

VAGRANT STATION



A FIASCO PLAYSET
FOR EQUINOX

THE SCORE

Who shot first? You, probably. But instead of flying off into the next big adventure you're now stuck on this shabby station. You ran out of fuel and the person who was supposed to pay you now lies under that holo-pool table in his own blood. And station security is looking for you. But don't you worry, your best pal already has a foolproof plan in mind to get you both not only off the station, but also filthy rich in the process! All you need to do is convince that hooker to get that other ice-melter's access card. Then it will all run by itself. Easy.

This playset takes you to the far future and out into space. Whether it's a small, cramped-up space station you create or a vibrant trade-port on an asteroid that even holds an artificial atmosphere, the stories they tell are alike. They aren't about the exciting adventures of brave starship captains, witty space smugglers, or courageous heroes. Here, tired shift workers, bored prostitutes, and overly ambitious station guards stand in the spotlight. These stories are about their needs, their wants, and their poor decision making.

WHAT IS EQUINOX?

Vagrant Station is set in the universe of equinox, a far future fantasy setting where nearly all of humanity lives in space. Check out the **Equinox Setting Guide** for more information. However, this playset is kept very open and easily fits most other sci-fi settings where petty criminals and miserable self-control roam free and plenty. To crank up the equinox flair—or that of any other universe—just add some iconic details or read the lists through the lens of your setting.

If you liked how things could go wrong on Earth, you'll love to see how bad they can go down the gutters in space—or more like out the airlock!

Have fun!

MOVIE NIGHT

Star Wars, Firefly/Serenity, Star Trek, Babylon 5, The Expanse, Farscape

RELATIONSHIPS...

1. WORK

- Co-workers (crew, casino, mine, icefield, trash compactor)
- Boss and employee
- Service worker and customer
- Secret collaboration
- Professional rivals
- Expert and assistant

2. FRIENDSHIP

- Drinking companion
- Shared living quarters
- Shared misery
- Fuck buddies
- Fierce enemies
- Confused novices/newly arrived

3. LOVE AND BLOOD

- Secret lovers
- Parent and child
- Ex-lovers
- There was something once, but nothing serious
- Siblings
- Couple

4. CRIME

- ▣ Petty criminals
- ▣ Fence and client
- ▣ Illegal goods (producer, smuggler, dealer)
- ▣ Former cellmates
- ▣ Crook and inspector
- ▣ Mastermind and victim

5. COMMUNITY

- ▣ Social rivals
- ▣ Voluntary work (maintenance, plant habitat, recycling)
- ▣ Station security & resident
- ▣ Station maintenance & resident
- ▣ Regulars of the same service
- ▣ Members of the same social minority

6. DESTINY

- ▣ Lifelong on the station
- ▣ Sole survivors
- ▣ Those who found it
- ▣ Newcomer and veteran
- ▣ Like-minded misanthropes
- ▣ Those who saw what really happened

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...ON A VAGRANT STATION

NEEDS...

1. TO GET OUT

- ...of the station, before they realize it was you
- ...of the station, to make those voices shut up
- ...of your debts
- ...with an exit they will remember
- ...of this miserable, petty life of yours
- ...of responsibility

2. TO SEEK REVENGE

- ...out of envy
- ...because nobody said anything
- ...on a rival
- ...by paying them back tit for tat
- ...on somebody for letting you down
- ...on those people, for everything they stand for

3. TO GET RESPECTED

- ...by going all the way
- ...by the authority, by turning in somebody
- ...by somebody, because you save him from ruin
- ...by being admitted
- ...because it will be you who found it
- ...by the voices in your head

4. TO GET BEHIND

- ...everybody's silence
- ◻ ...who's really in charge
- ◻ ...the secret of that thing
- ◻ ...its true location
- ◻ ...what really happened
- ◻ ...your past

5. TO GET RICH

- ...by scoring a coup
- ◻ ...because of that thing that you've found
- ◻ ...by blackmailing
- ◻ ...because somebody else does something for you
- ◻ ...with this brilliant idea of yours
- ◻ ...because you now belong

6. TO SURVIVE

- ...the hard life out here
- ◻ ...the venture to find that thing
- ◻ ...the consequences of the disaster
- ◻ ...the task the voices in your head demand
- ◻ ...the past that is catching up with you
- ◻ ...the attack (symbolic)

...ON A VAGRANT STATION

LOCATIONS...

