

# Feynman's Mining Station



## POSSESSED ANDROIDS

Combat: 58%                      Instinct: 40%  
 > RailGun 1D10 and Claw 3D10  
 Speed: 60%                      Hits: 2 (10)

**Special Abilities:**  
 - - Nanite Invasion: Nanites are released after a successful attack. Forced Armor save, or Body Save (if Android). If failed reduce functionality of One weapon or armor by -10%. Broken after three failed saves. Androids become Possessed by the nanites after three failed results.

Alien nanites from the structure found in the mine have taken control of All androids in the mine and station. They are being used to Strip the station and ships for parts to build some kind of alien device. As well, as to protect the nanite core or nest from intruders.

## NANITE CORE

Combat: 68%                      Instinct: 50%  
 > Sonic Blast 2D10  
 Speed: 0%                      Hits: 8 (65)

**Special Abilities:**  
 - - Sonic Blast: Once per round, the Alien Nanites in the Core can produce a loud high-frequency sound wave that plays havoc with biological systems. Forces Biologicals in the area to make a Body Save or be Stunned for 1D10 rounds.

The Core is the alien nanite's nest and Hive Mother. It is the structure the miners found, it was inactive while buried within the asteroid until uncovered. Now it is seeking to reconnect with more of its like by building a device to move the asteroid through hyper-space. All nanites originate from this core. destroying the core will deactivate the nanites.

## CYBER CORPSE

Combat: 30%                      Instinct: 20%  
 > Claw 1D10  
 Speed: 40%                      Hits: 1 (5)

**Special Abilities:**  
 - - Incompatibility: Nanites do not fully understand organic life. When a Cyber Corpse is destroyed they explode as their power core overheats. Blood, Guts, and Metal fragments are flung up to 40ft from the epicenter; Everyone within the area gains 1 stress and takes 1D10 damage.

Alien nanites have never encountered organic life like humanity. They taken some time to experiment on the corpses they left behind and improve upon what they see as a flawed design. Blending Machine with organic to create creepy, horrific mockeries of human life.

## MINE GUARDIAN

Combat: 50%                      Instinct: 30%  
 > Sonic Blast 2D10  
 Speed: 30%                      Hits: 5 (25)

**Special Abilities:**  
 - - Incompatibility: Nanites do not fully understand organic life. When a the Guardian is destroyed, they explode as their power core overheats. Blood, Guts, and Metal fragments are flung up to 60ft from the epicenter; Everyone within the area gains 2 stress and takes 2D10 damage.

When the Alien Core was first discovered Tedd Winslow, the mine's head of operations, though this was his ticket off this rock into riches and fame. Now the nanites have taken what was left of him and made him into a horrific mockery of life and placed him in the elevator shaft to protect the only entrance into the mine. He now has three heads, two of which were once Androids.

1d10

### Airlock Description

1 Closed; Control Paenl fully functional.

2 Closed; splattered with dry blood. Control Paenl fully functional.

3 Stuck closed; sparks leep from Control Panel.

4 Stuck; 50% open; Control Panel Destroyed.

5 Stuck; 10% open; Android Hand; Control Panel malfunctioning.

6 Sealed by wielder; Control Panel Broken.

7 Open; smeared trail of blood leading from one module to the next.

8 Open; Partially missing sections of the Airlock; Control Panel gone.

9 Closed; Control Panel Functional; Scorched Marks.

10 Open; Control Panel Functional.

1d10

### Encounter per Station Section.

1 Music Plays over the internal Comms for a few seconds before cutting off.

2 A Miner's bosy is found in the module; mutalated. +1 stress.

3 Lights flicker over head in an inconsistent pattern.

4 Electrical Panels and wire suddenly drop down from the cieling, making you jump. Fear Check.

5 Android stands with its back to you, in the center of the module.

6 A Cyber Corpse drags itself across the floor towards you.

7 Shaking, oddly disjointed Android attacks as you enter.

8 The Hull of the station groans oddly. You can hear metal under stress; gain +1 stress.

9 A corpse is hanging down from the cieling by a mess of wiring. When you get near it lunges at you.

10 Two Possessed Androids enter, one from ahead of you and the other from behind you.

1d10

### This Android Keeps repeating

1 No man is an island..

2 Do we not each dream of drams. Do we not dance?

3 Is alive. Alive.. Johnny... Alive...

4 An Android does not care what happens to another Android.

5 Did Bach ever eat Pancakes at Midnight?

6 Danger, Will Robinson! Danger!

7 The Chip that functions abnormally will be desoldered.

8 Call me Crazy, but there is something terribly wrong here.

9 I'm not Frightened by the advent of intelligent machines.

10 I cannot help but ask, Do you know where you are?

When I invisioned my submission for the 2019 One Page Dungeon Contest, I was seeig it as a possible space station that a Warden could use to run a session or two of Mothership. As such I created tables to roll on and Enemies for players to encounter while exploring this mining station.

You may take and use any part of this document with or without the use of the Feynman's Mining Station map as you see fit. I hope you enjoy and find a good use out of this.