISMA

COMBAT



NEGA-PATROLMAN*

WEAPONS

	DAMAGE	Close	Near	Far

EQUIPMENT

Varies	

ARMOR

HEALTH

*: See Rules Section for Nega-Patrolman information.

BRAWN

BRAINS

CHARISMA

COMBAT

D8

D10

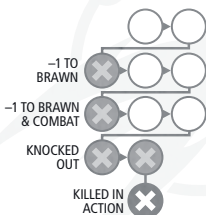
D4

D8

EXPERIMENTS GONE WRONG



ARMOR



HEALTH

WEAPONS

	DAMAGE	Close	Near	Far
Psycho-Stare*	3	OK	OK	-3
Claws	2	OK	—	—

EQUIPMENT

None	_____	_____
	_____	_____
	_____	_____

COSMIC PATROL

BRAWN

BRAINS

CHARISMA

COMBAT

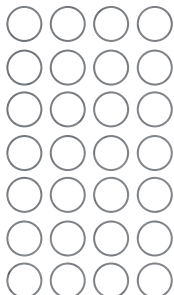
D12

D6

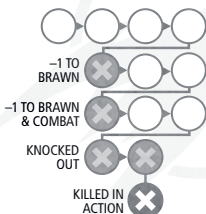
D6

D6

GIANT ROBOT



ARMOR



HEALTH

WEAPONS

	DAMAGE	Close	Near	Far
Fractumite Ray*	Roll D4	OK	OK	OK
Giant Metal Clamp*	1/turn	OK	OK	-3

EQUIPMENT

Fractumite Power Core	_____	_____
	_____	_____
	_____	_____

COSMIC PATROL

BRAWN

BRAINS

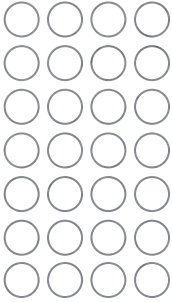
CHARISMA

COMBAT

N/A



N/A



ARMOR

MOON LASER

N/A

HEALTH

WEAPONS

Massive Laser*

DAMAGE	Close	Near	Far
5	OK	OK	OK

EQUIPMENT

Power Cables

BRAWN

BRAINS

CHARISMA

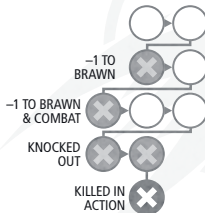
COMBAT



HUMANOID MOON SLAVE



ARMOR



HEALTH

WEAPONS

Metal Pipe

DAMAGE	Close	Near	Far
1	OK	-3	—

EQUIPMENT

COSMIC PATROL

BRAWN



BRAINS



CHARISMA



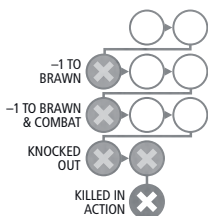
COMBAT



ROGUE ROBOT CHIEF



ARMOR



HEALTH

WEAPONS

	DAMAGE	Close	Near	Far
Metal Clamp	3	OK	-3	—

Metal Clamp	3	OK	-3	—
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EQUIPMENT

_____	_____
_____	_____
_____	_____

BRAWN



BRAINS



CHARISMA



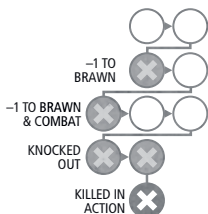
COMBAT



ROGUE ROBOT MINION



ARMOR



HEALTH

WEAPONS

	DAMAGE	Close	Near	Far
Metal Pipe	2	OK	—	—

Metal Clamp	3	OK	-3	—
-------------	---	----	----	---

EQUIPMENT

_____	_____
_____	_____
_____	_____



X MINUS ZERO
MOON
LABYRINTH

TEDDY ROOSEVELT

"IN ANY MOMENT OF DECISION, THE BEST THING YOU CAN DO IS THE RIGHT THING, THE NEXT BEST THING IS THE WRONG THING, AND THE WORST THING YOU CAN DO IS NOTHING."

MOON LABYRINTH



MOON LABYRINTH ROOM 01

Incoming Orders from Cosmic Patrol Fleet Command:

The lunar invasion fleet is in a bad way. Somehow the Moon Men knew we were coming, and they started dropping our rocketships like flies, probably with their dynamo-psychism or some unknown weapon. We have broken off the attack in hopes of sparing what few rocketships remain and preserving the Cosmic Patrol's ability to protect humanity's home.

Of the whole fleet, you alone have made it to the lunar surface. All our hopes for reclaiming the Moon rest with you. Fleet Command will attempt to maintain communications for as long as possible, but we doubt that will be very long.

Good luck, Patrolmen. And Godspeed.

Objectives

- › Navigate the rock maze and resist succumbing to fear
- › Locate and open the entrance to the Moon Men's lair

Cues

- › we're going wrong way › are we upside-down?
- › everything looks the same › be smarter than the maze
- › running out of oxygen › where's a locksmith when you need one?
- › did you see that? › run!

Tags

- › Moon cave › labyrinth › antigravity › honeycombed rock
- › catacombs › disorientation › airlock › fright
- › phantom sounds and sights

Exits

- › **Easy:** Turn to p. 66, 68, 70, 72, 74, or 76
- › **Normal:** Turn to p. 66, 68 or 70
- › **Hard:** Turn to p. 66 or 68
- › **Insane:** Go to next room

OPENING NARRATION:

“So far it looks like everyone’s okay. A little shaken, but otherwise no worse for wear. The rocketship, on the other hand ... Well, let’s just hope the Patrol won’t take it out of our salary.”

“This is the first time Earthlings—or anyone besides Moon Men, for that matter—have stepped foot on the Moon since long before Rocketship *EM* disappeared. A momentous occasion, ladies and gentlemen. Now let’s try not to get ourselves killed, okay?”

“This crater doesn’t look like it’s from a meteor impact. Let’s check it out, but keep an eye on your oxygen reserves. And forget golf: this might just be the longest walk spoiled in the history of humankind.”

ROOM DESCRIPTION

The Moon Men know how to confuse potential invaders. The only obvious entrance near the crashed rocketship is a crater hiding a large hole leading into the depths of the Moon. Inside this hole is a massive honeycombed maze of rocky tunnels leading farther beneath the Moon’s surface.

ENEMIES/OBSTACLES

Scene 1: The further into the maze the crew goes, the more it will play tricks with their minds. Up might become down or a wall might become the floor or even the ceiling.

Scene 2: Then entrance to the Moon Men’s labyrinth is a large, circular door made from an unknown metal. The door has no obvious means of opening.

MOON LABYRINTH

ROOM 02

Incoming Transmission from Cosmic Patrol Fleet Command:
Thought we'd lost you back there, Patrolmen. Glad to see you've
been able to reestablish communications.

Continue into the lunar labyrinth and keep us updated on your
progress. Long-range scans are distorted, but seem to show a large
collection of electronic brains in the immediate vicinity.

As always, proceed with extreme caution.

Objectives

› Provide the computer with acceptable identification or find some
means to bypass the security station

Cues

- › who goes there? › computer interface › computer hardware
- › do you know who I am? › outwitting the computer
- › falsifying identity › rules of logic › beep boop beep boop boop

Tags

- › Moon cave › disembodied voice › electronic brain
- › computer intelligence › identification › security system
- › Moon robots › outsmart the machine

Exits

- › **Easy:** Turn to p. 78, 80 or 82
- › **Normal:** Turn to p. 72 or 82
- › **Hard:** Turn to p. 70 or 72
- › **Insane:** Go to next room

OPENING NARRATION:

“So far so good. Still no sign of these mysterious Moon Men. Hopefully they’re still busy tangling with the fleet, or else we could run into a lot of trouble.”

“The tunnels leading out of the rock maze have opened up into a large room with what looks, for all intents and purposes, like a giant, wall-sized switchboard flashing like it was covered with ten thousand Christmas tree lights. Do Moon Men even celebrate Christmas? Or any holidays, for that matter? Whoa! Did you hear that?”

“Should’ve known better than to trust a strange computer.”

ROOM DESCRIPTION

The room, made of Moon rock and metal, is two or three stories tall. A giant panel covered in small, blinking lights stretches from floor to ceiling across one of the walls. A deep, authoritative male voice fills the room and demands to know who goes there. Could this be one of the Moon Men’s security checkpoints?

ENEMIES/OBSTACLES

Scene 1: A giant computer demands the crew prove its identity in order to gain access to the next area. The crew must attempt to trick the computer, find legitimate means of ID, or find some way of forging ID in a way the computer will understand.

Scene 2: Failure to meet the computer’s demands will result in Moon robots being released. Destroying the robots will prompt the computer to ask its questions again and release another wave of robots if necessary. Each wave consists of three or four Moon robots, at the Lead Narrator’s discretion.

MOON LABYRINTH

ROOM 03

Incoming Transmission from Cosmic Patrol Fleet Command:

An anomaly in your transmissions seems to indicate the presence of a large, open space ahead. We will analyze the anomaly and update you if we find anything. Until then, keep your eyes open and watch your step.

Objectives

- › Survive or escape the robot attack
- › Find a way to the other side of the chasm

Cues

- › don't get too close to the edge › how far down does it go?
- › I dare you to drop a pebble › too far to jump › abyssal trench
- › hard to see the other side › did anybody bring a rope?
- › why didn't I bring a rocket pack on this trip?

Tags

- › Moon cave › robots › chasm › echoes › no retreat › stalactites
- › stalagmites › bottomless › loose rock › invisible walkway

Exits

- › **Easy:** Turn to p. 78, 80 or 82
- › **Normal:** Turn to p. 72 or 76
- › **Hard:** Turn to p. 70 or 72
- › **Insane:** Go to next room

OPENING NARRATION:

"Fleet Command wasn't kidding when they said to literally watch our step. It's hard to see in this cave, and there's no telling what might be lying out there in wait. If Moon Men are as protective of the Moon as we think they are, there's liable to be something nasty in here."

"There's some whirring sounds coming from behind. Patrolmen! Look alive!"

ROOM DESCRIPTION

This cave has no natural illumination, so the crew will need to rely on their own light sources to navigate. In the middle of the cavern is a chasm too large for the Patrolmen to jump across, even in the Moon's low gravity. And something is coming. Just don't step too close to the edge of the abyss; bits of rock will crumble underfoot and tumble down into nothingness.

ENEMIES/OBSTACLES

Scene 1: Moon robots approach the crew and chase them further into the cavern.

Scene 2: While fighting or running away from the robots, the crew reaches a huge fissure splitting the cavern in two and must either fight with their backs to the chasm or find some way to get quickly get across to the other side. There is no obvious way to cross over to the other side, and the gap is too far to jump.

Scene 3: If the crew defeats the Moon robots but doesn't cross the chasm and dallies for too long in attempting to find a way across (LN's discretion), a lone Moon Man absently wanders in and "floats" across the pit to reach the crew's side. The invisible walkway only spans the middle of the cave.

MOON LABYRINTH ROOM 04

Standing orders from Cosmic Patrol HQ:

Keep watch for any agent or force that may attempt to subvert you away from our cause. Pay close attention to your teammates and keep your wits about you.

Objectives

- › Make it through the Lunar Brain Slug Swarm
- › Leave no Patrolman behind

Cues

- › walking on slime trails › pulsating, translucent bodies
- › something's trying to mess with my brain › don't let them near you
- › make a run for it › slick slime › horrible gelatinous slugs

Tags

- › Moon cave › slugs › swarm › visible brains › leaping › slippery
- › mind control › subversion › friendly fire

Exits

- › **Easy:** Turn to p. 78, 80 or 82
- › **Normal:** Turn to p. 74 or 76
- › **Hard:** Turn to p. 74 or 76
- › **Insane:** Go to next room

OPENING NARRATION:

"As soon as we started wandering down this tunnel, I felt something trying to tickle my mind, like dozens of tiny wasps buzzing in the back of my skull. Then I saw the swarm. We'd prepared ourselves for a lot of things before undertaking this mission, but I'd never expected to see anything like this."

"Bloated, transparent slugs, each one the size of my forearm, clinging to the ceiling and cave walls. Hundreds of them. And inside each slug is something that looks just like a human brain, suspended inside the slug's gelatinous core. I really hope that's not a real human brain..."

"Cripes. Where's a giant salt shaker when you need it?"

ROOM DESCRIPTION

The rock tunnel is straight, with no deviations or branches. About halfway through, a swarm of Lunar Brain Slugs blocks the way, leaving slimy, slick trails wherever they go. The crew can feel their presence long before they can see them. The wet, sticky sounds the slugs make as they move ponderously around the cave are cringe-inducing.

ENEMIES/OBSTACLES

Scene 1: The whole tunnel is swarming with Lunar Brain Slugs. Although slow on the ground, Brain Slugs can jump and will attempt to come as close to potential victims as possible in order to unleash their surprisingly powerful mental abilities. The Brain Slugs have a D8 for Combat. If the attack is successful, the Brain Slug will latch onto the target and mentally control the target's actions (see *Brain Takeover*, p. 33). This effect lasts until the crewman passes a Brains Test (as per *Brain Takeover* rules) or until an unaffected crewman can pass a Brawn Test to rip the Brain Slug free from its target. When the mind-control effect ends, the slug will shrivel up and die. On a successful attack against a Brain Slug, the slug immediately dies.

Scene 2: If the crew decides to try running through the Brain Slug swarm, at least one crew member (LN's choice) slips on a slime trail and several Brain Slugs leap toward the fallen character.

ROOM 05 (BOSS ROOM)

Standing orders from Cosmic Patrol HQ:

Engage all aggressors that stand in your way. Leave nothing in your wake that might potentially come back and bite you in the behind.

Objectives

- › Destroy or disable the drill by any means
- › Destroy B3N-E and its robo-babies

Cues

- › Moon cave › mining › mechanical monstrosity
- › who's piloting that thing? › screw you, B3N-E!
- › what are they drilling for? › watch out for the drill! › flying rocks

Tags

- › incredibly loud grinding › rock avalanche › giant drill
- › pipes and valves › machinery › robot pilot › B3N-E
- › baby robots › how do you kill a robo-baby?

Exits

- › **Easy:** Turn to p. 84, 86 or 88
- › **Normal:** Turn to p. 88
- › **Hard:** Turn to p. 74 or 76
- › **Insane:** Go to next room

MOON LABYRINTH

ROOM 05 (BOSS ROOM)

OPENING NARRATION:

"This is the first time we've wrestled with our orders."

