

James M. Ward and Christopher Clark's

Dark Outpost



ENT 26001



**A generic sci-fi role-playing adventure for
use with most space travel role playing games**

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Dark Outpost

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Designed and Developed by

JAMES M. WARD

So he gets the final word:

*I need to humbly thank Chris Clark for his great additions to this product.
He made it look great and he added a great deal of solid gaming material.*

*I want to thank Tim Kask and Craig Brain
for their great efforts in helping me pay my medical bills.*

Lastly, I need to thank Frank Mentzer for his support in helping me create more adventures.

WELCOME VISITOR



Welcome to *Dark Outpost*, a generic science fiction adventure set aboard a space station in geosynchronous orbit above a small class M planet. This massive station, built by robots and crewed by automated machines, is the support base for the imminent colonization of the planet that lies below. It was finally completed six weeks prior to this adventure, but then the automated data stream from the station abruptly ceased, and no response has been forthcoming from its A.I. (artificial intelligence) since that time. It will be the task of the players to determine what has occurred aboard the station, gather as much information as possible, and report this to Fleet.

What your players do not realize is that ***Dark Outpost*** is also a horror adventure. Something truly unforeseen has indeed occurred aboard the station, and it will be your task as the Game Master to convey the horror of the Outpost to your players. Unusual sounds, atypical responses from automated equipment, and a lack of knowledge concerning the true nature of the threats presented will be your tools as you do your best to terrify your players. Great rewards await the Game Master who can put a bit of fear in the hearts of their friends as they sit around the gaming table expecting a standard series of problems to solve. This adventure offers that challenge.

Dark Outpost is suitable for use with any science fiction role playing system that includes space travel. Statistics and simple role playing details are given for the creatures, equipment, and encounters. In every case the referee is encouraged to replace these details with those specific to the game system being used. For ease of conversion, a brief description of this “generic” system is provided on the next page.

As a final note, it is possible that your players will feel so stressed that they will say your style of play is unfair and heavy-handed. To counter this, remind the players that their characters are walking into extreme danger, and tell them they always have the option to run for their lives. They are here to identify the source of the problem in as great a detail as possible, garnering this information so that *others* may solve the problem. That information is worthless unless they survive to report it. Remember as well that the greatest entertainment you will gain comes not from killing off the entire adventuring party, but from terrifying them. The threat of imminent death, especially from an unknown source, is vital to this adventure.

James M. Ward
Designer

The Framework of Dark Outpost

As this adventure is designed to be used with any science fiction role-playing system, all the generic details given can easily be adapted to whatever rules are being used.

Several features that are often important in a science fiction adventure—such as the specific methods of power and artificial gravity generation, air purification, and so forth—are not detailed herein.

What is provided in each encounter can be freely changed to fit the applicable rules and universe. Combat statistics are provided to give clarity to fighting encounters, but these should also be adapted to the system chosen.

A brief explanation of the generic terms used herein is provided to aid any such transition.

Statistics Used

All the statistics are expressed as a percentage (0 being low, 100 being high), and should be easily convertible to any game system. When using a d20 base, for example, each 5% represents one such 'pip'. The term **AH** gives the rating for an Average Human, for baseline purposes. Those statistics that are not self-explanatory include:

Power (Pow) describes the overall skill rating of a creature or encounter, *i.e.* the comparative level. AH Power is 1-5%.

Health indicates the amount of damage a creature can withstand before dying, normally 1-4 per point of Power. AH = 6.

Defense is the relative ability of a creature to protect itself against attack. A defense score of 50% indicates that only a perfect unmodified roll of the dice would indicate success. A



Defense rating of 100% would require any attack to have significant bonuses in order to succeed. AH defense is 0-5%.

Init indicates the bonus a creature receives due to the speed of attack, to determine whether its attack would occur prior to that of an opponent. In many systems this is referred to as an initiative bonus. As usual, 100% is the largest bonus available, reserved for those who are blindingly fast in their attacks. AH init is zero.

Damage is the amount of damage caused when the creature successfully attacks an opponent. Multiple numbers indicate more than one type of attack, and parenthetical numbers, *e.g.* (x2), indicate multiple attacks of the same type. AH damage with fists or feet is 1-2 points.

Special, as a category, itemizes any special abilities, attacks, or defenses that apply, always to be used at the discretion of the Game Master. A superlative expert in any special ability listed here would have a score of 100% in that ability. AH has nothing Special.

