

Supplemental Materials 01, in Game I Search The Body (d%)

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



MOONBASE BLUES

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Supplemental Materials 02, in Game Survivors

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

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

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

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

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

Supplemental Materials 03, Audio Track Broadcast Signal

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

Supplemental Materials 04, for Prep Useful tables from HIVEMIND 01

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



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⚡\ Azure Base Daily Tasks

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

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

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

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

Thank you!...*TONE*

End? < Yes > < No >

MOONBASE BLUES



Azure Base Warden's Overview

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

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

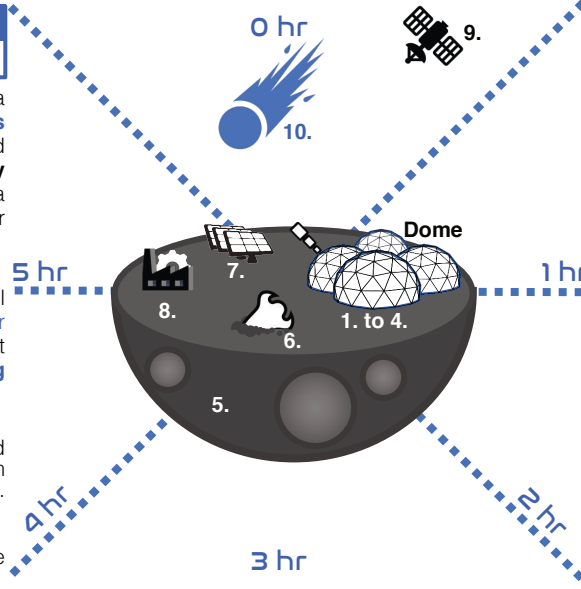
Meteor-Mad Colonists prepare for and anticipate next **Blue Meteor** event from **hrs. 5-1**; non-hostile unless provoked. Gleefully violent during **hr. 0**.

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

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

Azure Base Facilities Overview

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



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

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

Warning Hazardous Personnel

Meteor-Mad Colonists [MMC]:

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

They have seen the light and it is good.

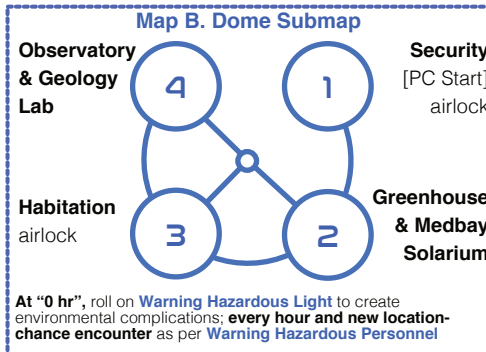
Cbt: 40% Spd: 25% Inst: 50% Hits: 2 (25)
Damage: Rigging Gun [2d10] or Hand Welder [1d10] or Tranq Pistol [Body (+) save or fall unconscious for 1d10 rounds]

Special Abilities

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

Meteor-Mad Characteristics (1d10)

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



Warning Hazardous Light

Static Hazards:

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

Random Hazards:

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

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

Warning Meteor Psychosis

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

STAGE 0: Sane.

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

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

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