"First, the ground started shaking. Felt like an earthqu—uh, *Moonquake*. Then the biggest drill we've ever seen comes bursting out of the wall and tries to chase us down. Of course, the drill's pilot wasn't what we were expecting at all."

"How can you bring yourself to shoot at something that you kinda want to put in your pocket and take home with you?"

ROOM DESCRIPTION

At first the rock tunnel appears to be completely empty and silent—unnervingly silent. Then the ground starts to shake violently. A spray of rock explodes from the wall, and a giant, mechanically propelled drill the size of a house bursts from behind an avalanche of Moon rock. The driller moves around on tank treads and appears to have a cockpit module on top, all the way on top. The crew is going to need a pretty long climb to reach the cockpit.

ENEMIES/OBSTACLES

Scene 1: The drill may attempt to run down a crew member with Combat D8. A successful attack inflicts D4 damage. Also, any crew member that comes into contact with the drill head itself suffers D4 damage. The drill is immune to normal attacks, and any psychic abilities do not affect the pilot. The drill is moving erratically, making it difficult to climb the machine.

Scene 2: If the crew manages to disable the drill or reach the machine's cockpit, they will find the pilot of the digger is a Moon robot with the designation "B3N-E" stamped on its chest. Also, five smaller robots—robo-babies—accompany the pilot. The robo-babies can do 1 point of damage with a successful attack using Combat D8 (Close OK, Near —, Far —), but each one is so small that they can only sustain 2 points of damage before being destroyed. The robo-babies are actually rather adorable, and each crew member will need to pass a Brains Test in order to muster the will to attack one.

MOON LABYRINTH

ROOM 06

Standing orders from Cosmic Patrol HQ:
Never give up. There is always a way forward.

Objectives

- › Survive the drillbot attack
- › Find a way out of the dead end

Cues

- › no way out › can't turn back now
- › something's not right about this cave › do you feel a draft?
- › there's too many of them › what's with all these pebbles?
- › what are the Moon Men digging for?

Tags

- › Moon cave › mining › dead end › trapped › drillbots › last stand
- › holograms › secret passages

Exits

- › **Easy:** Turn to p. 84, 86 or 88
- › **Normal:** Turn to p. 78 or 80
- › **Hard:** Turn to p. 78 or 80
- › **Insane:** Go to next room

OPENING NARRATION:

"We've been in our fair share of scrapes before—we've survived every battle the Cosmic Patrol has thrown us into—but getting lost is something we seem to excel at. The fleet is out there, counting on us to breach the Moon Men's defenses, and here we are looking slack-jawed at a dead-end in a system of tunnels. The only way out is the way we came in, and we're pretty sure that backtracking isn't going to be a healthy option. So we're stuck."

"These tunnels seem to indicate the Moon Men are looking for something. Might be worth looking into."

ROOM DESCRIPTION

The cave opens out into a wide clearing, and it's surprisingly empty. But it's also a cul-de-sac, a dead end. There's no way out. And the hurried sounds of clanking metal are coming up from behind. A pile of Moon-rock pebbles, which appears to be leftover debris from large-scale drilling operations, sits at the far end of the cul-de-sac.

ENEMIES/OBSTACLES

Scene 1: The room has no discernible exits whatsoever. At first glance the crew is trapped unless they go backward. Drillbots are closing in from the way the crew came. Drillbots have the same stats as Moon robots except they have two of the following weapons in any combination: Single-Action Drill (D4 Damage, Close OK, Near —, Far —) or Triple-Action Drill (D6 Damage, Close OK, Near —, Far —).

Scene 2: If the crew tries to head back the way it came, more drillbots will cut off their escape or appear through hidden doorways. Either during or after the drillbot attack, the crew can search for hidden exits, which are carefully hidden by holographic images that blend into the rock wall. Since crew members cannot see where an exit leads until they pass through it, the next room the crew encounters (see EXITS section below) must be determined in a random fashion rather than being chosen by the players (unless the players are playing an Insane-level campaign).

MOON LABYRINTH ROOM 07

Standing orders from Cosmic Patrol HQ:

Whenever feasible, attempt to disrupt any Moon Men machinery that you deem to be connected to the enemy's capacity to perpetuate this conflict.

Objectives

- › Survive the hail of ore
- › Find the correct exit

Cues

- › strange rocks on the conveyors › keep your balance
- › conveyors running in opposite directions › acrobatic feats
- › aim for the ore bins › the shaft leads where? › keep your balance!

Tags

- › Moon cave › mining › conveyor belts › ore processing
- › crushed ore › smelter › freight-bots › rock throwing › ore bins

Exits

- › **Easy:** Turn to p. 84, 86 or 88
- › **Normal:** Turn to p. 80 or 94
- › **Hard:** Turn to p. 78 or 80
- › **Insane:** Go to next room

OPENING NARRATION:

"We've stumbled across the Moon Men's primary ore processing station. What could they be using all of this Moon rock for anyway, I wonder?"

"All of these conveyor belts going back and forth so fast are starting to make me dizzy, but it looks like we'll have to hop down onto them if we want to reach the other side. And all that ore on the belts is going to make footing difficult."

"This could be a little touch and go."

ROOM DESCRIPTION

This large cavern has countless conveyor belts stretching across its length. Shafts coming from the ceiling dump Moon rocks and other unidentifiable geological materials onto the belts. Each conveyor seems to be moving in the opposite direction from its neighbors and ultimately dumps its payload down another set of shafts at the other end. Where the shafts go is anybody's guess, but they appear to be the only way out of the cavern. And the only way to reach the shafts is by traversing the fast-moving conveyor belts.

ENEMIES/OBSTACLES

Scene 1: The conveyor belts are the only noticeable path leading to anything resembling an exit from the room. Not only are they moving pretty fast, the rock chunks make for some sketchy footing. A crew member who cannot pass a Brains Challenge will fall down when standing on the conveyor, but a successful Brawn Challenge in the next round will allow the character to regain his or her footing until another situation arises that would call the character's balance into question. Patrolmen must traverse at least four belts before reaching an exit.

Scene 2: When the crew is about halfway down the conveyor belts, freight-bots laden with ore enter the cavern and start hurling huge ore chunks (2 Damage, Close —, Near OK, Far -3) with Combat D8. Attempting to dodge hurled ore will force a Brains Challenge to remain standing.

Scene 3: There are many downward-sloping shafts leading out of the room. One of them reveals an orange glow far away. This shaft leads to a smelter, which spells doom, so get ready to spend some Plot Points and be creative if this exit is chosen. Every other exit leads to the next room.

MOON LABYRINTH ROOM 08

Standing orders from Cosmic Patrol HQ:

Whenever feasible, attempt to disrupt any Moon Men machinery that you deem to be connected to the enemy's capacity to perpetuate this conflict.

Objectives

- › Navigate through the foundry

Cues

- › it's really hot in here › unknown molten alloy
- › don't let it drip on you › can't see very far › what is this mold for?
- › should we try shutting this down?

Tags

- › mining › machinery › foundry › molten metal › steam
- › slag › heat › metal mold › robot sentries

Exits

- › **Easy:** Turn to p. 90, 92 or 94
- › **Normal:** Turn to p. 84 or 94
- › **Hard:** Turn to p. 82 or 84
- › **Insane:** Go to next room

OPENING NARRATION:

"We heard this loud rush and hiss of steam long before we saw what was causing it. The Moon Men have what appears to be some kind of foundry, which is making ... Well, we really don't know what it's making."

"Hard to see in here. Hard to hear in here, for that matter. And the whole place just smells hot."

"We are proceeding with extreme caution."

ROOM DESCRIPTION

Large, metal containers are attached to a track in the ceiling and are moving along at a rhythmic pace. At certain intervals, a container will stop, empty its molten-metal contents into a large mold on a conveyor belt below. From the shape of the mold, it is impossible to determine what the molded piece is meant to be used for. Then the track whisks the container out of sight, and the conveyor belt transports the freshly molded pieces of metal through a space far too small for a human-sized crewman to follow. If there is a way around or past the pouring molten metal or the conveyor belt, the crew cannot see it. Steam and dim, orange lighting make for poor visibility.

ENEMIES/OBSTACLES

Scene 1: A foundry that works molten metal confronts the crew, and the crew must find a way to navigate it without suffering any undue harm. Use *Brawn* or *Brains Challenges* (as applicable) to jump past or navigate this dangerous terrain using careful timing between the pouring of molten metal. Single drips of molten metal that happen to fall on any crew member will cause 1 point of damage. Anyone caught beneath a container that is pouring molten metal will suffer D4 points of damage.

Scene 2: If the crew members attempt to damage or otherwise disrupt the foundry workings, Moon robots will wander in to investigate.

MOON LABYRINTH ROOM 09

Standing orders from Cosmic Patrol HQ:

Whenever feasible, attempt to disrupt any Moon Men machinery that you deem to be connected to the enemy's capacity to perpetuate this conflict.

Objectives

- › Survive the stampers
- › Survive the choppers

Cues

- › work up the nerve › take your time › might cost an arm and a leg
- › what are they building? › Moon Men factory
- › I always wanted to be skinnier, but this is ridiculous!

Tags

- › factory › heavy machinery › assembly line › conveyor belts
- › unknown hardware › embossing › cutting › stamping › crushing
- › timing

Exits

- › **Easy:** Turn to p. 90, 92 or 94
- › **Normal:** Turn to p. 84 or 88
- › **Hard:** Turn to p. 82 or 84
- › **Insane:** Go to next room

OPENING NARRATION:

"Every so often, we hear a dull thud in the distance, like a miniature Moonquake. The quiet clang is rhythmic, indicating some kind of machinery ahead."

"The sound gets louder the closer we get, until the force of it rattles my brain inside my skull. Once we see what we're up against, it's pretty clear we'll need to be quick. Otherwise we'll all definitely be a lot thinner."

ROOM DESCRIPTION

Coming out of a narrow opening in the wall, wide conveyor belts cross the area. The belts carry partially assembled pieces of hardware. At regular intervals down the assembly line, giant pistons quickly descend onto the conveyor belts and stamp a piece of hardware into a different shape. Noise can be heard further down the assembly line. No visible control units are anywhere nearby. The only way out is to traverse the conveyor belts and follow the assembly line.

ENEMIES/OBSTACLES

Scene 1: The crew members must either run through a bank of several stampers or find some alternative means of bypassing them. To attempt passing through a stamper, a crew member may take either a Brawn Challenge (to represent quickness) or a Brains Challenge (to represent good timing). A failure by a margin of 1 or 2 means the crew member lost his nerve and didn't go or a fellow crew member grabbed him by the arm and jerked him back before he could get crushed. A failure by a margin of 3 or more means the crew member was too slow in pulling back and suffers 1 point of damage at the stamper grazes his arm. The crew member must try to pass the stamper again. There are at least three stampers in the crew's way.

Scene 2: Past the stampers, the crew members encounter a bank of several massive blades that violently chop the embossed hardware into shape. These choppers are treated just like the stampers, except that a Brawn/Brains Challenge failure by a margin of 3 or more means the crew member suffers 2 points of damage from the descending blade.

MOON LABYRINTH

ROOM 10

Standing orders from Cosmic Patrol HQ:
When feasible, investigate all Moon Men dealings so we may determine whether they constitute a possible threat.

Objectives

- › Hijack a cargo skiff
- › Destroy or disable all other cargo skiffs in the room
- › Find the way out

Cues

- › contents of crates › which way? › don't fall off
- › dead ends along the chasm's branches › we'll take that, thank you
- › how do you fly this thing?

Tags

- › Moon cave › cargo › crates › chasm › branching paths
- › hovering skiffs › hijacking › Moon robots › mining lasers

Exits

- › **Easy:** Turn to p. 90, 92 or 94
- › **Normal:** Turn to p. 86 or 88
- › **Hard:** Turn to p. 86 or 88
- › **Insane:** Go to next room

OPENING NARRATION:

"We seem to have reached some kind of receiving area. Countless crates look like they are stacked taller than our rocketship. Lord only knows what's in 'em. Wait ... I think I hear something ... Sounds like a hover engine. We're definitely not alone here."

"Perhaps we should investigate further instead of rushing in, rayguns blazing."

ROOM DESCRIPTION

Hundreds of large metal crates are stacked by the cave entrance, and a nearby drop-off reveals a chasm that stretches into darkness. The chasm continues as far as the eye can see and then branches off into several different forks. A series of landing pads overhang the cliff face and are held in place by cantilevers. Three lunar skiffs—hovering vehicles about the size of an automobile—come to rest on the landing pads. Moon robot pilots disembark and begin loading some crates into the skiffs.

ENEMIES/OBSTACLES

Scene 1: In order to cross the chasm, the crew will need to commandeer one of the lunar skiffs. Each skiff in the area is armed with twin mining lasers, which a piloting robot can fire with Combat D6 (Close OK, Near -3, Far -6). Each hit causes 1 damage. Since the skiffs are not specifically designed for combat, each one can take only 5 damage before its exterior is breached and its power system is rendered inoperable. The crates are too heavy for the robots to throw.

Scene 2: If the crew decides to investigate the contents of a crate, they will find various pieces of modular, electronic hardware, the purpose of which cannot be determined. Any attempts to kludge the components together will result in a non-functioning mess of machinery.

Scene 3: The crew must now find an exit to the next area. There will be a lunar skiff landing pad next to the exit. The skiff itself is too big to fit through the exit door, so the crew must leave it behind.

MOON LABYRINTH

ROOM 11

Standing orders from Cosmic Patrol HQ:

When possible, inflict damage to the Moon Men's capability to wage war against the Cosmic Patrol.

Objectives

- › Traverse the corridor
- › Don't wake all the robots
- › Destroy all the robots, perhaps using trickery (optional)

Cues

- › sleeping robots › keep your voice down › how many are there?
- › too many for just a security detail › why are they offline?
- › anybody in there? › are they dreaming of electric sheep?

Tags

- › quiet › stillness › creepy › robot army › power alcoves
- › proximity triggers › Moon robots

Exits

- › **Easy:** Turn to p. 96, 98 or 100
- › **Normal:** Turn to p. 90 or 100
- › **Hard:** Turn to p. 86 or 88
- › **Insane:** Go to next room

OPENING NARRATION:

"Everything is incredibly still up ahead. It's so quiet in here I can only hear sounds I normally block out: my own breathing, the soft hum of my equipment, the unnerving echo of our boots on the floor. It's ... it's like a tomb in here."