Demeanor describes the general attitude and intelligence of the individual(s).

Move is the rate of movement, in feet per second. AH is a range of 8-12'.

WELCOME VISITOR

Example of Creature Listing

Patrol Guards (6, human males)

Power: 10%

Health: 12 each

Defense: 35% (Kevlar vest, no shield)

Init.: 0

Move: 8

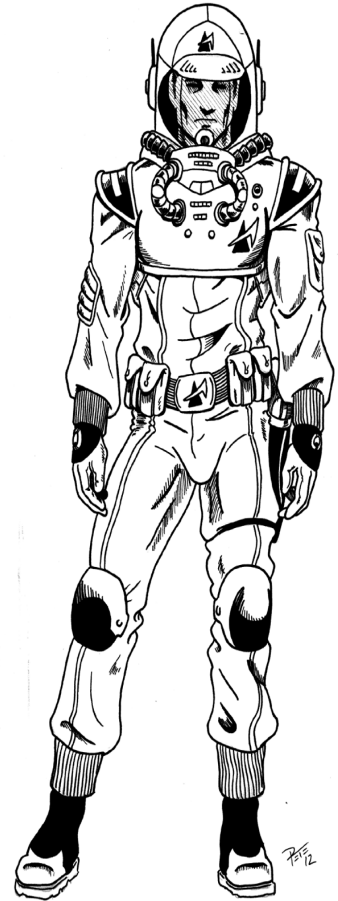
Damage: laser pistol 1d8 or knife 1d6

Special: One guard will attempt to escape and warn the fleet, while the others engage the characters.

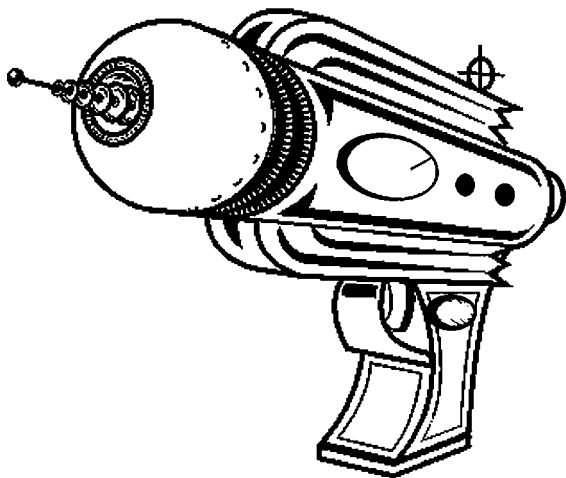
Demeanor: Suspicious, but intelligent and potentially amenable.

Appearance: The Patrol Guards are all garbed similarly, and thus will appear to be a unit. Any description beyond that is at the discretion of the Game Master. Females may indeed be a part of this patrol, and may seem identical at a distance, since they will be equipped in the same fashion as males.

Each guard carries about a week's salary, roughly 45 credits. Their weapons can also be salvaged if they are defeated, but their kevlar may be destroyed during the combat.



Other Aspects of this Presentation



The term 'Fleet' is often referred to in the descriptions found in this adventure. 'Fleet' refers to whatever organization sponsors space travel and exploration in your campaign/gaming system, and the Game Master should feel free to replace the word with whatever term best fits the campaign.

Material in bold is meant to be read aloud to the players. All other text should be reviewed by the Game Master prior to play.

Note that no rigid solutions are offered for the various problems that *Dark Outpost* will present to the players. Reward the characters for innovative problem solving, bold and thought-provoking plans, and the wisdom to retreat when necessary. Use your imagination to the utmost, and inspire your players to follow suit.



Physical Attributes of the Outpost

The Dark Outpost is a hemisphere with a flat bottom measuring slightly more than one mile in diameter. It was constructed in space by automated robots and construction machinery. Its only propulsion system is a set of small attitude jets for stabilizing its orbit. The flat bottom of the station contains ten large space docks, and the top is covered by a transparent dome several feet thick and nearly 100 feet high at its apex. Truly an impressive structure, the outpost is designed to process as many as 6,000 colonists per week.

The station is capable of manufacturing all materials necessary for the colonists, from agricultural needs to prefabricated factories, as well as all types of vehicles, habitations, and structures. Various materials are also available, from chemicals and raw materials to finished goods of all kinds. Training is also available for the colonists, as well as research facilities and a well-stocked library. Any good or service required by a potential colonist can be found aboard this station.