1 THE PORT

- Damaged landing platform C-22
- Port custody, backroom
- The First Quencher, spacefarer's dive before the security check
- ◐ Cargo hold Red-5
- ◐ The Madeleine, derelict freighter
- ◑ Loading plant control station, with view over platforms C-1 to C-17

2 STATION BUSINESS

- Gneek's workshop – "We fix everything!"
- The backroom of a petty casino
- An untidy Relicmonger's shop
- ◐ The scrit showers of the station security's changing room
- ◐ Old cold warehouse (Black market, gang quarters, hideout)
- ◑ Mineshaft TY-12, with a heavy industry elevator

3 DEEP INSIDE

- Main reactor room, restricted area
- Rusty maintenance room of the scrit & water recycling pumps
- Behind a door with an unreadable warning sign
- ◐ Station trash compactor—yes, the walls are moving!
- ◐ Maintenance shaft, right above a vermin's nest
- ◑ Deserted part of the station, with life-support—most of the time

4. IN ZERO-G

- On an ice asteroid, a lot bigger than the station
- The defective sensor array on the outer hull
- Right outside the atmo-shields
- A plundered wreckage of the Great Netherwar
- Mine shaft TY-1(closed, restricted)
- An abandoned part of the station

5. STATION, PLEASURE

- A petty casino, with slot machines
- Céline's brothel, with anti-gravity cells
- The Hole, fighting arena in mine shaft TY-8
- A shabby pub with holo-pool tables
- Worker's canteen—Kakaru only after the end of your shift!
- Honk's Diner, Tonight: Livestream of the Saturn Ring Race!

6. STATION, LIVING HABITAT

- Maintenance bot charging room
- Public scrit showers—no Shanrazi!
- Plant habitat, open to the public
- Living quarters MH-667, with regular short-outs
- Luxury apartment, balcony to the plant habitat, and home bot
- Elevator between floor M-1 and M-23, prone to malfunction

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...ON A VAGRANT STATION

OBJECTS...

1. VALUABLE

- Relic, one of the last ones from the old war wreckage
- A crate filled with yolusturian whiskey
- Three bars of pure arcanium
- ◻ A delivery of brand-new Regon Blasters
- ◻ Strongbox from Céline's brothel
- ◻ An ownerless supply of Burners (or other drugs)

2. USEFUL

- A Raan Gun
- Pest removal solution, highly concentrated
- Hi-driver multi-tool
- ◻ Ice-melter's backpack, incl. a melting claw and H2O compressor
- ◻ Copy of an access card, Security Level 2
- ◻ Second-hand body mod, still functional

3. TRANSPORT

- A shabby Yakuma 56 gridder
- Lifesuit, including a grav-belt
- Small shuttle, minor damage on the engines
- ◻ Aged Zebrask Industries drill-digger
- ◻ Customized gyro-wheel, with a side seat
- ◻ Walking-chair, with medical support-systems

4. INFORMATION

- ◻ Station wide layout plan of the maintenance shafts
- ◻◻ Access code to the casino's backdoor
- ◻◻◻ Shift schedule of station security
- ◻◻◻◻ Port custom's protocols of the last three cycles
- ◻◻◻◻◻ Incriminating material concerning the head of security
- ◻◻◻◻◻◻ Translation key to the old war wreckage's data core

5. MYSTERIOUS

- ◻ Strange noises only you have heard so far
- ◻◻ That thing that you found
- ◻◻◻ Old access card to a yet unknown lock
- ◻◻◻◻ Intercepted signal from outside, largely incomprehensible
- ◻◻◻◻◻ Destroyed bot, with slightly damaged memory core
- ◻◻◻◻◻◻ By the spirits, it's alive!