"And we're clearly not alone."

"I know we have our orders, but if we follow them to the letter, we might risk alerting the entire Moon to our presence. On the other hand, what would keep the Moon Men from attacking Earth—or the whole of humanity—with this?"

"Short-term or long-term? Decisions, decisions ..."

ROOM DESCRIPTION

Ahead, a long, narrow corridor stretches out. It's relatively dark. Large, deep alcoves dot both sides of the hallway at regular intervals, and something—many somethings—appears to be inside each one. But the hall lies still and quiet. Whatever is lurking in each alcove doesn't make any noise.

ENEMIES/OBSTACLES

Scene 1: Each alcove is filled with easily a hundred Moon robots. On a cursory inspection, the crew can only tell two things about these robots: each appears to be completely powered down, and they're all armed. Each robot is plugged into some kind of power socket. If all of these robots get awakened, there are far too many for the crew to handle using conventional means.

Scene 2: This scene will differ depending on how the crew chooses to progress.

If the crew chooses to walk silently down the hall: Halfway down the hallway, a pair of these Moon robots will emerge from one of the alcoves behind the crew and slowly progress toward them until the crew hears the whirring and clanking behind them. Any attempt to interact with the activated robots—speaking, firing, standing in plain sight—will activate another nearby pair.

If the crew instead decides to try destroying all the sleeping Moon robots: Regardless of the method used, at least four of the robots will manage to wake and attack.

MOON LABYRINTH

ROOM 12

Standing orders from Cosmic Patrol HQ:
Avoid contact with potentially hazardous and/or biological substances, as quarantine protocols may need to be observed.

Objectives

- › Survive the toxic waste dump

Cues

- › where's a force field when you need it? › iridescent green goo
- › don't touch it › acidic air sizzling on armor › hold your breath!
- › what is that smell? › why do the Moon Men hate railings?
- › share my air

Tags

- › factory › toxic waste › noxious air › steam › acidic
- › manufacturing byproduct › industrial runoff

Exits

- › **Easy:** Turn to p. 96, 98 or 100
- › **Normal:** Turn to p. 90 or 94
- › **Hard:** Turn to p. 90 or 92
- › **Insane:** Go to next room

OPENING NARRATION:

"Unless I'm imagining it, I can smell this foulness even with my respirator filters cranked up to maximum. I can almost feel hair growing on my eyeballs."

"We seem to have stumbled upon some kind of waste dump—a churning swamp that's such a bright, sickly green color that I have to squint just to see where I'm going. Never seen anything quite like it; there's no telling what the Moon Men could have been making that would cause this kind of toxic byproduct."

"Or maybe it isn't industrial waste at all: maybe every time a Moon Man flushes his Moon toilet—or what have you—it all flushes down here. The Moon's collective septic tank."

"On the other hand ... After careful consideration and another deep breath, toxic runoff is starting to sound like the more appealing prospect. Hopefully no one throws up in their helmet."

ROOM DESCRIPTION

A dull green haze lingers over the room. A bubbling and churning sound permeates the air. Several dozen chutes in the ceiling sluice a steaming, neon-green liquid down into the pit directly ahead. Narrow causeways cross the pit. The causeways have no railings.

ENEMIES/OBSTACLES

Scene 1: The crew must attempt to reach the other side of the toxic waste dump. The causeways are slick with toxic sludge, so a character must pass a Brains Challenge to prevent slipping and accidentally dunking an arm or leg into the toxic waste upon falling. Failure inflicts 1 damage from the toxic waste. See *Environmental Conditions* on p. 34 for further details.

Unless a crew member has appropriate protection, such as a force field, at the end of each character's narration while in this room, the character will suffer 1 point of damage due to the ambient caustic quality of the air eating away at armor or skin. Characters not wearing a sealed helmet or other breathing apparatus will need to hold their breath (see *Breathing*, p. 32).

MOON LABYRINTH

ROOM 13

Standing orders from Cosmic Patrol HQ:
Disrupt Moon Men operations.

Objectives

- › Defeat the Moon Man
- › Shut down the machinery

Cues

- › let sleeping Moon Men lie › is he really asleep?
- › what do these controls do? › don't just go pushing buttons
- › get out of my head › lights out! › I think we should sneak

Tags

- › factory › control room › control panels › monitors › buttons
- › knobs › switches › levers › sliders › soft beeping › Moon Man

Exits

- › **Easy:** Turn to p. 96, 98 or 100
- › **Normal:** Turn to p. 92
- › **Hard:** Turn to p. 92 or 94
- › **Insane:** Go to next room

OPENING NARRATION:

"I've never seen a room with so many buttons and switches. We're betting they control some of the Moon Men's vital machinery, but there's only one way to find out."

"If our new friend we ran into is any indication, it's a good bet the Moon Men know we're here."

ROOM DESCRIPTION

Every surface in this small room is decked out with glowing buttons, switches, levers, and display monitors. Above the controls, a large glass window looks out onto a field of heavy machinery lying far below.

A solitary Moon Man is seated in a chair in front of the controls. His eyes are shut, and he appears to be sleeping. There are no other obvious threats around.

ENEMIES/OBSTACLES

Scene 1: This control room looks down into manufacturing centers, which the crew members may have encountered in previous rooms, depending on campaign difficulty. The window overlooking the machinery cannot be broken.

The Moon Man is not sleeping: he is in telepathic communication with other Moon Men throughout the labyrinth. Although his attention is focused elsewhere, he can still sense the nearby intruders and will react accordingly if provoked or when the intruders have drawn within Close combat range.

If the crew attempts to accost, attack, or otherwise rile the Moon Man, he will spring into action before any crew member's Combat roll can be made, and then he will defend himself.

If the crew attempts to sneak past the Moon Man or fiddle with any of the controls in the room, he will open his eyes and make his presence known. At first he will monologue to warn the crew about the folly of their quest and gives them the chance to turn around and return to their fleet. Regardless of the crew members' response, the Moon Man will then attack with his mind.

Scene 2: Once the Moon Man has been defeated, the crew must attempt to shut down the factory machines using the control panel.

MOON LABYRINTH

ROOM 14

Standing orders from Cosmic Patrol HQ:

Engage all aggressors that stand in your way. Leave nothing in your wake that might potentially come back and bite you in the behind.

Objectives

- › Defeat or escape the Moontants
- › Don't get eaten!

Cues

- › trail of goo › nightmare fuel › half-eaten Moontant bodies
- › clacking sounds › unblinking eyes › who looks more delicious?
- › try to look unappetizing!

Tags

- › laboratory › breeding chamber › Moontants › claws › beaks
- › dinner › possible meal › strange mound › cannibalism

Exits

- › **Easy:** Turn to p. 102, 104 or 106
- › **Normal:** Turn to p. 106
- › **Hard:** Turn to p. 96 or 98
- › **Insane:** Go to next room

OPENING NARRATION:

"Can't even remember how long it's been since we've eaten anything resembling normal food, but it's hard to think about dinner at a time like this. Especially after stepping on some kind of sticky blob of goo that looks like vomit mixed with gelatin. Scraped that off my boot as quick as I could ..."

"The hollow, clacking sounds up ahead remind me of cracking open a lobster claw ... with butter. Mmmm ... And here I go thinking about food again."

"If—when—we get back, the Patrol definitely owes us a lobster-and-steak dinner."

ROOM DESCRIPTION

Lining both walls are large glass tubes containing bipedal, four-armed creatures that look like crosses between humans and insects: Moon mutants—Moontants, for short. None are moving.

The hall curves around, obscuring the path ahead. Smearred on the ground is a viscous, brown trail of goo that leads around a bend in the path. Inhuman, cringeworthy sounds echo from out of sight.

ENEMIES/OBSTACLES

Scene 1: When the crew investigates, they find a small group of Moontants that have broken out of their tubes and are kneeling around a shapeless mound, which their bodies obscure from view. The trail of goo leads to the Moontants. One of the Moontants turns around and the goo is dripping from its beak. Another Moontant holds up a severed, insectoid arm. All of the Moontants study the crew members while quietly chewing.

Each Moontant makes a roll against a random crew member to see if they are appetizing: roll the Moontant's Brawn die vs. the chosen crew member's Brawn die. If the crew member loses the roll, the Moontant will deem that character too scrawny to eat and then progress on to consider the next person. This repeats until either the Moontant loses or it runs out of crew members to consider. If the Moontant loses a roll, it will attempt to eat that character. Moontants that do not identify a delicious crew member will turn back to the mound of body parts and ignore everything else around them.

Scene 2: Whenever an attacking Moontant is killed, a still-eating Moontant (if any) will deem the crew a threat and start attacking.

MOON LABYRINTH

ROOM 15 (BOSS ROOM)

Standing orders from Cosmic Patrol HQ:

Be on the lookout for unusual threats. We have very little information regarding who the Moon Men might have aligned themselves with, so expect the unexpected.

Objectives

- › Escape the lab
- › Leave no one behind

Cues

- › watch out for broken glass › don't let it grab you › incubating fluid
- › gelatinous rage › inhuman, waterlogged screams › swallowed alive
- › what are these blobs?

Tags

- › laboratory › glass tubes › Goo Monsters › envelopment
- › digestion › army of goo › blobs

Exits

- › **Easy:** Turn to p. 102, 104 or 106
- › **Normal:** Turn to p. 96 or 98
- › **Hard:** Turn to p. 96 or 98
- › **Insane:** Go to next room

MOON LABYRINTH

ROOM 15 (BOSS ROOM)

OPENING NARRATION:

"This area definitely has our nerves on edge. For what looks to be some kind of lab—or, I dunno ... a lunar jellyfish hatchery?—we'd expected more security. Some 'bots, Moontants, or even Moon Men—*something*. Instead there's this veritable forest of giant, glass tubes with nothing but silence to protect it."

"This place seems important, but we can't see why. And it's hard to be afraid of something you can't see."

ROOM DESCRIPTION

A large laboratory fills the room. Most prominent in this lab are a multitude of large glass tubes that are anchored to the floor and extend all the way to the high ceiling above. Each tube has a large enough diameter for at least four humans to fit inside without touching each other. A dull blue liquid fills each tube and suspended inside the liquid is what appears to be a transparent ball of goo easily the size of several people.

ENEMIES/OBSTACLES

Scene 1: When the crew members get close to one of the tubes, the Goo Monster inside will bash itself against the glass and flatten out to reveal its true size. It will do this three or four times until the glass shatters. Incubating liquid sprays out in a giant gush, so each crew member must pass a Brawn Challenge to avoid being knocked down. Like an octopus, the Goo Monster will squeeze and slink its way out of the tube regardless of how small the hole is.

If the Goo Monster successfully uses its Envelopment weapon against a crew member, the target will be trapped inside the monster's transparent body as the monster attempts to digest the crew member. Attacks made against the Goo Monster by the enveloped character automatically hit; no dice need to be rolled. The Goo Monster may only envelop one crew member at a time, and the crew member will remain enveloped until the monster is killed or the crew member reaches Knocked Out status.

Scene 2: Each tube the crew nears on their way out of the lab will release another Goo Monster. If there are too many for the crew to kill or outrun, they will need to devise some other means of escape.

MOON LABYRINTH ROOM 16

Standing orders from Cosmic Patrol HQ:

Be on the lookout for unusual threats. We have very little information regarding who the Moon Men might have aligned themselves with, so expect the unexpected.

Objectives

- › Escape from the Darknoids

Cues

- › something's following us › a latticework of shadows
- › power conduits › take cover! › it's behind you › wait for the flash ...
- › how big is this place? › did you see that? › tell me you saw that too!

Tags

- › laboratory › power experiment › energy receptacles › shadows
- › obelisks › pylons › Darknoids

Exits

- › **Easy:** Turn to p. 102, 104 or 106
- › **Normal:** Turn to p. 98 or 106
- › **Hard:** Turn to p. 96 or 98
- › **Insane:** Go to next room

OPENING NARRATION:

"Hard to tell what this place is for. An expansive field of giant energy pylons—my guess is this is either for some kind of power experiment or maybe to route energy into some of the nearby laboratories."

"One of the crew thought she saw something out of the corner of her eye during the last flash, but there's nothing there. Has this long trek to the Moon's core made us paranoid? Or is something really out to get us?"

ROOM DESCRIPTION

This giant, square room with an incredibly high ceiling is easily the size of a football field. Spread across the entire expanse in perfectly aligned rows are countless metal obelisks pointing toward the ceiling. Each pylon stands about as tall as five or six humans and is covered in lines of light that appear to be energy conduits. Like giant sundials, the many obelisks create a crisscrossing of countless shadows across the floor. Every so often, a bright purple crackle of energy shoots straight upward from the top of every obelisk. Like a flash of lightning, this energy illuminates the entire room for only a brief moment before the shadows return.

ENEMIES/OBSTACLES

Scene 1: As the crew crosses the field of pylons, a successful Brains Test will tell a crew member that they are being watched. Another successful Brains Test by any character will reveal the presence of a Darknoid closely shadowing them, but with the shadows it is impossible to see. The crew must wait for an energy flash to reveal the Darknoid. Whenever possible, the Darknoid will attempt to attack a crew member from behind, dragging him into the shadows.

Scene 2: It's not just a single Darknoid that has found the crew: each subsequent energy flash reveals yet another Darknoid lurking behind one of the pylons ... or is it the same Darknoid, jumping from shadow to shadow? Either way, the crew might need to start running. The crew must defeat at least one Darknoid before escaping the room, but it remains at the Lead Narrator's discretion.

MOON LABYRINTH ROOM 17

Standing orders from Cosmic Patrol HQ:
Endeavor to assist any captives the Moon Men may have in their grip, regardless of the method of their imprisonment.

Objectives

- › Escape the lab
- › Free Neanderthal humans (optional)

Cues

- › genetic experimentation › human ancestry
- › what happened to all of the *Homo erectus*?
- › is that your great grandmother? › yeah, I don't speak caveman

Tags

- › laboratory › Neanderthal Humans › museum display › prisoners
- › force fields › empty cells › bones › animal skins

Exits

- › **Easy:** Turn to p. 108, 110 or 112
- › **Normal:** Turn to p. 112
- › **Hard:** Turn to p. 100 or 102
- › **Insane:** Go to next room

OPENING NARRATION:

"We've all seen a lot of strange stuff, but this takes the proverbial cake. Feels like we're looking into a window to the past. The distant past, that is—some time hundreds of thousands of years ago."