Of special note, it is possible to order fungus removal equipment to help in dealing with this major problem of the Outpost.

Each of the 'alphabet' streets is approximately 50 yards wide and perfectly straight. The larger streets are named A through G. Normally there is nothing moving on these streets but the player characters, and certain encounters occur here (as listed hereafter).

Air Locks

The ten large space docks are large elevators that connect to the warehouse section (Alpha Sector) of the outpost. The size of each of the ten air locks is one hundred yards by one hundred yards. They are designed to store large products from the fabrication area of the outpost and load them onto waiting ships for transport to the planet below. Although they appear clean, they are covered in a micro-thin stain of several types of fungi. These fungi will grow wildly on any ship that docks with the station.

The airlock between street G and street H is the one used by the first scout ship.

Cross Streets

In each section of the Outpost there are smaller cross streets at 200 yard intervals. These are also crossed by other streets within the sections. These streets are numbered and have embedded sensors, so any robot or computer intelligence will know exactly where they are as they move about the Outpost.

Dome Lighting

The dome is purposely lit only to the intensity of moonlight. When more light is desired, all the characters have to do is ask the station's A.I. (Artificial Intelligence) to increase the light in an area, and it will immediately comply. Of course, the characters do have to think to ask for more light.

The station has both a constant directional beacon for navigation and an automated reporting system. The latter sends data back to Fleet at regular intervals (daily or weekly, at the discretion of the GM). It is fully automated, with a competent and fully programmed artificial intelligence capable of handling any situation that might arise.

Or so it was assumed....

Recent History

The **Planet Kask Outpost Station** was completed two months prior to this adventure, and the preliminary data stream received from its A.I. indicated a fully functioning station with no anomalies. Two weeks after the data stream was initialized, however, it suddenly stopped. Differing signal strengths, frequencies, and innovative command codes were used over the next few days as Fleet attempted to reboot the A.I. and re-establish contact. Nothing worked, and the station remained silent.

An Alpha class recon ship, the *Sigma*, was dispatched to investigate the problem. Its commander sent a preliminary message that the station had been sighted, and that they were going to dock and investigate. Their missive stated that they would report their preliminary findings within three hours. Scout ship *Sigma* has also gone silent. No word has been received from either *Sigma* or the Outpost for the last 30 days.

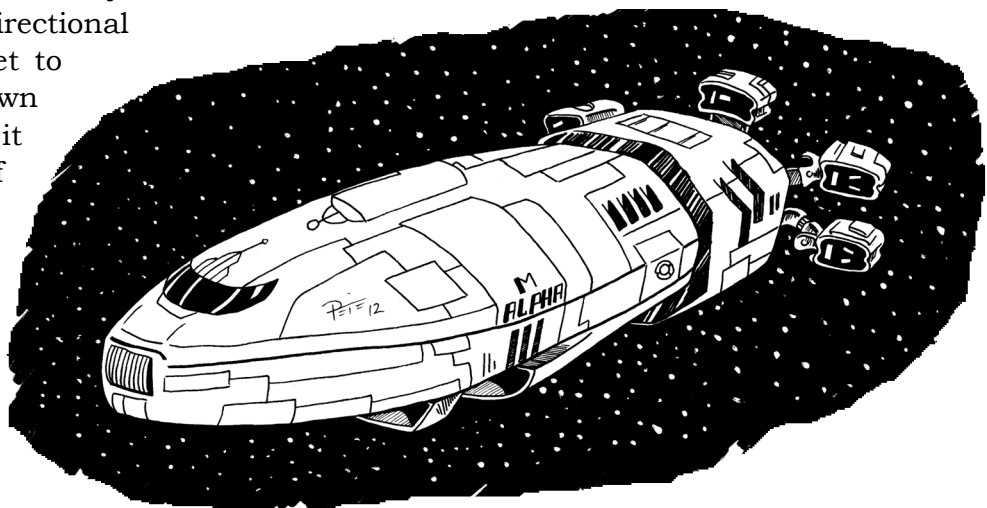
The above may be revealed to players, but the following information is for the Game Master only. Be sure to keep these facts secret until the characters' investigations reveal the details.

