

THINGS THAT CAN GO WRONG AT ALCOR STATION:

Roll 1d5 (1d10/2) to find what goes wrong today!

1 In one of the bathroom stalls there is carved a message that the staff have not been able to scrub off: "HELP US" accompanied by a hexadecimal code. If introduced in the station Computer it releases the staff safety locks. Months or years of forced servitude guarantee every single one of them is dying to murder and create as much mayhem as they can. They will not leave the station, as they are still programmed to stay and serve the station.

2 A past traveler installed a physical bypass in the slickbays that connects directly to the station Computer & Comm Array, but never got to use it as a venereal disease killed him in one of the pleasure rooms. The bypass needs an ID card to work (or good hacking skills), the ID card is still stuck in between the pleasure room cushions. The computer will not take finding intruders into her systems lightly and will activate the aggression protocols of the staff, who will raid the slickbay in waves.

3 The Canteen is a nice place as long as two rival crews don't coincide. If you are lucky there will be only a fistfight, if not... well, the tables look sturdy and there is enough space to throw grenades without breaching into space like a bunch of idiots. Staff will immediately drop an armored shutter separating the Canteen and the Kitchen, staying out of harms way, waiting for the battle to finish to mope down the mess and dispose of the corpses.

4 Another crew is on the station when you arrive. They seem busy and do not socialize. Some of them are seen carrying heavy equipment inside the Service Area (industrial welders, laser cutters, heavy cart mounted drills, hazard suits, etc.) and messing with the staff. They're not going to tamper with the station's Core Storage Facilities to steal the fuel cores while we are still refueling, are they? Why have the lights gone out and why is the speaker system warning about lethal safety measures?!

5 The refrigerator in the kitchen contains some exotic alien food choices that should have been processed long time ago. Now they have metastasized and grown and are hungry for human protein! They love cold places, unexpected jump-scares, and gory explosions. Are you ready to be the meal this time?

Angry Expired Alien Food

Combat: 55 (bony protrusions 1d10) **Speed:** 40 **Instinct:** 25 **Hits:** 1

Special: Instead of dealing damage it can hold the character. In 2 turns it will get inside his stomach and explode for 5d10 damage.

SMOKES

1	Red Suns	Old time tobacco flavor.
2	Inner Void	Dokha spice tobacco.
3	Free Comet	Extra nicotine, extra length.
4	Brahman's Choice	THC enhanced tobacco.
5	Luna'81	Releases almost invisible smoke.
6	YánWú Blue	Mentholated cigarettes.
7	Rocket Rockers	Small cigars, BIG TASTE.
8	2099's	Licorice flavored. Not for children.
9	Corp Standard	Cancer NOT covered by corp insurance.
10	Cheap knock-off of... (roll again).	

SOFT DRINKS

1	Galaxy Cola	Regular cola soda.
2	X-Soda	Extra sparky cola, glows in the dark.
3	Vitriol Soft	Salad dressing flavor.
4	Orange Meteor	Orange flavor with mint hints.
5	Olé Lemon	Tomato & Lemon flavor.
6	MelonMelon	Cantaloupe flavor whit almost no gas.
7	Sultan's	Shifting assorted candies flavor.
8	Pixy Pilsen	Non alcoholic malt soda.
9	Corporate Brand	Bland, generic, forgettable.
10	Limited edition of... (roll again) with a funky flavor.	

MEALS

1	Fruit Ramen	Fresh, cool, fruity ramen noodles soup.
2	Fish Pie	Crunchy, tart, savory fish and shellfish pie.
3	Jollof Paella	Tasty, hot, prawn & lamb baked rice.
4	Curry Kebab	Spiced synthetic meat with thick sauce.
5	Veggie Burger	Soy based hamburger, a classic.
6	Goat Borscht	Beetroot and cabbage soup with goat bacon.
7	Snail dumplings	Potato dumplings with Rigel IV snails.
8	White Chili	Minced meat and beans in a spicy white sauce.
9	Quinoa salad	Fresh, healthy quinoa, tomato and avocado.
10	(roll again) pizza.	

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ALCOR STATION FUEL & SERVICES



More than a hundred ALCOR stations dot known space serving cheap fuel cores, lousy "entertainment" and questionable culinary choices to all manners of spaceship crews.