"As far as we know, it's impossible to completely freeze time. Does this mean the Moon Men are breeding these prisoners? If so, for what purpose? And what happened to the occupants of the empty cells?"

ROOM DESCRIPTION

The front part of this deserted area is a laboratory with all manner of horrific medical instruments. Further into the lab, the surroundings change back into Moon rock caves with cul-de-sacs dug into the tunnel walls. Inside each cul-de-sac waits several shadowed figures, and a lustrous, transparent film blocks each cul-de-sac entrance.

ENEMIES/OBSTACLES

Scene 1: Further inspection reveals the shadowed shapes are what appear to be human cavemen trapped behind force fields (10 armor, Combat D6, 1 damage), as though they are in a natural history museum display back on Earth. A mixture of men and women dressed in animal skins are lolling about, gnawing meat from curved, unidentifiable bones as long as their forearms. Plaques next to the populated cells say "*H. neanderthalensis*"—Neanderthal Man. Plaques next to the handful of empty cells say "*H. erectus*." The floors of the empty cells show discolored stains, and the cells themselves do not look as though they have been used in quite some time—perhaps centuries or more.

The crew may attempt to free the Neanderthal humans, but there will be a considerable communication barrier. If the crew cannot bridge the language barrier and convince the Neanderthals to leave the cell and seek shelter, any Neanderthal who fails a Brains Challenge will lash out against the crew.

Scene 2: If the crew decides to be heartless and leave the Neanderthals to their fate, a Moon Man researcher will show up, free the Neanderthals, and use a mental command to force the Neanderthals to attack the crew.

MOON LABYRINTH ROOM 18

Standing orders from Cosmic Patrol HQ:

The Moon Men may have pushed the limits of biological experimentation. Eliminate any such abominations with extreme prejudice.

Objectives

- › Enter the lab
- › Put the Experiments Gone Wrong out of their misery

Cues

- › danger ahead › maybe we shouldn't go in there › watch your head
- › long abandoned › has this room developed its own ecosystem?
- › so much tubing › burn it all down › what were they doing with these?

Tags

- › laboratory › sealed door › broken keypad › rust
- › Experiments Gone Wrong › spiderlike horrors › wailing
- › psycho-stare › baby faces

Exits

- › **Easy:** Turn to p. 108, 110 or 112
- › **Normal:** Turn to p. 102 or 104
- › **Hard:** Turn to p. 100 or 102
- › **Insane:** Go to next room

OPENING NARRATION:

“Hard to see what’s beyond this door, but it won’t budge and there doesn’t seem to be any other way around it. Our best guess is it’s a lab of some kind, but none of us can see much with all the gunk coating the other side of the glass.”

“We’re trying to figure a way through, but this is proving a little tougher than we thought. Some of us think we should leave it and turn back ... and I’m starting to believe ‘em.”

“One of the crew thought she heard something on the other side, but no one else did. Could she have imagined it?”

ROOM DESCRIPTION

This lab is sealed with a transparent door. The door appears to have been deliberately closed: a sign written in Moonese covers a keypad next to the door, but the keys are fused as though someone blasted a few automatic shots into it. Large splatters of an indeterminate color pepper the glass from inside the room. The only way to proceed is through this door.

ENEMIES/OBSTACLES

Scene 1: A crew member who can read Moonese will understand the sign to say something along the lines of “Danger! Keep out!” Opening the door itself should be a somewhat complicated undertaking (LN’s discretion), as the Moon Men really don’t want this door to be opened. The glass is nearly indestructible, so another method will need to be used.

Scene 2: The interior of this lab looks like it hasn’t seen use in decades. Every surface and scientific instrument is covered in rust. Overturned metal canisters and broken glass beakers litter the place. Countless low-hanging loops of black, flexible tubing lazily droop from above, obscuring the actual ceiling from view. Skittering sounds come from overhead. When the crew looks up, creatures fall from the tubes. These Experiments Gone Wrong are a mishmash of varying spiderlike shapes—some with long tails, some with innumerable legs—but all of them have the face of a human baby where the head should be. The head lets out a plaintive wail as its inhuman eyes seem to stare directly into the crew members’ brains.

MOON LABYRINTH ROOM 19

Standing orders from Cosmic Patrol HQ:

Be on the lookout for unusual threats. We have very little information regarding who the Moon Men might have aligned themselves with, so expect the unexpected.

Objectives

- › Neutralize, trap, or destroy the Electro Demon

Cues

- › hair standing on end › high voltage traveling arcs › stay put!
- › brain takeover › can't get you outta my head › electronic screams
- › malfunctioning equipment

Tags

- › laboratory › electricity › Jacob's ladders › Electro Demon
- › electrical consciousness › glitchy equipment › brain-merge

Exits

- › **Easy:** Turn to p. 108, 110 or 112
- › **Normal:** Turn to p. 104 or 106
- › **Hard:** Turn to p. 104 or 106
- › **Insane:** Go to next room

OPENING NARRATION:

"The Moon Men must be fond of old literature because this lab seems to have Frankenstein written all over it. Or maybe that's what the Moon Men want us to think. Everything's here: the lab equipment, the purely ornamental electricity arcs ... All that's missing, however, is the maniacal laugh of a mad scientist ..."

"Whatever's in here is making my hair stand on end, and I know that's not just a case of the heebie-jeebies."

ROOM DESCRIPTION

This laboratory looks like it has come straight from some mad scientist's dream. High-voltage electricity travels up numerous Jacob's ladders, filling the room with crackles of energy. Strange devices are scattered on lab tables, and a continuous, high-frequency hum persists throughout the lab.

ENEMIES/OBSTACLES

Scene 1: As the crew wanders through the maze of lab tables, the high-voltage sound from the Jacob's ladders grows louder and louder until, in a dazzling flash of yellow light, an Electro Demon leaps out of the nearest ladder to accost the crew.

The Electro Demon cannot live long outside of an environment capable of handling its electrical consciousness, so it will not engage the crew in direct combat. When caught out in the open, the Electro Demon can sustain a total of 5 points of damage before its consciousness is permanently disrupted. Each time it changes homes, its health automatically recharges to the full 5 points.

When outside of a compatible home that can house its consciousness, the Electro Demon can perform one of the following actions.

Possess Object: The Demon can leap into any electronic item in the crew's possession (LN's discretion) and make that object its home. A possessed object will not function until the crew can coax the Electro Demon from the object by offering it a more appealing home. Destroying a possessed object will free the Demon.

Brain Merge: The Demon can charge the nearest Patrolman and attempt to merge with the electricity field generated by his brain neurons. Use Combat D10 for this brain-merge attack (Close OK, Near OK, Far -3). A winning Combat roll inflicts 3 points of damage, and the crew member is now under the Electro Demon's control (see *Brain Takeover*, p. 33). The effect will last until the host resists the Brain Takeover (which will force the Demon out) or a more enticing home can be presented.

MOON LABYRINTH

ROOM 20

Standing orders from Cosmic Patrol HQ:

Engage all aggressors that stand in your way. Leave nothing in your wake that might potentially come back and bite you in the behind.

Objectives

- › Escape the dinosaur paddock

Cues

- › extinct plants and trees › thankfully the fence isn't electrified
- › did you feel that? › we're being hunted
- › gaping mouth of jagged teeth › can't you climb any faster?

Tags

- › jungle › fence › gate › strange alloy › dense greenery › paddock
- › deep growling › dinosaur › carnivore

Exits

- › **Easy:** Turn to p. 114, 116 or 118
- › **Normal:** Turn to p. 108 or 118
- › **Hard:** Turn to p. 104 or 106
- › **Insane:** Go to next room

OPENING NARRATION:

"Feels like we've walked into some kind of a dream. Instead of metal walls, up ahead looks like a lush jungle of green plants smack dab in the middle of a large cavern. Considering all the other strange things we've seen, this one is most incongruous."

"Right now, this place makes me wish I'd brought along a pith helmet."

ROOM DESCRIPTION

The tunnel opens up into a giant cavern with a tall ceiling far out of reach. All around, green, leafy vegetation and trees spring up from the lunar rock. All of the plant life appears to be of terrestrial origin, but how it got here and how it has managed to thrive in dry Moon soil while lacking sunlight is unknown. A massive chain-link fence pokes up from the vegetation. The fence stretches across the cavern and nearly reaches all the way to the ceiling. The vegetation is so thick it obscures what lies on the other side of the fence.

ENEMIES/OBSTACLES

Scene 1: The holes in the chain-link fence are barely large enough for a human to fit an arm through, and the links themselves are made of a strange alloy that normal means cannot melt. At the middle of the fence is a gate with no obvious means of opening, and it is made of the same impervious alloy as the rest of the fence. The gate is controllable through psychic commands only the Moon Men would know, so the crew will need to climb the fence and squeeze through the opening at the top.

Scene 2: Once the crew has reached the bottom of the other side of the fence, the ground will begin to shake. The leaves and trees swish and tremble, and dinosaurs of various types burst from the underbrush. Easily three times taller than a human and with mouthfuls of razor-sharp teeth, these thunder lizards are definitely not herbivores. The crew can either try to attack the dinosaurs or attempt to outrun them. If the crew chooses to run, they will encounter another fence on the opposite side of the paddock. They will need to scale the fence quickly in order to prevent getting pulled off by the dinosaurs.

MOON LABYRINTH

ROOM 21

Standing orders from Cosmic Patrol HQ:

There is no telling who or what the Moon Men may have subverted to their cause. Be wary for familiar items or life forms that may be under the influence of dynamo-psychism.

Objectives

- › Survive the Moon Gorilla ambush
- › Find a way out of the habitat

Cues

- › dead end › self-contained ecosystem › I can see its brain
- › cover your ears! › climbing trees › no more monkey business
- › you know gorillas aren't monkeys, right?

Tags

- › habitat › tall trees › vines › heavy glass › Moon Gorilla
- › loud thumping › huge fists › psychosonics

Exits

- › **Easy:** Turn to p. 114, 116 or 118
- › **Normal:** Turn to p. 108 or 112
- › **Hard:** Turn to p. 108 or 110
- › **Insane:** Go to next room

OPENING NARRATION:

"Seems the Moon Men are rather fond of keeping pets. Or at least making it look like they keep pets. Through the window, this place looks like a giant terrarium—plenty of tall trees and vines—but none of us can see anything living on the other side."

"Wait ... What is that humming noise?"

"Oh, no! Something is trying to break through!"

ROOM DESCRIPTION

The area sections off into a long metal corridor with a dozen large windows on either side of the hall. Each of the windows looks out into the same larger room, which appears to be a nature preserve with grasses, shrubs, and trees that would be at home in an African savannah. Various insect and wildlife sounds are coming from the other side of the heavy glass. The hallway dead-ends, but access hatches are visible inside the nature habitat. Other than the windows, there are no obvious entrances to the habitat.

ENEMIES/OBSTACLES

Scene 1: As the crew attempts to explore the hallway, a loud rustle emerges from within the habitat. A Moon Gorilla leaps up to the window with a bloodcurdling roar. The animal bears a strong resemblance to Earth gorillas except the top of its skull is a glass jar exposing its brain, and some lights and circuitry are embedded in the gray matter. A small radar dish sits atop the brain jar. When the Moon Gorilla beats its chest, the sound is so loud the crew can feel the floor shake. The gorilla's growls and chest-thumping seem to be sonically amplified by the radar dish.

Using both its fists and its sonic amplification, the gorilla pounds on the glass until a crack appears. The crack draws other gorillas from the habitat, which start beating on other windows until one window shatters.

MOON LABYRINTH

ROOM 22

Standing orders from Cosmic Patrol HQ:

The Moon Men may have pushed the limits of biological experimentation. Eliminate any such abominations with extreme prejudice.

Objectives

- › Survive the Eel Creatures
- › Find the exit

Cues

- › care for a swim? › giant flying fish › nothing ever shocks me
- › can't see a thing down here › thrashing underwater
- › we're going to need a bigger fishing rod › the one that got away

Tags

- › tank › pool › causeway › murky water › Eel Creatures
- › electroshock › underwater › hatch › airlock

Exits

- › **Easy:** Turn to p. 114, 116 or 118
- › **Normal:** Turn to p. 110
- › **Hard:** Turn to p. 108 or 110
- › **Insane:** Go to next room

OPENING NARRATION:

"It's really moist in here. I've got enough condensation on my helmet that I need to wipe it off every once in awhile just to see."

"Never seen a pool that calm before. It was like we were looking at a smooth pane of glass. But it's certainly liquid: one of the crew lost her balance and ended up dunking a boot before I caught her. Now the water's just as agitated as a proper ocean back home."

ROOM DESCRIPTION

A metal ramp leads to the top of a second level. Upon ascending the ramp, a causeway crosses an open water tank the size of two Olympic-size swimming pools. The water is murky but dim lights glow beneath the water's surface, and the pool itself seems remarkably calm. The causeway only provides access to the pool; it does not lead to an exit from the room.

ENEMIES/OBSTACLES

Scene 1: While the crew members are investigating the pool, an Eel Creature will leap from the water and attempt to knock one of the crew from the causeway. Make a modified Combat roll by using the Brawn die (or Special die, if relevant) for both the crew member and the Eel Creature. If the crew member loses, she takes no damage but is now in the drink. Nothing happens if the Eel Creature loses the roll, but it may try again on its next action, provided crew members are still on the causeway.

Each Eel Creature is about the size of a great white shark; however, for the purposes of standard gameplay, eels cannot swallow a crew member whole.

The crew can either attack the Eel Creatures in underwater combat or they can find some way to drain the tank.

Underwater is an airlock hatch that leads to the next area. A crew member will need to pass a Brains Challenge in order to notice it in the murky water. If a crew member attempts to turn the wheel on the hatch during combat, he will need to pass a Brawn Challenge at a -3. Note: Opening the hatch will not cause the tank to drain.

MOON LABYRINTH

ROOM 23

Standing orders from Cosmic Patrol HQ:

Keep watch for any agent or force that may attempt to subvert you away from our cause. Pay close attention to your teammates and keep your wits about you.