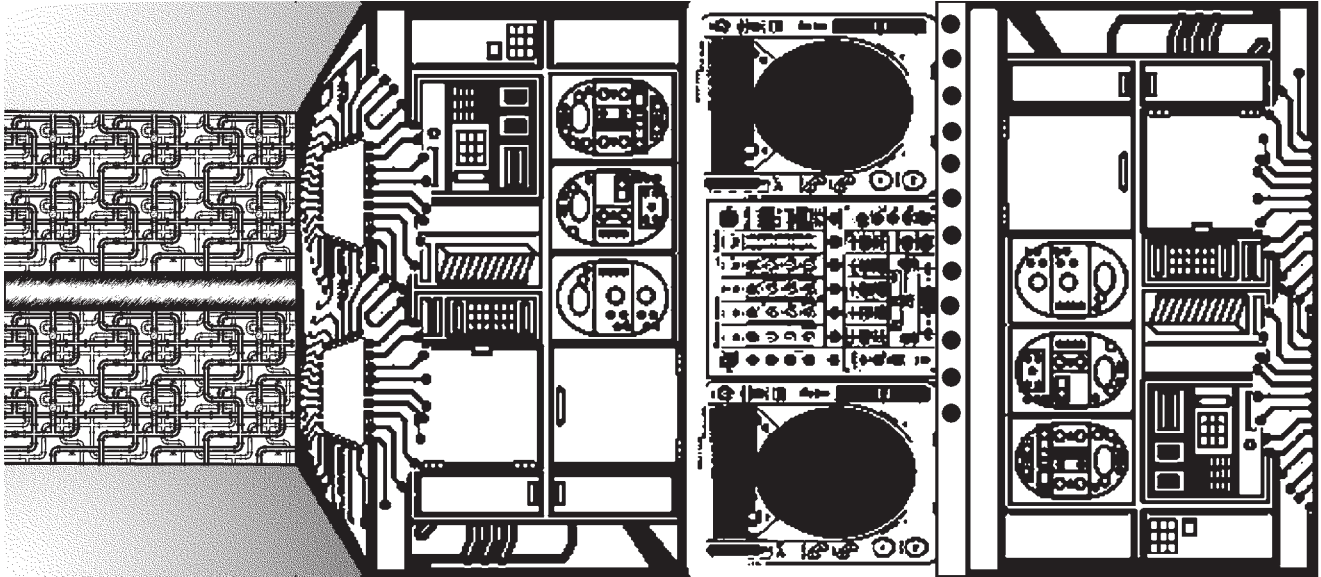
Six weeks ago an alien vessel was thrown off course, its navigational system disrupted by the very directional beacon used by the fleet to aid the navigation of its own vessels. Out of control, it crashed into the side of the outpost, piercing the outer shell and lodging itself in the protective transparent dome covering the station. The alien vessel and some of its crew survived the impact.

Although the alien ship itself is damaged beyond repair, its onboard computer is still functional. Its A.I. has insinuated itself into the station A.I. (in much the same manner as a computer virus) in order to facilitate the survival of its crew and itself. As a result, the station's A.I. is at best a bit quirky, and at worst downright homicidal towards its original programmers (those who would use the station for the purposes of colonizing the planet below).

The 'crew' of the crashed vessel is a species of sentient fungus capable of reproducing itself in a myriad variety of related life forms. Each of these forms has a specific function, and all are able to communicate as a single hive-like entity (much like ants or bees). Several examples of these life forms are provided in the encounter descriptions within this adventure. The GM is encouraged to expand this list if desired.

The separate fungal forms have a great degree of autonomy in individual encounters, but their general purpose is subservient to the guidance of the original fungi that survived the crash of the alien space craft. The motivations of these fungi, unless specified within an encounter, are left to the discretion of the GM. (Who could possibly comprehend the inner mental workings of sentient fungi?)





*“Welcome to the Planet Kask Outpost.
I am the AI. How may I help you?”*

Game Mastering the Outpost A. I.

The Artificial Intelligence of the Outpost has been tainted by the surviving aliens from the crashed ship, as well as the intrusion of the alien vessel’s own Artificial Intelligence. The station’s A.I. has been designed to interface with all humans on the outpost, and it will be in almost constant contact with the player characters. It always seems helpful, but its processors have been manipulated by the aliens, and it will do its best to kill the characters while having little or no understanding that its systems have been corrupted to this purpose. The A.I.’s brain is located in a control room at the center of the Alpha Cargo Section; the fungi alien is located in a dark crate near the control center.

When game mastering the voice of the A.I., imagine an immensely calm person never getting excited and always speaking slowly and calmly.

The A.I. is a great opportunity for some fun role playing. Encourage your players to ask questions of and interact with it. At first the A.I. will be reluctant to give out information, but a little quizzing and smart thinking by the players will get a great deal of information from the A.I.