6. IMPRACTICAL

- ◻ A herd of dairy cows
- ◻◻ Your new best friend—a gremlin
- ◻◻◻ A leaking container of Suicide
- ◻◻◻◻ Illegal and highly unstable high-end Consortium tech
- ◻◻◻◻◻ A star shark baby in a freight container
- ◻◻◻◻◻◻ Parked shuttle with ever-increasing parking fees

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...ON A VAGRANT STATION

INSTA-SETUP ON A VAGRANT STATION

VAGRANT RELATIONSHIPS

For three players:

- * Secret collaboration
- * Shared living quarters
- * Siblings

For four players, add...

- * Mastermind and victim

For five players, add...:

- * Lifelong on the station

VAGRANT NEEDS

For three players:

- * To seek revenge: on those people, for everything they stand for

For four or five players, add...

- * To get respected: by the authority, by turning in somebody

VAGRANT LOCATIONS

For three or four players:

- * Recreation: Damaged landing platform C-22

For four or five players, add...

- * In Zero-G: on an ice asteroid, a lot bigger than the station

VAGRANT OBJECTS

For three, four or five players...

- * Three bars of pure arcanium

NOTES

What follows are a few tips to make your session both a great fiasco as well as a true equinox story. If you're using this playset for another setting simply bring in your aliens, tech, and whatnot to make it fit your universe!

PUBLIC SCRIT SHOWERS: NO SHANRAZI!

When setting up your stage and creating your characters spend a few moments pondering about the location of the station. The Earth Belt makes a different background than Venus' toxic orbit and a station built into an old war wreckage creates a different ambience than an established mining settlement. Also think about what kind of subspecies your characters are. Everything is well plausible in Sol, of course, it just comes with a different flavor!

MAY THE FORCE...

In a regular game of equinox you experience the stories of mystics, larger-than-life adventurers riding hybrid ships through the magic filled Earth Belt and beyond. In a game of *Fiasco* you share the stories of the basic needs and wants of regular humans—with miserable self-control. We recommend you don't play larger-than-life mystics, but mundane crewmembers and other lowlifes populating the Equinox Universe, as that usually makes for a better *Fiasco* game experience—and puts the world of equinox in a different spotlight. That doesn't say that there are no mystics around. But it will be quite interesting to experience how it feels to be on the other side of a Peacekeeper's powers.

GLOSSARY

Arcanium: A very rare element that has the property of harnessing mystic energies, arcanium is one of the most valuable goods.

Burners: Tapping superhuman reserves taking Burners is a thrilling experience and often done by soldiers in war. The exhaustion after their effect has worn off is similarly strong, though.

Gridder: These vehicles come in every size and shape and are connected to a station's gravity-grid, making for very safe traffic on bigger stations. If they're not modified, of course.

Kakaru: A strategic game that uses hard currency in different shapes as playing tokens. To win a game of Kakaru one must either possess immense skill or be incredibly lucky.

Suicide: SuSyTe, Supersynthesized Telesmic Residuals, is a highly reactive waste product of arcanium refineries. Vagrants sometimes use it to give their engines an extra boost of incredible speed. Getting caught in a cloud of it will trap your soul, however.

HOLO-PHOL, COW SHIT, AND BLUE-SIMMERING ARCANIUM!

An example of play, and how it might leak into a game of **equinox**.

SETUP

SCHICK HMSE, owner of a holo-pool bar whose damaged holo-sign [aka bad handwriting] outside says it's called Kinas'landinging.

- * Relationship: Love & Family; Lovers
- * Location: Station, Entertainment; bar with holo-pool tables

JIMMY "FASTHAND" HMSE, the other owner of the same holo-pool bar. However, he has spent the last couple of years in prison and is returning home now.