Objectives

- › Resist the illusions
- › Destroy the Octopus Creatures

Cues

- › looks like starlight above
- › hey, I always wanted one of these
- › check out this baby
- › Patrolman's dream
- › top of the line hardware
- › man, is my neck itchy

Tags

- › grotto
- › lunar glowworms
- › dripping water
- › stalactites
- › hallucinations
- › objects of desire
- › Octopus Creature
- › beak
- › tentacles
- › strangulation

Exits

- › **Easy:** Turn to p. 120, 122 or 124
- › **Normal:** Turn to p. 124
- › **Hard:** Turn to p. 112 or 114
- › **Insane:** Go to next room

OPENING NARRATION:

"This cave looks like a habitat for some kind of creature, but the only thing in sight is the glowing worms blissfully stuck to the ceiling. These worms don't seem to care when we poke at them. That's just as well: the worms make the cave look like a starlit sky."

"There's something just up ahead. Wait a second—is that what I think it is? If my helmet wasn't in the way, I'd rub my eyes to make sure I'm not seeing things."

ROOM DESCRIPTION

The grotto is mostly dark, and every surface is covered in beads of moisture. Stalactites hang from the ceiling. Small points of glowing, blue light dot the stalactites; these are tiny lunar glowworms minding their own business. All around, the crew can hear the soft plink of water droplets hitting the cave floor.

ENEMIES/OBSTACLES

Scene 1: In the middle of the grotto sits a metal platform. On top of this platform rests one object that specifically relates to each crew member. For example, there might be a sharpened axe for Amazons, atomatics for marines, tools for engineers, and oil cans for robots. When a crew member picks up one of the objects, she will stand there and stare lovingly at the object unless she can pass a Brains Test. Any characters that fail the test are mesmerized by the objects and will be unable to act when the Octopus Creatures slink down from the stalactites and try to strangle them.

Scene 2: The Octopus Creatures resemble large, Earth cephalopods, but their translucent mantles—the bulbous part—reveal large, human-looking brains inside. These creatures are responsible for projecting hallucinations to the crew members' brains and are using the distraction to get an easy dinner.

A crew member under an octopus's thrall can only attempt to pass a Brains Test when his Narration comes. If the Test is successful, he may immediately make a Combat roll against the nearest Octopus Creature. If the Brains Test is unsuccessful, he will remain in place, lovingly caressing his imagined object, heedless of the suckered tentacles wrapping around his throat or the sharp beak digging into the back of his neck.

MOON LABYRINTH ROOM 24

Standing orders from Cosmic Patrol HQ:

Endeavor to assist any captives the Moon Men may have in their grip, regardless of the method of their imprisonment.

Objectives

- › Rescue the prisoners
- › Rescue the human prisoner (optional)

Cues

- › who pulled the fire alarm? › that guy looks familiar ...
- › lead the uprising against our robot masters
- › they'll never take our freedom › brave souls
- › where do you suppose the tube leads?

Tags

- › menagerie › empty cells › aliens › raggedy human
- › Moon robots › robot wardens › pneumatic tubes › grinders

Exits

- › **Easy:** Turn to p. 120, 122 or 124
- › **Normal:** Turn to p. 114 or 116
- › **Hard:** Turn to p. 112 or 114
- › **Insane:** Go to next room

OPENING NARRATION:

“This is the one thing we were hoping not to see: a collection of empty prison cells—little more than cages, really—that were clearly designed for humanoid occupants.”

“How long were these life forms living under the Moon Men’s thumbs? And where have they all gone?”

ROOM DESCRIPTION

On either side of this hallway are cages or prison cells. Some have bars, some have transparent glass barriers, others with empty spaces that are deactivated force fields. However, all of these cages are open and empty, and they look like they’ve been abandoned recently. Footprints and food receptacles in the cages seem to indicate a wide variety of life forms were once kept here.

ENEMIES/OBSTACLES

Scene 1: The crew hears commotion further down the hall. The hall opens up into a large anteroom where a long line of various creatures and aliens waits. Moon robots are herding the line towards a bank of glass tubes that lead to the ceiling. High above, a network of these tubes crisscross around the whole room.

At the head of the line, a bearded human in rags catches sight of the crew trying to stay out of sight and waves his arms. “Help!” he yells. “They’re going to—” And then the lead robot cuts him off by shoving him underneath the nearest tube opening. The prisoner gets sucked into the tube and vanishes. Seconds later the crew can see him shooting through one of the tubes going along the ceiling. Then he disappears off to parts unknown. The robots then start attacking the crew.

Scene 2: If any crew member can pass a Charisma Test, the crew will enlist a maximum of 12 prisoners to help fight against their captors. Prisoners will inflict 1 damage on a successful Combat roll (Close range only), but due to their weakened state and lack of protection, any time a robot wins a Combat roll against a prisoner, the prisoner is automatically knocked out.

Scene 3 (Optional): The crew may choose to jump into the pneumatic tube system to try rescuing the human. The tube leads to a series of bloody grinders, and the prisoner is fighting to keep from falling into them when the crew arrives. If freed, the prisoner is panicky and runs off before the crew can stop or question him.

MOON LABYRINTH

ROOM 25

Standing orders from Cosmic Patrol HQ:

Endeavor to assist any captives the Moon Men may have in their grip, regardless of the method of their imprisonment.

Objectives

- › Survive the arena
- › Rescue the arena prisoners

Cues

- › where's the audience? › metal beanies › well that's not very sporting
- › you think the robots place bets on the winner?
- › induced adrenaline stimulator › rage extractors › agonizers

Tags

- › arena › blood › cruel weapons › alien prisoners › antennas
- › radio dishes › mind control › energy emitters › forced to do battle

Exits

- › **Easy:** Turn to p. 120, 122 or 124
- › **Normal:** Turn to p. 116 or 118
- › **Hard:** Turn to p. 116 or 118
- › **Insane:** Go to next room

OPENING NARRATION:

"The sounds of battle—the clanging of metal against metal, insistent shouts, tortured screams, the patter of maneuvering feet—echo from up ahead. Could the Moon Men's prisoners have revolted, or is something else going on?"

"Has the war already started without us?"

"I pray we are not too late. Those who oppose the Moon Men must not be allowed to die in vain."

ROOM DESCRIPTION

The path leads to the top of an amphitheater that looks down into a circular arena. Blood stains the arena's Moon dust floor. Moon robots are posted at each of the four entrances leading down into the arena floor itself. Racks of cruel-looking melee weapons are scattered in various places around the arena, and one radio dish is mounted at each entrance.

ENEMIES/OBSTACLES

Scene 1: The arena doors open, and robots escort two humanoid aliens (LN's choice) into the ring. A metal cap with an antenna on top is strapped to each alien's head. If the crew chooses to wait and see what happens, they will witness the two aliens take weapons from the racks and attack each other. Whenever one of the aliens scores a hit on its opponent, the opponent screams and its cap glows. Energy then beams from the cap's antenna to one of the four dishes. This energy travels along a power conduit than runs out of the arena.

Scene 2: The crew may interrupt the arena fight at any time. Any alien still wearing its cap when the crew enters the arena will attack crew members on sight (Combat D8, 2 damage, Close range only) and will not back down until it takes at least 6 points of damage. Destroying or otherwise removing the caps from a conscious alien will render the alien comatose and twitching in the sand.

Scene 3: Further investigation of the arena reveals dozens of the antenna caps and countless cages stuffed with frightened aliens, none of whom appear belligerent. If the crew tries to experiment with the caps, they will discover the caps are mind-control devices that channel rage and pain into usable energy.

MOON LABYRINTH ROOM 26

Standing orders from Cosmic Patrol HQ:
Disrupt Moon Men operations.

Objectives

- › Disable the large dish
- › Disable the large dish before it finishes broadcasting (optional)
- › Destroy the lunar communications hub

Cues

- › hello, operator? › phone home
- › what do Moon Men need radios for?
- › I'm working as fast as I can
- › who are the Moon Men talking to?
- › this number is no longer in service

Tags

- › computers › communications array › massive dish › ticking clock
- › mysterious broadcast › Moon robots

Exits

- › **Easy:** Turn to p. 126, 128 or 130
- › **Normal:** Turn to p. 122 or 130
- › **Hard:** Turn to p. 116 or 118
- › **Insane:** Go to next room

OPENING NARRATION:

"In all my days in the Cosmic Patrol, I've seen plenty of big things, but this goes even beyond that. This has to be the largest radio dish I've ever seen. Of course, the Moon Men are telepathic, right? Why would they need a huge communications array like this?"

"And an even bigger question: Who's picking up the phone on the other end?"

ROOM DESCRIPTION

This area houses a large array of computers. Thick wires are strung across the ceiling, and antennas protrude from several surfaces. Computer displays show oscillating sine waves and other various readouts. The ping of radio transmissions fills the air. Set in the middle of the room is a massive communications dish that dwarfs the crew. The dish's antenna is angled toward a hole cut in the high, rocky ceiling. The hole, sealed by a glass plate, disappears into darkness.

ENEMIES/OBSTACLES

Scene 1: Upon first glance the crew should learn that this is one of the major lunar communication hubs. Although the Moon Men can communicate telepathically with each other from opposite sides of the Moon, they maintain these stations to coordinate the efforts of their robots, taskmasters, and other thralls.

The whole truth is that the giant dish is strong enough to broadcast far beyond the Moon. The hole in the ceiling leads all the way to the Moon's surface, allowing the radio signal to travel without the Moon's crust attenuating the signal strength. Once the crew discovers this, the dish will activate and begin transmitting. The crew must find some way to disable the dish and prevent its message from being broadcast. When the dish starts transmitting, apply a time limit of a certain number of Narrations: this is the time needed for the dish to finish broadcasting its message.

Scene 2: When the crew starts disabling the dish, Moon robots come to investigate. This should encourage the distribution of duties, with some crew members fighting off the robots while others try to kill the broadcast before it's too late.

If time expires, the message has been broadcast. Other than ominous dread hanging over the crew members, no negative events occur.

MOON LABYRINTH ROOM 27

Standing orders from Cosmic Patrol HQ:

Endeavor to assist any captives the Moon Men may have in their grip, regardless of the method of their imprisonment.

Objectives

- › Rescue consciousnesses from the crystal matrix (optional)
- › Destroy the crystal matrix

Cues

- › how many carats do you suppose that is? › I think I saw something
- › anybody in there? › a new kind of prison › this is really complex
- › why trap souls?

Tags

- › computers › crystal › consciousness matrix › antigravity field
- › trapped souls › Moon Man › Moon robot

Exits

- › **Easy:** Turn to p. 126, 128 or 130
- › **Normal:** Turn to p. 120 or 122
- › **Hard:** Turn to p. 120 or 122
- › **Insane:** Go to next room

OPENING NARRATION:

"So far the Moon has often been full of contrasts, but I'd never expected to see a gemstone the size of a one-story building in the middle of a room of computers. This thing would feel more appropriate in some fantasy flick with wizards and dragons, but we're fresh out of wizards."

"Still, something feels truly magical about this crystal. Whatever it is, I can't take my eyes off of it."

ROOM DESCRIPTION

Every wall of this room houses large banks of computers with flashing lights, strange readouts, and soft beeping. In stark contrast to the computers, a huge crystalline formation sits in the middle of the room. The bright blue crystal is a perfect hexagonal shape and stands about the height of three humans. It is suspended between two round receptacles—one in the floor and one extending from a metal framework in the ceiling—and an antigravity field holds it steady. A pulsating glow emanates from inside the crystal.

ENEMIES/OBSTACLES

Scene 1: Upon further inspection, something appears to be moving beneath the crystal's glassy surface. Passing a Brains Challenge, however, will reveal a ghostly, humanoid face beneath the crystal's surface. The face is soundlessly screaming in rage and confusion. Closer inspection will reveal dozens of these faces swimming about.

This crystal is housing countless consciousnesses that have been transmuted into energy harnessed by the crystal matrix. The crew must attempt to reverse the process.

Scene 2: When the crew begins tampering with the system, a distraught Moon Man and his Moon robot escort will arrive and attempt to stop the crew.

Scene 3: If the crew figures out how to reverse the process, designate a crew member to handle the tricky conversion process. The crew member rolls a Brains Challenge. Each successful roll causes the crystal, via a teleporter-like piece of hardware, to return a trapped consciousness to its physical form. A failed Challenge places stress on the delicate system; the third failed Challenge burns out the system, rendering it unusable. Destroying the crystal itself will release the trapped consciousnesses as energy constructs lacking physical form, which will quickly dissipate.

MOON LABYRINTH

ROOM 28

Standing orders from Cosmic Patrol HQ:
Leave none of the Moon Men alive. Even a wounded or captive
Moon Man can kill you with just his mind.

Objectives

- › Investigate the robed figures
- › Proceed to the next area

Cues

- › it's like a tomb in here › quiet, they'll hear
- › those things are creeping me out › is that what I think it is?
- › ugh, put it back on › Moon Men retirement home

Tags

- › computers › silence › robed figures › unresponsive
- › masks › Moon Men › dementia

Exits

- › **Easy:** Turn to p. 126, 128 or 130
- › **Normal:** Turn to p. 126 or 136
- › **Hard:** Turn to p. 120 or 122
- › **Insane:** Go to next room

OPENING NARRATION:

"This place is quiet. Too quiet, even when taking the machine noise into consideration. There aren't any killer robots or brain slugs or any other monsters in this computer room. Maybe the Moon Men left this room unoccupied."

"Of course, that's too much to hope for. Knowing our luck, there's probably an army of Moon Men waiting on the other side of the room."

ROOM DESCRIPTION

This room is filled floor-to-ceiling with computer terminals—whole grids of flashing lights, oscilloscopes, monitors flooded with Moonese text. Apart from soft beeping and the quiet clickety-clackety sounds of the computers' internal workings, the whole place is deathly silent.

Along one bank of terminals, a series of robed, hooded figures sit in swivel chairs and are facing away from the crew. They do not appear to have noticed the crew's arrival.

ENEMIES/OBSTACLES

Scene 1: The robed figures make no sounds or sudden movements. Their hands move very slowly over the controls before them. They are unarmed and completely oblivious to the crew's presence, and masks cover their faces. If a crew member waves a hand in front of a hooded figure's mask, the lack of response indicates the humanoids are either blind or unresponsive.