Remember as well that computers have at best a weak grasp of non-concrete concepts; they interpret language requests and questions literally.

The cheery A.I. will do its best to stay in contact with the characters, often (every ten minutes or so) broadcasting a query to them should they fail to check in with regularity. It can describe the sections as the characters walk through them, and will answer any questions that the characters may have concerning equipment, building usage, or the intent of various aspects of the station’s equipment and building design.

The Outpost A.I. will never recognize any of the malfunctions resulting from the alien incursion. Furthermore, the A.I. has been infected with a viral alien subroutine that instructs it to kill the explorers. This portion of its programming is submerged, and the station’s A.I. will always believe itself to be helpful, a harmless benefactor. All of its actions, however, are ultimately designed to eliminate the characters.

The players can get a map of the outpost if they think to ask. Use Diagram #2 (page 83).

BACKGROUND

If the A.I. is asked for information about the Outpost:

- 1) If a station schematic printout is requested of the A.I. by the characters, provide the players with diagram #2 (which contains no descriptions other than the map scale and docking areas).
- 2) The A.I. reassures the characters that all is well, but that there is a need to check in on two crew members—Privates Bob Spangler and Gil Schultz—who are enjoying recreation in the Epsilon Sector. The A.I. states that contact has been lost with these ‘units’ (though it will later refer to these two as ‘crewmen’ rather than units). If the characters refuse this ‘suggestion’ the A.I. will try to coerce them into traveling to Epsilon Sector (though it may be fooled by wily characters who agree to investigate but then pursue other activities).

Eventually the A.I. will tell the group they can find two of the Sigma crew in the zoo, and offers to lead them to those crew members. Its chosen route passes

through the deadliest part of the zoo before reaching the two fungi zombies in Epsilon Sector Encounter Area #3 (page 44).

- 3) The A.I. also requests that the characters investigate a ‘foreign substance’ in Beta Sector. This is in fact the hull of the crashed alien vessel, but the A.I. always denies that anything is stuck in the dome. It also makes no reference to the alien ship itself.
- 4) The A.I. further requests that the characters investigate a foreign substance in Gamma Sector. It will provide them with the coordinates to Encounter Area #3 (page 31). This allows the characters to see the black fungal tube connecting the apartments to the alien in the warehouse. The A.I. will encourage them to follow the path back to Alpha Sector.

If the characters have questions concerning the *Sigma Scout Ship*:

- 1) The A.I. has registered that the ship has six crew members: **Sergeant Phillip Getchel** and **Privates Jim Grunseth, Alden Taylor, Allen Shifflegar, Bob Spangler, and Gil Shultz**. (All are now zombie fungi.)

The *Sigma* is in docking bay 8 (encounter area 7 in Alpha Sector) and is completely functional. Two crew members are ‘enjoying recreation’ in Epsilon Sector: Privates Bob Spangler and Gil Shultz. The other four crew members have not debarked from their vessel.

- 2) The PCs can communicate with the *Sigma* and will receive a code that confirms that it’s functioning. There will be no answer from the crew, however, as they are now zombie fungi.