- * Relationship: Crime; former cell mates
- * Object: Mysterious; Intercepted message, mostly incomprehensible

HABUTO, a rogue Synth with heavy body modifications. He was also released from prison recently and is now part of a reintegration program of the Protectorate—his mods were too expensive to simply shred him—and fights for a promotion to pass the final test.

- * Relationship: Work; Professional Rivals
- * Location: Station, Business; Changing rooms of Station Security, with scrit showers

CARSTEN "DEADEYE" REEVER, ex-military sniper whose best days are over—nobody remembers the "Deadeye" anymore. He's in the same reintegration program as Habuto.

- * Relationship: Friendship; shared living-booth
- * Needs: To be respected; By the authority, by turning in somebody

PRELUDE

After Jimmy had been put into prison for dealing with drugs, his sister Schick had to run Kinas'landinding by herself. She has no sense for business whatsoever and hasn't done a great job so far. Renting out Jimmy's room to a war veteran keeps her head barely above the water. The veteran, Carsten Reeve, is currently recovering from years in drunken stupor and depression and has joined a reintegration program from the Protectorate. He spends the little money he has on the rent and this last chance to give his life a purpose again. So far he is doing well.

However, there's one major rival in the program who threatens his successful comeback by outshining him: Habuto. The heavily augmented Synth is a former rogue who got caught during a mission on Gateway Station and was put into prison where he shared a cell with Jimmy Hmse. Getting out of this program with the highest grades isn't just born out of his ambition, but the only way he can prevent being disintegrated.

So far all is kind of stable—until the day Jimmy gets released from prison.

ACT I

Jimmy is excited to get back onto level 1344A, back to his old life, his sister, and his lover. The two siblings always had a special relationship, let the others say what they want, and now that he's got that secret data chip he was sure they can finally make the big money. The chip was the legacy of a famous prison inmate, and it happened that Jimmy "rightfully inherited" it. He just needs a way to access to the message on it—and he already knows who can help him with that.

He wasn't particularly happy to find his bar in a state even worse than he left it, and the new flat mate wasn't his type either. He didn't mind having to move into his sister's room for a while—they haven't seen each other for over two years after all. Carsten doesn't seem to mind the shabbiness of the place, but what Jimmy isn't aware of is that he soon catches on to the fact that the two aren't only brother and sister.

Checking Protectorate laws, Carsten learns that incest is only allowed under usage of expensive gene-altering nanites. A plan starts forming in his mind. Getting proof and turning the two in could boost his rep-points within the program just enough to surpass that annoying synth—who also has the nerve to show up at the holo-pool bar the very next day.

Upon a call from Jimmy, Habuto and a kiruan fixer called Keez show up at Kinas'landinding. Habuto knows about Jimmy's treasure. He had promised him

to provide some decoding hardware to decipher its content once Jimmy's out of prison. Keez is a local fixer who takes care of the holo-pool tables. He only agrees to help because the Hmses owe him a lot already and the prospect of them getting rich means he'll finally get payed—with extra interest of course.

The chip isn't easy to decipher and while they try to hack it, it suddenly destroys itself with overspiked feedback. Using his sophisticated body-mods, Habuto manages just in time to extract the encoded message into his internal data storage. Running a deciphering program there will take a while, but he promises to be back once he gets something tangible.

TURNING POINT

- ★ **Fear:** Something turns into the opposite
- ★ **Guilt:** A visit from the people in charge

ACT II

Habuto had acted strange after he got the message off the chip and after Jimmy has a good night's sleep he has second thoughts about it [Fear]. Why not simply enjoy the simple life he and his sister have, bring the business back onto its feet, and just stay out of any shady business?