ALCOR station serves fuel cores at prices slightly below the usual market price and have docking spaces useful for only minor repairs. Refueling service is really slow and is managed by an automated system that stores fuel rods in a safe space beyond client or employee access. Such slow service is compensated for by having spacious sections dedicated to crew relaxation and amusement. *Feel free to come and enjoy!*

SERVICE AREA

Beyond the docking slots there are spartan repairing facilities with no technicians to help nor materials "for sale" other than power tools and personal consumables. No self-respecting engineer would bother using it except for the most urgent problems. The heart of the station is the Service Area, where crews spend most of their time, and is composed of three modules:

ALCOR Canteen & Vending Area

[Open spaces] [High ceilings] [Well lit]

1

An open and well lit space with fixed tables and chairs, and a dozen vending machines which serves a variety of consumables to those who can spare a few coins (see tables). Freshly made meals (i.e. not reheated in the vending machines) are served at a wide counter with a variety of options to choose from. They aren't much better than the ones in the machines, but at least they are cooked and served by "humans" (see Staff below). The facilities show a bit of wear and tear and the design is dated, but at least they are clean and there are no signs of vandalism or major repairs.

The kitchen is plenty big enough to serve a hundred customers, but right now it's only staffed by one employee. There are deep fryers, ovens, microwaves and industrial food printers. A huge walk-in freezer and a storage room holds enough food for five years supplies the kitchen. Bathrooms are huge and clean, with lots of stalls and ceramic tiles everywhere. Inside the stalls some half faded cryptic graffiti can be read if you squint a bit.

ALCOR Rest & Relax

[Cramped corridors] [Balmy] [Warm dim lights]

2

Space travelers need a break from their cramped bunk beds and lack of privacy. In this section they will find private bedrooms for rent with wide beds, adjustable lighting, private bathroom, and entertainment (vids, holos, and short slick-xperiences).

For those who like a more physical experience there are pleasure rooms with androids for an additional fee.

ALCOR Arcade

[Disco lighting] [Thumping music] [Hazy]

3

This noisy and exciting area holds the entertainment facilities of the station. Arcade machines with both dated and classic games, a vault with a dozen slickbays, a gambling zone, a disco equipped with interactive holograms, and a ring with a sparring robot (novice to expert settings, not lethal). Mist covers this section hiding pheromones designed to promote spending and excitement.

The slickbays are barely in use ever, the virtual world is not particularly engaging or original, but it's permanence means anyone who enters can leave encrypted messages or cryptic warnings for other travelers to find.

INNER STATION

Separated from the welcoming commercial area of the station by ID protected hatches. Spartan and utilitarian in design, pipes and cables covering the corridors. It's dark, cold and steps echo in the slatted floor. You can hear the staff moving from afar and there are numerous places to hide, although some of them may be dangerous due to sudden bursts of steam or moving parts.

Computer & Comm Array

[Freezing cold] [Cables everywhere] [Bit-bit-bop-bop]

4

Old but "imposing" this towering computer runs ALCOR's life support, communication, automated refueling, and staff supervision systems. The reason it's service is slow is because payments are managed automatically by the system and are double checked with ALCOR's HQ database; faulty communications or packet loss are the usual causes for delays. Only a valid ALCOR corporate ID will grant access to the computer program, anyone trying to tamper with it will find that the first thing it does it's to initiate the Reactor meltdown sequence. Oops!

Crew Quarters

[Cramped] [Smelly] [Dirty]

5

They may look like humans, but in fact, every one of them is an android. Repurposed criminals and debtors with whole frontal lobe replacements. Inside their corporate yellow and white uniforms they hide standard feeding ports in their abdomens, neural jacks in their spines, and a safety plate in their foreheads (hidden under a cap). The quarters are simple: a series of pods where the staff sleep and get their nutrient dose, there is nothing more. A pair of pods holds the corpses of two staffers who died and are waiting for retrieval and recycling, they are decomposing in a horrible way, perhaps contagious...?

Reactor

[Radioactive] [HOT HOT HOT] [Glowing]

6

An old Shikewara-Tarmec Type IV reactor. Totally outdated, incredibly dangerous for it's lackluster energy output. Encased in a metallic ball of death. Once meltdown begins the Warden decides how much time the players have before it makes the whole station explode. The only way to eject the reactor is to open a huge hole in the station's flank and push it to the void.