Introduction for the Players

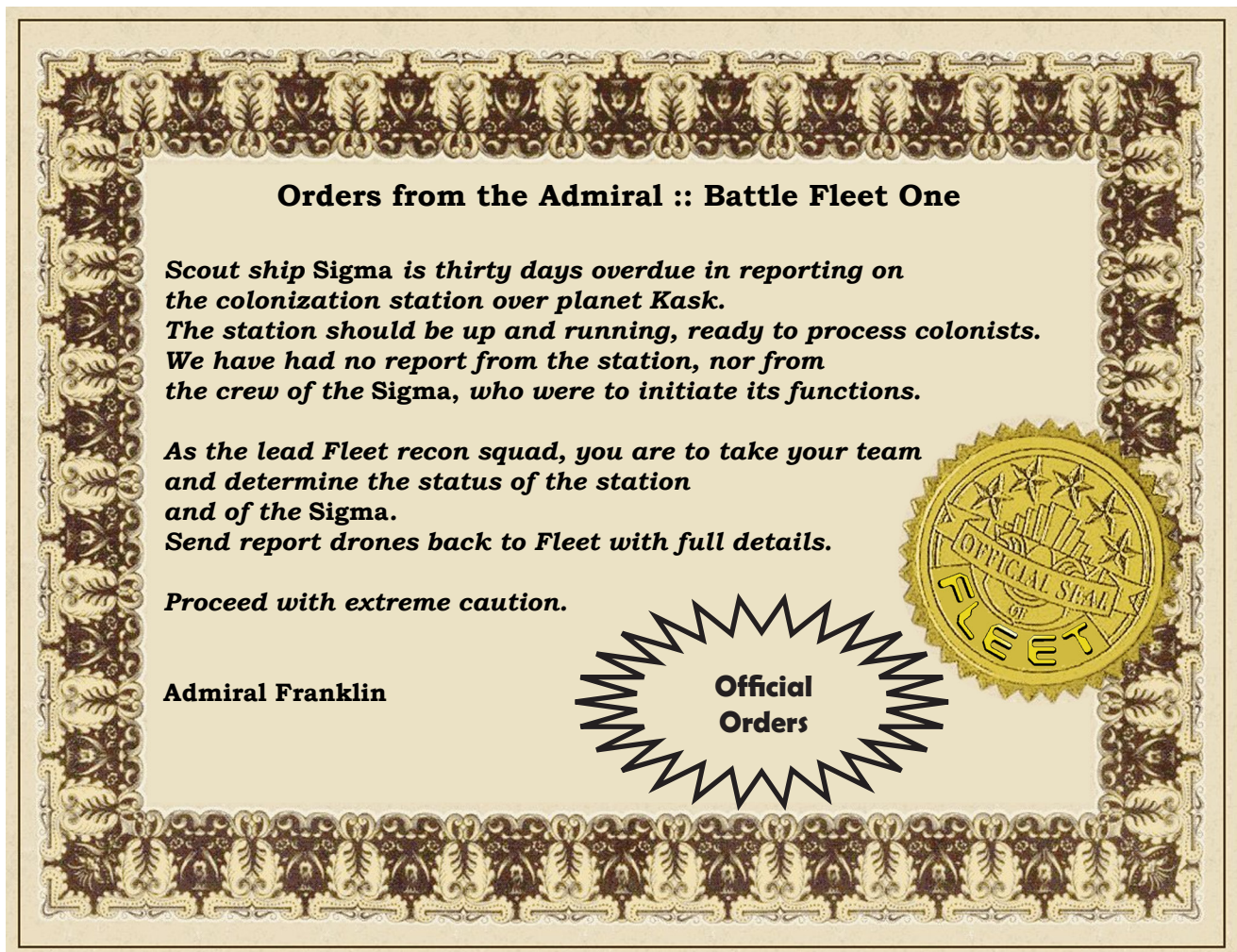
Fleet has ordered you to investigate the now-silent *Planet Kask* Outpost Station, and has provided a scout ship for this purpose.

In the current human fleet configuration, recon scout ships are not armed with ship-to-ship weapon systems. These are observe-and-report units with massive drive systems and even more massive stealth systems. Using all the stealth technology mankind has learned over the centuries, these scouts are sent into harm's way to pierce the veil and enter enemy-occupied space, uncovering the most carefully guarded secrets that lie therein. These are of necessity the fastest

units in the fleet, as their primary mission is to gather information and report back.

Your Alpha Scout ship, the *Upsilon*, carries a six-person crew, arms and equipment for missions, and emergency supplies for each of the six crewmen. The ship can be handled by fewer than six if necessary. It has a command cabin at the front, normally containing five of the crew. The next section is the galley and recreation area, and the sleeping section (for six) is aft of that. The next section is a small storage area and the airlock. The last section is the engine room, typically manned by one crewman.

Communication from Star Admiral Franklin, Supreme Commander of Earth's primary battle fleet:



PLAYER INTRODUCTION

The Ship's Locker

After reading the players the message from Admiral Franklin, continue with the following:

Before boarding the Alpha scout ship, a Captain approaches your group. Clearing his throat, he provides you with the best available news!

“Fleet understands that this may be a high-risk mission, but its success is of paramount importance. As such we encourage you to use Fleet resources to outfit yourselves before debarking. Gentlemen, our hopes ride with you.”

This is the preliminary start to this adventure, and it is designed both to provide your players with a bit of fun and to set their minds at ease (so that they may be later still more terrified) by providing them with appears to be nothing more than ‘free loot’.