Habuto shows up the next day, however, and is very convinced that they will find a haul of blue-simmering arcanium at the coordinates he had been able to extract from the message. All they need is a ship to get there. The synth convinces Schick, promising her fancy dresses and such, who in return convinces Jimmy to put his doubts aside. They call in a last favor of Keez. Calling his sister Zeek, who is a fixer on a Vagrant spaceship, they hire the Vagrants to take them to the coordinates. They fix a time and place for the pick-up.

Learning about this, Carsten also has second thoughts. Turning in his new friends seems far less attractive than catching a whole Vagrant crew who is about to secretly sneak into Gateway Station. According to Keez, they are sought by the Protectorate, so he calls his officer and convinces him to arrange for an elite Protectorate squad to show up at the meeting point with the Vagrants [Guilt].

FINALE

A dirty and fully automated agricultural livestock harbor close to the outer surface has been agreed on as meeting point. Huge herds of cattle get transported here via immense freight lifts and are driven into bot-controlled shuttles for

distribution to other locations on Gateway Station. The place is huge, covered in shit, and rimmed with canals of an acid stream in which nanites turn the cattle's excrements into concentrated fertilizer.

Hiding in the midst of the herd, the little group realizes that something is wrong. Carsten didn't show up and neither does the Vagrant crew. Habuto nervously makes a move. He urges the group to hack a shuttle and fly off by themselves. Still arguing about whether to take action or wait a bit longer, Protectorate forces suddenly storm the place, calling everybody to stand down. Panicking, the group runs to the next shuttle. Habuto seems imbued by inhuman speed and strength and manages to reach the waiting shuttle, dragging Schick along with him. Jimmy, who slips on the dirty floor, gets left behind and sees his only escape route by diving into the acid stream of cattle excrements.

Habuto, mumbling arcane mutterings ever since security showed up, uses his sophisticated body-mods to hack the shuttle and fly away, a trail of cattle falling out of its still open cargo hatch. Schick is panicking and looks for a way to escape back to her brother, but fails to find a way to leave the shuttle. The shuttle gains height and speed quickly, already passing the first harbor gates before security can shut them down. The last thing she does is record a message, a cry for help, whining about how unfair it is that she's covered in shit.

Jimmy's swim through the stream of concentrated fertilizer is a painful and scarring experience, but at least he manages to escape.

AFTERMATH

Schick's message gets intercepted by a receiver—a group of teenagers who find her whining hilarious. They remix the record into a raving song which goes viral on Gateway Station. Carsten, having nothing to excuse his call for elite forces, sees no other option but to track Jimmy down and turn him in, accusing him of being an accomplice for the theft of the cattle shuttle. It's not enough to rescue his vanished rep-points, but with Habuto as rival gone he still manages to get some kind of successful graduation from the program.

Two years later...

Jimmy is scarred, and after he had spent another couple of years in prison, finds his holo-pool bar run by Keez. The Kiruan doesn't recognize Jimmy anymore and kicks him out.

Carsten got dispatched to a strange moon in a secret location. He joined the forces there to fight off an invasion of insectoid creatures, and one day dies a horrible death.

THE STORY CONTINUES...

Habuto reaches the coordinates and finds the promised storage of blue-simmering arcanium. It's here that...

And we've got the setup of an exciting new adventure. The Vagrant crew who was late and didn't show up was of course the crew of the Fogfly, our regular group of Vagrants in equinox. Getting briefed by Keez it's now up to these mystics to find out what kind of "mysterious message" that was on that data chip, and what had happened in the cattle harbor. Carsten is just about to leave to his new assignment, Jimmy is in prison, Kinas' landingding stands empty and forlorn, and Schick's message is just about to get spread by the teenage hackers. That's gonna be interesting...

Writing: Mikko Goepfert

Editing: Carsten Damm, Jeremiah L. Schwennen

Illustration: David M. Wright

Layout: Carsten Damm

Playtesters: Claudio Lüthi, Maja Graf, Marco Heimgartner, Julian Hennig, Julius Weder, Olivier De Pasquale, Timo Goepfert

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