Core Storage Facilities & Delivery System

[Void] [No gravity] [Radioactive]

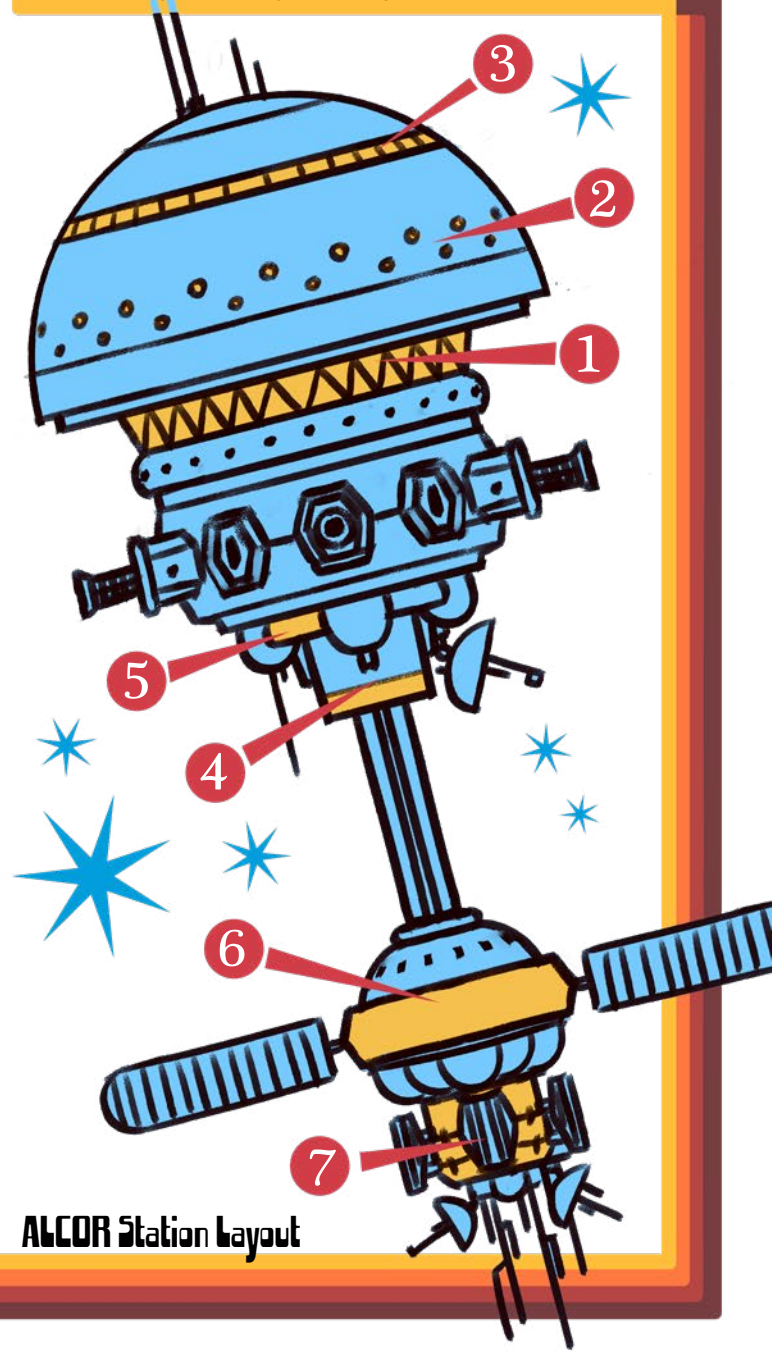
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Not meant to be manned by human beings, this place has no life support, no safety measures for anyone working inside, and no atmosphere. Fuel cores are stored in racks and delivered to the ships docking slots via rails. It's mechanisms are basic and crude, but incredibly reliable. Nothing short of a station scale structural disaster will stop its mechanism.

ALCOR Station Staff

Smiling, polite, sad repurposed prisoners. Will not engage in violent behavior unless released from their safety locks.

Combat: 25 (improvised weapon 1d10) Speed: 25 Instinct: 25 Hits: 2



ALCOR Station layout