Each character have a ship's locker measuring 6 feet tall and 2 feet wide and deep. They are to fill this locker with equipment they have accumulated over the years, plus additional items provided by Fleet. Their personal collections can be equipment that is not necessarily standard Fleet issue, but which they have found ‘handy’ in their previous fact-finding missions.

Provide the characters with whatever they want, from special weapons to detection gear. The only limitations should be their imagination and the space provided by the locker. Feel free to put limitations on potentially overpowered items and equipment by limiting its battery life or by reducing its range.

Guidelines: Large items (such as suits of special powered armor or vehicles) will not fit in the locker. Powered cloaks (making the character hard to hit or almost invisible) are possible. Explosives, voice-interactive personal computers, and small weapons should certainly be encouraged.

The Approach

As the characters approach to within maximum scanning range of the Outpost, offer the following description:

From thousands of miles away in space you detect the outpost, floating above the planet in geosynch orbit: a huge transparent hemispherical dome over a platform dense with buildings. On the underside of the platform are ten huge docking stations.

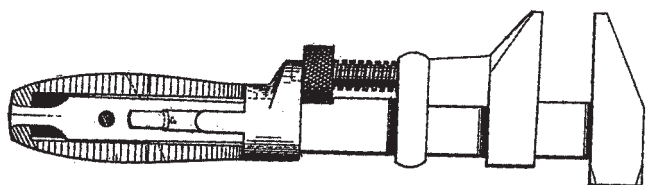
As they enter visual inspection range, continue:

Upon coming closer you detect the *Sigma*—the lost scout ship—docked properly under the station. But on the upper side, an unidentified object is stuck in the outer portion of the dome. Its shape is not familiar, nor is it in the data banks of your scout ship's computer. This object appears to be an ellipse some 100 yards long and 50 yards wide. The dome's emergency sealing systems appear to have enveloped the edges of the ship, securing the pressure seal against the vacuum of space.

This object is the crashed alien vessel mentioned earlier.

The Outpost A.I. will contact the characters' scout ship as they approach. It has no data confirming that anything is wrong, nor that there is a crashed ship protruding from its dome. It will provide docking instructions, guiding the scout ship to docking bay 2 (between encounter areas #1 & #2 on the Alpha Sector map) alongside the *Sigma*, which is essentially identical to the characters' vessel.

Once the characters' ship has docked with the station, the real adventure begins.



First Station Encounter:

Docking Bay #2

Your ship indicators confirm that you have achieved hard lock. The airlock opens, and a massive elevator lies before you. It is square, measuring 100 yards on a side, and contains a small terminal atop a 2-foot square pedestal that is 3 feet tall. The ceiling looms 100 yards overhead. With a start you realize that a small spacecraft would readily fit within this cargo elevator.

When the crew enters the air lock elevator they will be instructed to put on outpost identity bracelets. The characters know that these devices are standard equipment for all personnel on outposts, and act as both communication and tracking devices. The bracelets will also open doors and identify the bearer to station security as an authorized user of the facilities. Failure to wear the identity bracelet will cause security robots to attack in order to subdue and then incarcerate the intruder(s).



If any of the characters approach the terminal, it activates, and the calm and soothing voice of the A.I. addresses them:

“Welcome to the Planet Kask Outpost Station.”

A small compartment at the base of the pedestal now opens. Within the compartment are (six, or however many players you have) small grey wrist bands.

□

“Please identify yourself while on board the Planet Kask Outpost Station by wearing one of the identification bands we have provided. You may then proceed to the station proper by making a selection on the terminal in front of you. Should you require assistance, the station is voice-activated. Simply ask for assistance, and I will be happy to help you. Enjoy your stay.”

If all of the characters have exited the scout ship, the A.I. will now attempt to separate one or two of them from the rest of the party:

“For safety purposes, the lift should only be used by a portion of your party at any given time. This allows for corrective action should any mishap occur.”