Scene 2: If the crew decides to remove one of the masks, she will find an extremely old, shrunken, and decrepit Moon Man with deadened, unresponsive eyes, quietly gasping for breath. If the crew swivels a chair away from the console, the Moon Man's hands move slowly as though he believes he is still at the controls. The LN should make these Moon Men sound as pathetic and sad as possible.

These Moon Men are so incredibly old that even their mental faculties have atrophied. They have been granted custodianship of this computer system as a way to remain useful in their last days.

Scene 3: If the Crew decides to start harming or killing the old Moon Men (no Combat roll is necessary) or decides to ignore investigating the figures altogether, a pair of Moon Men nursemaids arrive to check in on their charges.

ROOM 29 (BOSS ROOM)

Standing orders from Cosmic Patrol HQ:

When possible, inflict damage to the Moon Men's capability to wage war against the Cosmic Patrol.

Objectives

- › Disable or destroy the dynamo-psychism amplifier

Cues

- › how far could this thing broadcast? › major threat to Earth
- › check out the big brain on Mr. Moon Man › dethrone the Moon Man
- › guard your thoughts › where's the off switch?

Tags

- › computers › hardware › dynamos › giant dish › force field
- › dynamo-psychism amplifier › Moon Man › Moon robots

Exits

- › **Easy:** Turn to p. 132, 134 or 136
- › **Normal:** Turn to p. 126 or 136
- › **Hard:** Turn to p. 124 or 126
- › **Insane:** Go to next room

MOON LABYRINTH

ROOM 29 (BOSS ROOM)

OPENING NARRATION:

"More mysterious hardware, this time with a Moon Man attached. The brains on our team believe this could magnify their dynamo-psychism powers. Could this device be how the Moon Men managed to disable our entire fleet in one fell swoop?"

"If so, what would stop the Moon Men from using this power on the whole of Earth ... or beyond?"

"We have to take this thing out before it's too late."

ROOM DESCRIPTION

This room houses untold amounts of hardware, such as computer consoles and radio antennae. Large, spinning metal drums—massive dynamos—crackle with immeasurable energy. In the center of the room, a huge radar dish points upward. Right beneath the dish sits a throne on a raised platform.

ENEMIES/OBSTACLES

Scene 1: A single Moon Man sits on the throne, and a huge metal helmet sits atop his head, leaving his face visible. A thick hose connects the helmet to the machinery attached to the radar dish. The Moon Man's eyes are clenched shut as though he is in deep concentration, and Moon robot sentries flank the throne.

The giant dish and accompanying hardware amplify the Moon Man's dynamo-psychism, allowing him to broadcast his power far beyond its normal range. This amplifier was likely responsible for the disappearance of Rocketship *EM* and the disaster that befell the Cosmic Patrol's Moon invasion fleet.

The Moon robots will attack as soon as the crew makes its presence known. Crew members attempting to attack the Moon Man will discover he is protected by a force field (12 armor, Combat D8, 2 damage). While the Moon Man is connected to the amplifier, he adds +2 to Brains rolls when using dynamo-psychism powers. Whenever the Moon Man wins a Combat roll the amplifier increased the damage inflicted to the targeted crew member by 2. If the crew can destroy or disable the amplifier, the modifier and damage bonus no longer apply.

MOON LABYRINTH ROOM 30

Standing orders from Cosmic Patrol HQ:
Disrupt Moon Men operations.

Objectives

- › Open the emergency door
- › Reach the next area
- › Rescue one or more brain jars (optional)

Cues

- › where's an emergency when you need one? › these are all ... people?
- › the Moon Men took "nerve center" a bit too literally
- › prisoners in their own minds › can we help them?
- › what are the Moon Men calculating?

Tags

- › computers › nerve center › emergency door › pillar
- › brain jars › brain matrix › Moon robots

Exits

- › **Easy:** Turn to p. 132, 134 or 136
- › **Normal:** Turn to p. 126 or 130
- › **Hard:** Turn to p. 124 or 126
- › **Insane:** Go to next room

OPENING NARRATION:

"We've stumbled upon some kind of nerve center. Huge banks of computers surround a giant pillar whose purpose we haven't yet determined."

"I can't help but wonder: with all of their vaunted brainpower, why do the Moon Men need so many computers? What kind of data could they possibly need to process that would require so much dedicated hardware? Before we took this mission, every Moon Man I've ever heard stories about led us to believe they didn't need to rely on technology of any kind."

"Looks like we were wrong. Dead wrong."

ROOM DESCRIPTION

The many computer banks and networking conduits throughout the room mark this area as the nerve center of the Moon Men's complex computer network. A huge metal pillar stretches so high into the ceiling that it vanishes from sight. The pillar has no other distinguishing features other than large, sliding hatches and various computer terminals. Nearby, a semicircular door that splits down the middle is the only exit.

ENEMIES/OBSTACLES

Scene 1: The obvious door is impregnable—a plaque reads "Emergency" in Moonese—so the crew must find some other means of opening it. When they investigate the hatches on the pillar, the panels slide away to reveal innumerable rows and columns of glass jars, each one housing a perfectly preserved humanoid brain. Several thousand brains are stored here. The subtle differences in the cerebrums' color show that all the races of the Great Union—and even some non-Union races—are represented in this collection. These jars form a matrix that processes complex calculations faster than standard computer hardware. Each brain jar is removable and acts like a vacuum tube plugged into a circuit board. The brains seem very well preserved, and thus they might retain memories and personality, should the brain be removed and transplanted in a host body.

If a certain number of brain jars are destroyed or removed from the matrix, the emergency door will open.

Scene 2: When the emergency door opens, alarms sound and Moon robots will march through the door. The crew will need to subdue or bypass them to reach the next area.

MOON LABYRINTH

ROOM 31 (BOSS ROOM)

Standing orders from Cosmic Patrol HQ:

The Moon Men may have pushed the limits of biological experimentation. Eliminate any such abominations with extreme prejudice.

Objectives

- › Beat the Brain at its own game
- › Destroy the Brain

Cues

These cues are specific to the Brain.

- › *greetings, mortals* › *why are you here?*
- › *what do you hope to accomplish?*
- › *you know you cannot beat the Moon Men, yes?*
- › *you are no match for my intellect*
- › *why do you not acknowledge my superiority?*
- › *Brains will always triumph because Brawn is dumb*
- › *surely you can do better than a simple thought paradox*
- › *can you see into the fourth dimension?*
- › *just as I thought* › *your inferiority is showing*
- › *what is the air-speed velocity of a laden Moon swallow?*

Tags

- › space battle scene › giant brain › metaphysical questions
- › superior intellect › arrogance › force field

Exits

- › **Easy:** Turn to p. 132, 134 or 136
- › **Normal:** Turn to p. 128
- › **Hard:** Turn to p. 128 or 130
- › **Insane:** Go to next room

MOON LABYRINTH

ROOM 31 (BOSS ROOM)

OPENING NARRATION:

"At first I saw only the scenes of the space battle that happened right before our rocketship crashed—that feels like a lifetime ago—but then ... *it lit up.*"

"I can feel pressure on the inside of my skull, as though this ... monstrosity is trying to steal all my secrets and use them against me. Looking around at the rest of the crew, it's gotten to them as well."

ROOM DESCRIPTION

This domed room is circular and spacious. Scenes from the space battle are projected on all around the dome. The scene is heartbreaking, as it shows dozens of Cosmic Patrol rocketships drifting dead and silent in cislunar space.

In the middle of the room is a pedestal, upon which rests a giant brain protected by a glass dome. The Brain is large enough to fit three people inside, and it pulsates in regular rhythm.

ENEMIES/OBSTACLES

Scene 1: The Brain is protected by a force field (15 armor, Combat D8, 2 damage) that automatically wins any Combat rolls made against it and thus cannot be damaged via normal means.

The Brain speaks with a deep, disembodied voice that echoes throughout the chamber. It will challenge the crew and ask them probing and often condescending questions of a metaphysical nature (see Cues for some examples). The Brain should try its best to anger the crew and beat them with seemingly infallible logic. It should try to trick them at every turn.

While the Brain is alive, any situation in this room where a crew member needs to roll Brains incurs a -1 modifier.

Once the crew successfully manages to turn the tables on the Brain, the force field is no longer impervious to damage and rolls Combat as normal. If the crew attempts to bypass the Brain rather than participate in its mind games, its force field expands and makes Combat rolls against every crew member simultaneously.

For purposes of Tests and Challenges, the Brain has Brains D12 and Special (Arrogance) D10.

MOON LABYRINTH ROOM 32

Standing orders from Cosmic Patrol HQ:
Avoid contact with potentially hazardous and/or biological substances, as quarantine protocols may need to be observed.

Objectives

- › Escape the tiny aliens' surgical malevolence

Cues

- › don't look down › gravity is a harsh mistress
- › felt like something just jumped up and bit me › outpatient surgery
- › what are these things?! › I didn't ask for a nose job

Tags

- › power conduits › narrow walkway › abyss › tiny aliens
- › scalpels › hypodermic needles

Exits

- › **Easy:** Turn to p. 138, 140 or 142
- › **Normal:** Turn to p. 142
- › **Hard:** Turn to p. 128 or 130
- › **Insane:** Go to next room

OPENING NARRATION:

"There's a steady hum along this corridor. Unless I miss my guess, we're getting closer to the Moon's power core. If we can manage to shut that down, that should considerably cripple the Moon Men's operations. Now we just have to find our way to it."

"Below us is nothing but darkness, and the lack of guard rails on this walkway seems like it has everyone on edge...literally. Fortunately, the buzz is getting louder, which makes me believe we're one step closer to turning off the Moon's power switch."

ROOM DESCRIPTION

Large metal towers line the walkway and reach upward into darkness. A line of light travels all the way down the side of each tower, which trails downwards, also into darkness. These towers appear to be huge power conduits. The narrow walkway across this area is made of metal mesh, allowing the crew to see all the way down into the abyss below. The walkway itself has no railings or other handholds to prevent disaster.

ENEMIES/OBSTACLES

Scene 1: The crew should designate a member to lead the team across the narrow walkway. At some point while traversing the abyss, the lead crew member must take a Brains Test. If successful, she will notice a tiny, flying alien trying to stab her with a miniature scalpel and do surgery on her. If the Test fails, she will not notice the tiny alien until a stabbing pain in her neck inflicts 1 point of damage; no Combat roll is necessary.

Scene 2: Once the alien has either been noticed or inflicts damage, a swarm of them will descend upon the crew. Whenever a crew member loses a Combat roll by rolling a 1 on his Combat die, he must pass a Brawn Test or risk losing his balance while the alien tries to attack him. Failing the test means the crew member falls: the affected character manages to grab hold of the walkway's edge on his way down and must spend next Narration pulling himself back to safety. The fall also dislodges one of the character's items, making it drop into the abyss. The affected player either chooses which object is lost or determines the loss via a random method.

Note: As per the advice on *Patrolman Death* (see p. 23), unless permanent crew death fits the group's play style, the LN should avoid allowing characters to actually fall into the abyss due to an unlucky die roll or any other method. The abyss is a very final end to any character who is unlucky enough to fall into it, so a character who loses her balance should always either catch the edge or be able to be saved at the last second by another crew member.

MOON LABYRINTH

ROOM 33

Standing orders from Cosmic Patrol HQ:

Whenever feasible, attempt to disrupt any Moon Men machinery that you deem to be connected to the enemy's capacity to perpetuate this conflict.

Objectives

- › Reach the exit hallway

Cues

- › what happened to him? › I am not going in there
- › flash-fried Patrolman › there's got to be a way around this
- › I'm glad my marathon training isn't going to waste › ready, set, go
- › I can't run faster than light!

Tags

- › lunar power grid › power focusing laser › huge tunnel
- › melted robot › warning signs › superheated air

Exits

- › **Easy:** Turn to p. 138, 140 or 142
- › **Normal:** Turn to p. 132 or 134
- › **Hard:** Turn to p. 132 or 134
- › **Insane:** Go to next room

OPENING NARRATION:

"Something ahead is creating a blinding light. I can feel heat from it wash over my suit. And the *noise*—it's like the high-pitched wail of a banshee. Then, just like that, it's gone, leaving behind nothing but disturbing silence and ringing ears."

"Unless we can figure something out, it looks like we're going to have cross our fingers and make a run for it."

"Ready, everybody? On three..."

"One..."

"Two..."

ROOM DESCRIPTION

This corridor ends in a T-shaped intersection. Beyond the intersection lies a long, cylindrical tunnel stretching as far as the eye can see in both directions. The ceiling of the tunnel is too high even for a Humungulous to touch. At the intersection are several signs written in large Moonese characters, and the legs and lower torso of a robot lay just below the signage. The upper half of the robot has completely melted away, leaving behind nothing but a blackened scorch mark.

ENEMIES/OBSTACLES

Scene 1: Before the crew can step foot into the tunnel itself, it lights up with overwhelming heat and electric green light as a giant laser beam whines through the entire tunnel. After a few seconds, the beam vanishes with a deafening snap. The crew should be encouraged to experiment with the laser to find out whether anything can survive in the conduit when the laser fires, how much time elapses between laser firings, and so on. Inside the tunnel, there are several alcoves to either side along the length of the tunnel, but these can only be seen from inside the conduit itself, not from the hallway.

Example ways the crew can handle the laser include finding a hidden maintenance tunnel, destroying the laser's focusing lens, finding a hidden control panel, or merely making a run for it. If the crew decides to run for it, each crew member must pass a Brawn Challenge for each alcove they run to between the tunnel's entrance and exit. Failure inflicts D4 damage from the laser superheating the air as the crew member dives to safety a fraction of a second too late.

Scene 2: If the crew finds a way to bypass the laser tunnel altogether, a small patrol of Moon robot sentries will attempt to pursue them.

MOON LABYRINTH ROOM 34

Standing orders from Cosmic Patrol HQ:
Disrupt Moon Men operations.

