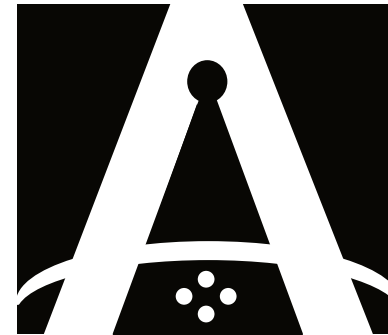


Supplemental Materials 01, in Game I Search The Body (d%)

- 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

concept
D. Shugars

writing
I. Yusem

art & layout
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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].

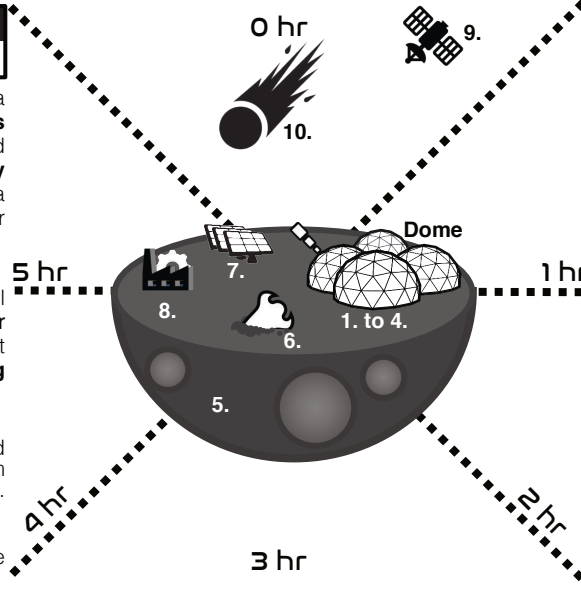
Meteor-Mad Colonists prepare for and anticipate next Blue Meteor event from hrs. 5-1; non-hostile unless provoked. Gleefully violent during hr. 0.

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.

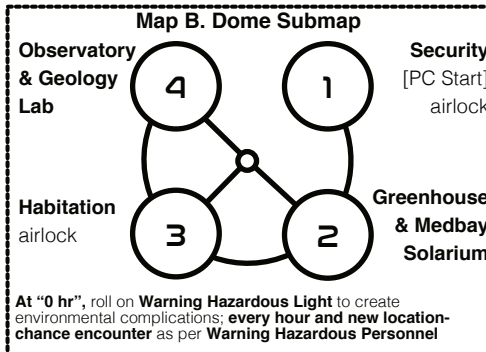
Cbt: 40% Spd: 25% Inst: 50% Hits: 2 (25)
Damage: Rigging Gun [2d10] or Hand Welder [1d10] or Tranq Pistol [Body (+) save or fall unconscious for 1d10 rounds]

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.