Objectives

- › Disable or destroy the fractumite refinery and reservoir
- › Survive to the next area

Cues

- › why haven't they noticed us yet? › have we seen these crystals before?
- › it's so ... pretty › don't let the crystals distract you
- › why melt crystals? › *déjà vu*

Tags

- › crystals › repository › smelter › Moontants
- › Moon Men › fractumite

Exits

- › **Easy:** Turn to p. 138, 140 or 142
- › **Normal:** Turn to p. 134 or 136
- › **Hard:** Turn to p. 132 or 134
- › **Insane:** Go to next room

OPENING NARRATION:

"Somehow I get the feeling we've done this before."

"The Moon Men have certainly been busy. Looks like some mineral they dug up back in the mines is being refined in order to extract energy from it. What they plan to do with that energy is anyone's guess. Of course, these Moon Men don't seem to notice us, for once. That's a welcome change."

"Somehow I get the feeling we've done this before."

"The Moon Men have certainly been busy ..."

ROOM DESCRIPTION

This room is centered around a vertical steel cylinder that resembles a grain silo. Several Moontants line up at a chute on the opposite side of the chamber, open a hatch that dumps bright green and yellow crystals into a cart, and then empty the carts into a nearby chute attached to a smaller silo. A window on the side of the smaller silo shines with light as one crystal of each color is subjected to incredible heat and melts with a bright flash of energy. Yellow-green liquid then pumps out of the smelter, and a transparent pipe sluices the molten crystal into the giant silo in the middle of the chamber. A pair of Moon Men are observing the whole process.

ENEMIES/OBSTACLES

Scene 1: If a crewman can get her hands on a piece of the crystal, a successful Brains Challenge will identify the crystal as fractumite, a mineral heretofore believed to be purely theoretical (see *Fractumite*, p. 33). Fractumite is believed to be able to exert enough of a fractum embroilment field to bend space-time in such a way as to allow a small collection of atoms to travel backward through the fourth dimension, which releases usable energy. The Moon Men appear to be refining fractumite in order to make its embroilment field far more potent. What their goal with the refined fractumite is, however, cannot be determined.

Scene 2: Whether or not the crystal has been identified, the crew will need to destroy the refinery in order to disrupt the Moon Men's plans and pass through into the next area. All of the fields generated by the fractumite in the area dampens the Moon Men's ability to notice the team, so the crew members will have the element of surprise for their first Narration in this scene. Time effects may cause issues and/or the ability to replay an action again for a different result.

MOON LABYRINTH ROOM 35

Standing orders from Cosmic Patrol HQ:
Disable, destroy, or reroute elements of the Moon Men's power grid.

Objectives

- › Disable or destroy the lavatic dynamos
- › Reach the other side of the lava sea

Cues

- › if you can't handle the heat ... › one off switch, coming right up
- › maybe we shouldn't have turned that off › hold onto something
- › make a run for it › shoulda brought an umbrella
- › I think...we should...RUN!

Tags

- › lavatic dynamo › sea of lava › steam vents › bridge
- › consoles › Moon robots › Moonquake › collapsing walkway

Exits

- › **Easy:** Turn to p. 144
- › **Hard:** Turn to p. 136 or 138
- › **Normal:** Turn to p. 138 or 140
- › **Insane:** Go to next room

OPENING NARRATION:

"Those who thought the Moon was geologically dead couldn't have been more wrong. Volcanologists would have a field day down here."

"The Moon Men have found a way to harness geothermal—er, *lunar*thermal—energy. They seem to be generating incredible amounts of power, but what for? The only way to find out is to shut these things down."

"And good riddance: these machines are so loud I can't hear myself think."

ROOM DESCRIPTION

A stifling heat and an orange glow rule this rocky area. Bridges cross a huge sea of molten lava and jets of steam emerge from gargantuan, cylindrical machines sticking up from the lava. The steam created by the lava turns the turbines on these impossibly large dynamos. Crackles of electricity arc from the dynamos as the lava churns and bubbles below. Halfway across the central bridge sits a series of consoles.

ENEMIES/OBSTACLES

Scene 1: The lavatic dynamos provide power for several critical Moon systems, so the crew must find a way to destroy or disable them if they can, using any means necessary. A group of Moon robots are guarding the consoles in the middle of the walkway.

Scene 2: Destroying or disabling the lavatic dynamos will cause a chain reaction in the room, since the lava has nowhere else to go. A Moonquake will tear one end of the walkway from its moorings; the crew must then run to safety at the other side of the lava sea before the other end of the walkway can collapse. Lava will bubble, erupt, and splash up at the crew as they run across. At the beginning of each Narration following the dynamos' shutdown, roll the lava's Combat D8 against each crew member or NPC in turn. Any crew member or NPC who loses this Combat roll will take 1 point of splash damage.

MOON LABYRINTH ROOM 36

Standing orders from Cosmic Patrol HQ:
Disable, destroy, or reroute elements of the Moon Men's power grid.

Objectives

› Successfully reverse the power collector's polarity OR destroy the power collector array

Cues

- › all too easy › can't see a thing › reversed polarity
- › buttons are meant to be pressed, switches are meant to be thrown
- › let go, you deranged freak › it's going to blow!

Tags

- › power collector › collector dish › energy converter › laser beams
- › electricity › soul energy › mental energy › switch › Moon Man
- › Moontants › Moon robots

Exits

- › **Easy:** Turn to p. 144
- › **Normal:** Turn to p. 138 or 140
- › **Hard:** Turn to p. 136 or 138
- › **Insane:** Go to next room

OPENING NARRATION:

"This contraption appears to be gathering energy from so many different sources I can't even begin to guess what some of them are. And all this power is funneling into the same place. The Moon Men are collecting all of this energy, but for what? And better yet, how can we stop it?"

"There's a giant lever just below the dish. The Moon Men couldn't have made it that easy, could they?"

ROOM DESCRIPTION

This chamber is huge and cavernous. From above, a myriad of different, multicolored energy types—laser beams, crackles of lightning, soft lines of light, ghostly tendrils, and so on—converge upon a giant dish facing toward the ceiling. The dish is mounted atop a huge contraption that seems to literally leak power and light from every seam.

ENEMIES/OBSTACLES

Scene 1: On the dish contraption is a giant sliding lever that looks like a rocketship throttle. The lever is large enough that it requires two people to move. If the crew decides to move the lever, the entire room will go completely dark and silent for at least two whole Narrations (or more, per LN's discretion).

Scene 2: After the period of darkness has expired, the room will light back up, and the light pouring from the contraption will pulsate even faster than before. The collector dish will then start transmitting energy back to where it came from.

A Moon Man and its Moontant and Moon Robot escorts then arrive. "What have you done?!" he shouts. He may attempt to reverse the switch if the LN so chooses, and doing so will cause another 2 Narrations of darkness. If the switch is moved back and forth too many times, the power collector will explode, inflicting D6 damage to anyone at Close range and D4 damage to those at Near range.

MOON LABYRINTH

ROOM 37 (BOSS ROOM)

Standing orders from Cosmic Patrol HQ:
Eliminate anything deemed a credible threat to Earth or the Great Union as a whole.

Objectives

- › Capture or destroy the Moon Laser

Cues

- › they've spotted us › evasive action! › how do we take this thing out?
- › time to pull the plug › how 'bout a taste of your own medicine?
- › were they planning to fire that thing at the Earth?!

Tags

- › giant laser › Moon robots › Moon man
- › force field › power cables › capacitors

Exits

- › **Easy:** Turn to p. 144
- › **Normal:** Turn to p. 140 or 142
- › **Hard:** Turn to p. 140 or 142
- › **Insane:** Go to next room

MOON LABYRINTH ROOM 37 (BOSS ROOM)

OPENING NARRATION:

"This is it, one of the greatest threats we've encountered. It's far worse than we feared: the Moon Men are capable of attacking Earth directly and with impunity. But why haven't they attacked? What's holding them back from using this awesome power? Honestly, I don't want to find out. I'm more interested in making sure it never gets a chance to strike Earth."

"Lock and load, ladies and gentlemen. It's time to safeguard the Great Union's future."

ROOM DESCRIPTION

Thick, waist-high cables run to a towering metal tube angled toward a hole in the ceiling. A Moon Man is sitting in a chair attached to the side of the tube, and a sprawling bank of dynamos sits behind it. A high-pitched thrum emits from the tube, as though it is powering up, and Moon robots wait nearby. This is the feared Moon Laser, which can fire directly at any target in orbit or on the Earth's surface.

ENEMIES/OBSTACLES

Scene 1: The Moon robots will begin attacking as soon as the crew arrives.

The Moon Man will spend a Narration realigning the Moon Laser; on his next Narration, the Massive Laser will fire on one target. For further guidelines on the Laser's use, see *Additional Weapon Effects*, p. 29.

The crew may decide to attack the cables powering the Moon Laser. Each of the three cables can sustain 9 damage before being severed. Each severed cable gives the Moon laser a cumulative -1 modifier to its Combat roll. After the third cable has been cut, the laser's capacitors will retain enough power to take one final shot which has no modifiers applied.

The Moon Man's seat is protected by a force field (20 armor, Combat D6, 1 damage).

MOON LABYRINTH ROOM 38

Standing orders from Cosmic Patrol HQ:
Eliminate anything deemed a credible threat to Earth or the Great Union as a whole.

Objectives

- › Defeat the Floating Eyeball Monster

Cues

- › anyone up for a detour? › eyeball see, eyeball do
- › I think it's kinda cute › how does it know?! › don't look at it
- › such an obvious weak point

Tags

- › Moon core › elevators › chutes › central transit hub › giant eyeball
- › floating eyeball monster › nightmares › curiosity

Exits

- › **Easy:** Turn to p. 144
- › **Normal:** Turn to p. 144
- › **Hard:** Turn to p. 140 or 142
- › **Insane:** Go to next room

OPENING NARRATION:

"From what we can tell, we're finally getting close to the heart of the Moon. This area seems to be a transportation system that connects with all of the previous areas we've passed, which would allow the Moon Men quick and easy access to any part of the Moon labyrinth. If this doesn't mean we're nearing the core, then I'll eat my space boots."

"Reminds me of this time when I was a kid. These bullies jumped me, stole my ball glove and tried to shove it down my throat for missing an outfield catch... couldn't breathe ... thought I was going to die ... and then my buddy chased 'em away."

"Criminy, where did that come from? I haven't thought about that day in decades ..."

ROOM DESCRIPTION

This is the first part of the Moon core. Computers line every wall. One wall prominently features a series of elevators, chutes, and pneumatic tubes that form the central transit hub. Each bank of transportation methods is labeled and appears to correspond to one of the Moon labyrinth's zones. Between the tubes and elevators is a large, closed door.

ENEMIES/OBSTACLES

Scene 1: As the crew heads toward the door, one of the pneumatic tubes activates; if any crew member can understand Moonese, the tube is labeled "Laboratory Zone." The pneumatic system sucks a large, tentacled monstrosity into the tube, and as it slithers and squirms out of the tube, its tentacles move aside to reveal a giant eyeball atop an eyestalk. The eye itself is the size of a human tucked into a fetal position. Atop the eyestalk, the eyeball seems to float as though filled with helium.

If the crew does not immediately attack, the eyeball monster will study the crew with an unnerving, lidless stare, and it will attempt to mirror the crew's movement, almost like an inquisitive child. In so doing, it will block the crew's access to the door, seemingly by accident.

Once the eyeball creature has been attacked, it will retaliate by staring deep into a crew member's subconscious and replaying her worst nightmares in her own head.

MOON LABYRINTH

ROOM 39 (BOSS ROOM)

Standing orders from Cosmic Patrol HQ:
Eliminate anything deemed a credible threat to Earth or the Great Union as a whole.

Objectives

- › Destroy the attacking giant robot
- › Destroy the entire robot army (optional)

Cues

- › army of robots › how many are there? › now that's what I call big
- › don't let it step on you! › aim for the power core
- › you lucky son of a raygun
- › these Moon Men are planning something, I'm sure of it

Tags

- › Moon core › huge robots › silent › power cores
- › liquid fractumite › giant robot › cables › hoses

Exits

- › **Easy:** Turn to p. 144
- › **Normal:** Turn to p. 144
- › **Hard:** Turn to p. 144
- › **Insane:** Go to next room

MOON LABYRINTH ROOM 39 (BOSS ROOM)

OPENING NARRATION:

"I think our entire team gasped in unison when we stepped into this place."

"I have never seen so much hardware. Rows upon rows of silent, towering giants glaring down at us. Just one phalanx of these machines could easily wipe out the entire Great Union. But why hasn't it?"

"What are the Moon Men waiting for? This is a cosmos-sized arsenal!"

"Could it be they be planning to lull the Earth into a false sense of security before unleashing this wave of destruction upon an unsuspecting populace?"

"It's times like these I wish we could find some means of reestablishing communications with Fleet HQ."

ROOM DESCRIPTION

This cavernous room resembles a giant warehouse. All the along the walls and in vast rows and columns are huge robots two stories tall. There are hundreds or possibly even thousands of robots. Each has a power core in its chest that glows with yellowish-green intensity and emits a quiet hum.

ENEMIES/OBSTACLES

Scene 1: Crew members may take two different Brains Challenges. If the crew has encountered or identified fractumite in a previous room, passing a Challenge will identify the power core as containing liquid fractumite. The second Challenge, if passed, will identify the robots as one of the items being manufactured in the Moon's factory zone.

During the crew's attempt to pass through the robot warehouse, they will encounter a giant robot, an even larger version of the nearby robots. This five-story-tall behemoth stands under an apparatus descending from the ceiling, which connects cables and hoses to the robot itself. When the crew finds this robot, it will activate, tear off its cables, and start attacking.

If a crew member scores a hit on the robot by matching his Luck stat, then the glass of the fractumite power core cracks, and the Fractumite Ray no longer functions. A second Luck inflicted by any crew member will strike the power core itself, resulting in an additional D6 points of damage.

Scene 2: Once the robot is destroyed, the crew may head for the exit. However, if they feel leaving behind the army of huge robots is unacceptable, they may attempt to find some efficient means of destroying the robots.

MOON LABYRINTH

ROOM 40 (BOSS ROOM)

Standing orders from Cosmic Patrol HQ:

The Moon Men may have pushed the limits of biological experimentation. Eliminate any such abominations with extreme prejudice.

Objectives

- › Destroy Mecha-Hitler, leave nothing behind

Cues

- › why do the Moon Men need a broom closet?
- › does he look familiar to anyone? › is he some kind of clone?
- › cleaning space toilets for a century is a fitting penance
- › giant, mechanical monstrosity › did not see that coming

Tags

- › small room › boring and featureless › space janitor
- › Adolph Hitler › fractumite device › cybernetics
- › surgical scars › mechanized spider body

Exits

- › **Easy:** Turn to p. 144
- › **Normal:** Turn to p. 144
- › **Hard:** Turn to p. 144
- › **Insane:** Turn to p. 144

MOON LABYRINTH ROOM 40 (BOSS ROOM)

OPENING NARRATION:

"This place looks the complete opposite of 'important.' We're so close to the Moon's core—I can just feel it—but this room is utterly featureless except for the doors. Did we manage to take a wrong turn somewhere?"

"I'll be honest: this place looks like a bathroom. Seems weird, but I guess Moon Men must have biological needs just like we do ..."

"There's someone else in here. Could be another prisoner, but something just doesn't feel right ..."

ROOM DESCRIPTION

For as deep as this room is inside the Moon, it is remarkably small and uninteresting, apart from what look remarkably like toilets along one wall. A small door leads off to one side, and a larger door leads elsewhere. Near the larger door, a hunched-over humanoid shape in gray clothing listlessly pushes around a mop. This person looks vaguely familiar ...

ENEMIES/OBSTACLES

Scene 1: The smaller door leads to the Moon equivalent to a janitor's closet. Beyond the strangely Earthlike cleaning supplies, there's nothing of note in here.

When the crew nears the strange janitor, a successful Brains Challenge will identify the man as Adolph Hitler, the worst dictator in the pre-Cosmic-era history. However, what the crew sees is a broken shell of a man, ravaged by age but kept alive by a glowing fractumite-powered device embedded in his skull. On closer inspection, all exposed areas of skin show signs of surgical alteration, and metal bits poke out from seemingly random places. Hitler does not acknowledge the crew in any way, as he seems to be both blind and deaf.

If the crew attacks Hitler or attempts to reach the large door, he will start convulsing. His skin will distend, and he will grow to about five times his normal size. His skin will slough away, revealing only his misshapen head attached to a mechanized, spiderlike body: Mecha-Hitler!

(Mecha-Hitler is susceptible to a punch to the chin: a single haymaker will knock him out. If a player uses this strategy, that player immediately earns a Plot Point.)

MOON LABYRINTH

ROOM 41

Standing orders from Cosmic Patrol HQ:

Use any means at your disposal to liberate all personnel and assets that belong to the Cosmic Patrol or the Great Union.

Objectives

- › Neutralize the Nega-Patrolmen
- › Free at least two Nega-Patrolmen from mind control (optional)
- › Investigate Rocketship *EM*
- › Free at least half of the *EM*'s scientists (optional)
- › Shut down the *EM*'s core

Cues

- › a living legend › how did they get this thing inside the Moon?!
- › we are not your enemy › snap out of it › temporal instability
- › veterans of the Cosmic Patrol › draining their life energy
- › looks like the Moon Men were in his brain, sir

Tags

- › Moon core › cavern › Rocketship *EM* › scaffolding › cables
- › worker bots › Moontant drones › Nega-Patrolmen › mind control
- › scientists › stasis pods › liquid fractumite

Exits

- › **All:** Go to p. 146.

ROOM DESCRIPTION

The crew has entered a large cavern deep within the Moon's core. Vertically embedded in one wall and covered by scaffolding, power cables, hoses, and other machinery is Rocketship *Exploration Moon*. This Cosmic Patrol rocketship vanished when the Moon Men first made their existence known more than twenty-two years ago, and Rocketship *EM*'s complement of scientists and Patrolmen were never heard from again.

Rocketship *EM* towers above the crew and looks like it is being prepped for launch. However, there are no obvious points of entry or egress capable of allowing a rocketship of this size to enter or leave the cavern. How the Moon Men got it in here is a complete mystery. Various utility-model robots and worker-drone Moontants are fussing over the ship itself and do not acknowledge the crew's presence.

OPENING NARRATION:

"We have finally reached the Moon's core, and I cannot believe my eyes."

"We are standing in front of a veritable Cosmic Patrol legend. A ghost. This ... this shouldn't be here, but unless the Moon Men are playing tricks with us, it is here. The only question now is, what do we do about it? And how? The Moon Men must have warped physics in order to make this happen, and we're fresh out of space-time transducers."

"My only questions are, what are the Moon Men doing to her? And why? Once we figure that out, maybe we can finally reestablish communications with the outside."

ENEMIES/OBSTACLES

Scene 1: As the crew approaches Rocketship *EM*, various members of the Great Union's races come out of hiding with weapons to the ready; there should be one per crew member. They are all wearing Cosmic Patrol uniforms but the color is wrong. Their eyes are rolled back into their sockets so that only the whites can be seen. Any men in this group will have a mustache and goatee; any women will have smoky eye shadow and bright red lipstick. These are the lost Patrolmen from Rocketship *EM*, and they are now brainwashed and under the Moon Men's control. Of the *EM*'s scientists, however, there is no sign.

These Nega-Patrolmen will not fire on the crew unless the crew fires first. The crew can attempt to defeat the Nega-Patrolmen with force, but they can also attempt to snap them out of the Moon Men's control using some other means. If the crew fights the Nega-Patrolmen, then any Nega-Patrolmen who are reduced to Knocked Out status during battle are freed from the Moon Men's control. Any Nega-Patrolmen who are Killed In Action are dead and do not count as being freed from mind control.

Nega-Patrolmen who are freed from mind control are too weak to fight alongside the crew and will not be able to accompany the crew further into the Moon's core.

Scene 2: When the crew investigates Rocketship *EM*, they will find the ship's original science team. Each scientist is inside of a stasis tube filled with liquid fractumite. They appear to be incredibly old one moment and then look like a young adult the next. Cables connect the tubes to the *EM*'s contraterrene drive core, which is then connected to cables that run out of the rocketship and further toward the Moon's core. It appears the Moon Men are using fractumite to slowly extract life energy from the scientists, so the crew needs to shut down the ship's drive core.

The crew can attempt to free the scientists, but this should be a tricky proposition. Liquid fractumite is temporally unstable. Without a good working knowledge of the systems keeping the scientists in stasis, the crew could either retrieve a young child, an elderly person, or a corpse.

MOON LABYRINTH

ROOM 42

Incoming orders from Cosmic Patrol Fleet Command:

Good to hear you're still alive, Patrolmen. Whatever you just did seems to have reestablished communications.

Proceed to the Moon's core and secure the Moon at all costs. I don't need to tell you to be prepared for anything, but this late in the game, it bears repeating. The Moon Men will likely go to great lengths to protect whatever they're guarding at the center of the Moon, so be ready for one of the greatest challenges you have ever faced.

Never give up, Patrolmen!

The Moon *must* be ours!

Objectives

- › Defeat the Elder Moon Men and escape the Moon OR
- › Negotiate peace between the Moon Men and the Great Union

Cues

- › so many pods ... › those baldies certainly look important
- › last of their race › the Moon is unstable › holding the Moon together
- › maybe we shouldn't have done that › the Meta-who?
- › you drive a hard bargain › HQ isn't gonna like this ...

Tags

- › Moon core › mental projection › force field › thrones › stasis pods
- › Elder Moon Men › Metatherions › truce

Exits

- › **Aftermath #1:** Go to p. 148 › **Aftermath #2:** Go to p. 149

ROOM DESCRIPTION

This is a vast chamber cut out of the Moon rock. At the center of the chamber, seven silver thrones are arranged on a series of steps, and the center throne sits by itself on the uppermost step. The Moon Men seated in these thrones are noticeably older than other Moon Men the crew has encountered so far.

Behind the thrones, the entire chamber wall is covered with liquid-filled glass tubes. Inside each tube a sleeping Moon Man floats. Many of these tubes are lit with an eerie greenish light, but several sections' worth of tubes are dark, with only one or two lit tubes among them.

OPENING NARRATION:

"We expected the Moon Men would keep their most important assets at the very center of the Moon, but this left me nearly speechless. The disappearance of Rocketship *EM* and the complete incapacitation of the Cosmic Patrol invasion fleet suddenly make sense. All this time we have completely and utterly underestimated and misunderstood the Moon Men. If only Cosmic Patrol HQ could see this in person ..."

ENEMIES/OBSTACLES

Scene 1: The percentage of stasis pods that are darkened and deactivated depends on how many power-, computer-, or fractumite-related items the crew destroyed or disabled (if any) during their path through the Moon labyrinth. Regardless of the damage the crew has caused, at least one section of stasis pods will still be active.

Upon entering the stasis chamber, the crew members find themselves trapped inside a force field bubble which, for the purposes of this scene, is impenetrable. An Elder Moon Man (see *Elder Moon Men*, p. 27) appears inside this bubble and attacks the crew. Although this Moon Man acts and attacks like normal, it is actually a mental projection from the Head Elder. The damage this illusion causes is very real, however, since the Head Elder is technically causing the damage. Once this illusion is destroyed, the force field will drop.

Scene 2: This scene can branch off in two major directions.

Scene 2a: If the crew starts attacking the Elder Moon Men, four of the seven figures sitting on the thrones disappear, as they also were mental projections intended to intimidate the crew. These three Elder Moon Men will fight to their last breaths in order to protect what remains of their people. Once the Elders have been defeated, proceed on to Scene 3a.

Scene 2b: If the crew doesn't immediately start firing, the Elders will beg the crew to come no further. This room protects the last of their race. "You are clearly powerful to have come this far," they say, and they ask the crew to consider using this power to help the Moon Men. If the crew refuses or starts attacking, go to Scene 2a. If the crew listens instead, the Elders will reveal the Moon Men are a dying race, and they are the only thing holding the Moon together. Proceed to Scene 3b.

Scene 3a: The whole chamber starts to shake. The crew will need to find a way out of the Moon. Suggested paths include finding a secret stairway leading to a teleportation pad or hidden spaceship, backtracking to Rocketship *EM* and figuring out how to get her out of the Moon via a hidden launch tube, and so on. **If the crew succeeds escaping, proceed to Aftermath #1.**

Scene 3b: The Elders will speak about the Metatherions, the fabled evil lurking at the edge of known space. If the Great Union agrees to help the Moon Men, the Moon Men in turn will help the Cosmic Patrol plan for the inevitable confrontation with the Metatherions. If the crew refuses or starts attacking, go to Scene 2a. **If the crew succeeds in negotiating peace, proceed to Aftermath #2.**

Though the Cosmic Patrol sent an entire invasion fleet to take back the Moon, you alone made it to the Moon's surface. The deck was stacked against you, but your small team fought its way through an entire labyrinth of traps and monsters and robots. You defeated the Moon Men, destroyed countless other threats to Earth and the Great Union, and you even discovered Rocketship *EM*, thought lost more than a generation ago. But none of these feats compares to vanquishing the Elder Moon Men and taking back the Moon itself.

While the throne room and stasis chamber crumbled and fell apart behind you, your team managed to find your way out of immediate danger and reach the Cosmic Patrol fleet. The fleet is just now starting to recover. All throughout space near the Moon, running lights from the fleet's rocketships are starting to blink back to life, and radio chatter has resumed its normal state of background noise.

The mission is a resounding success.

With satisfied smiles, your crew sits down for a much needed rest. Everyone gazes out at the Moon through the cockpit glass. The glowing, silvery orb is now back in the Great Union's hands.

Suddenly, the Moon seems to wiggle. Seconds later, a giant fissure erupts across the Moon's entire diameter. More fracture lines appear as though the Moon was struck by a colossal asteroid. Then, the Moon breaks apart into a million chunks, which slowly drift away in the Moon's orbit.

The threat of the Moon Men is gone, but now, so is the Moon itself.

What happens now? Find out in the next exciting installment of *Cosmic Patrol!*

MOON LABYRINTH
AFTERMATH 2
BROKERING THE PEACE

Though the Cosmic Patrol sent an entire invasion fleet to take back the Moon, you alone made it to the Moon's surface. The deck was stacked against you, but your small team fought its way through an entire labyrinth of traps and monsters and robots. You even discovered Rocketship *EM*, thought lost more than a generation ago. But none of these feats compares to starting a dialogue with Earth's enigmatic and taciturn neighbors.

Progress began slowly, as the Moon Men were reluctant to relinquish control of the Moon, but a compromise was soon reached. At first, Cosmic Patrol HQ wasn't too happy about working with the Moon Men, but they quickly warmed up to the idea when you informed them about the Metatherion threat and the Moon's inherent instability. Now, plans are in place to establish a Great Union embassy on the Moon's surface while the Moon Men retain control of the underground. Research into the Moon Men's condition has already begun on Earth, Venus, and Mars, and the Moon Men are helping Cosmic Patrol scientists develop new weapons for the coming conflict.

Your crew was responsible for taking the Great Union's first step into a bold new future. The humans, the Amazons, the Venusians, and the Moon Men now stand ready to face the looming Metatherion threat. But who are the Metatherions, and what do they want? Find out in the next exciting installment of *Cosmic Patrol*!

ROOM TRACKER

START AT ROOM 01 (P. 64) • EXIT CHOSEN: _____

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ROOM TRACKER

FILL OUT AS NEEDED. NUMBER OF ROOMS VISITED DEPENDS ON CHOSEN DIFFICULTY.

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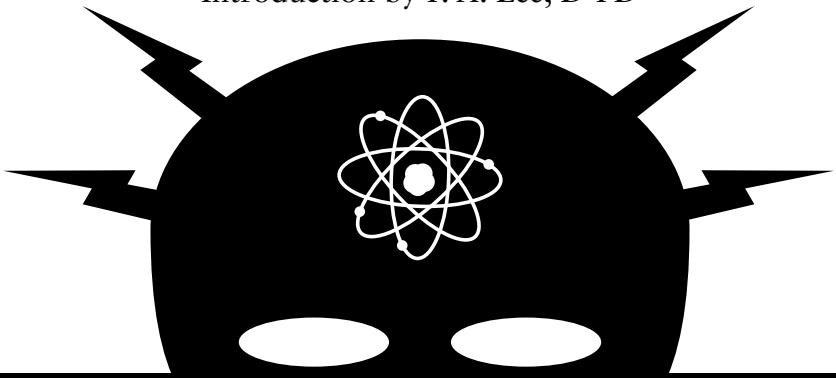
AFTERMATH: _____

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