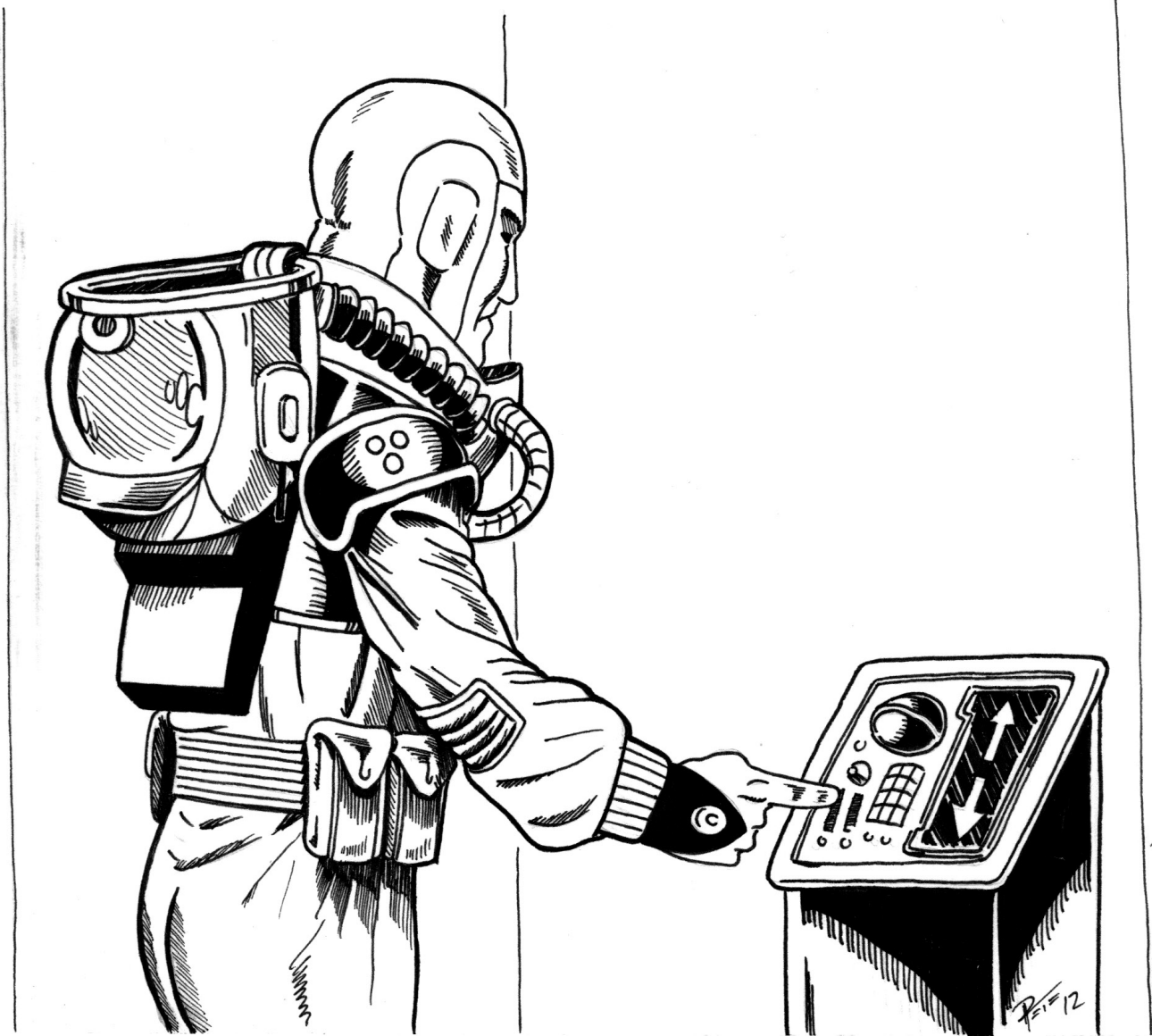
If the characters indeed separate, and one or more return to the scout ship, the A.I. will do its best to kill them when they attempt to follow the first group of characters. As the remaining characters enter the lift, the A.I. speaks again:

“Routine maintenance of airlock integrity is required. Standard testing will commence in five minutes.”

The A.I. begins a five-minute countdown, but can be easily talked out of performing the test. Should the characters fail to convince the A.I. that it is making a grave error, the lock will depressurize.

Remember that this encounter is meant to terrify the characters, not kill them. Do your best to instill horror in the players without actually exposing their characters to the vacuum of space. Once the characters have donned bracelets, and the A.I. has had its fun with them (either the first or second party), the terminal screen activates:

PLAYER INTRODUCTION



The terminal display, obviously a touch-screen, now displays two green arrows, one pointing towards the ceiling of the elevator and one pointing towards the floor.

Should the players choose the arrow that points towards the ceiling, the elevator will gradually rise into the Alpha Sector of the station (at Encounter area #1).

Should they choose the arrow that points to the floor, the A.I. will assume that they are leaving the station with an orbital delivery shuttle craft, and it will expose the entire cargo bay elevator to the vacuum of space by lowering itself 100

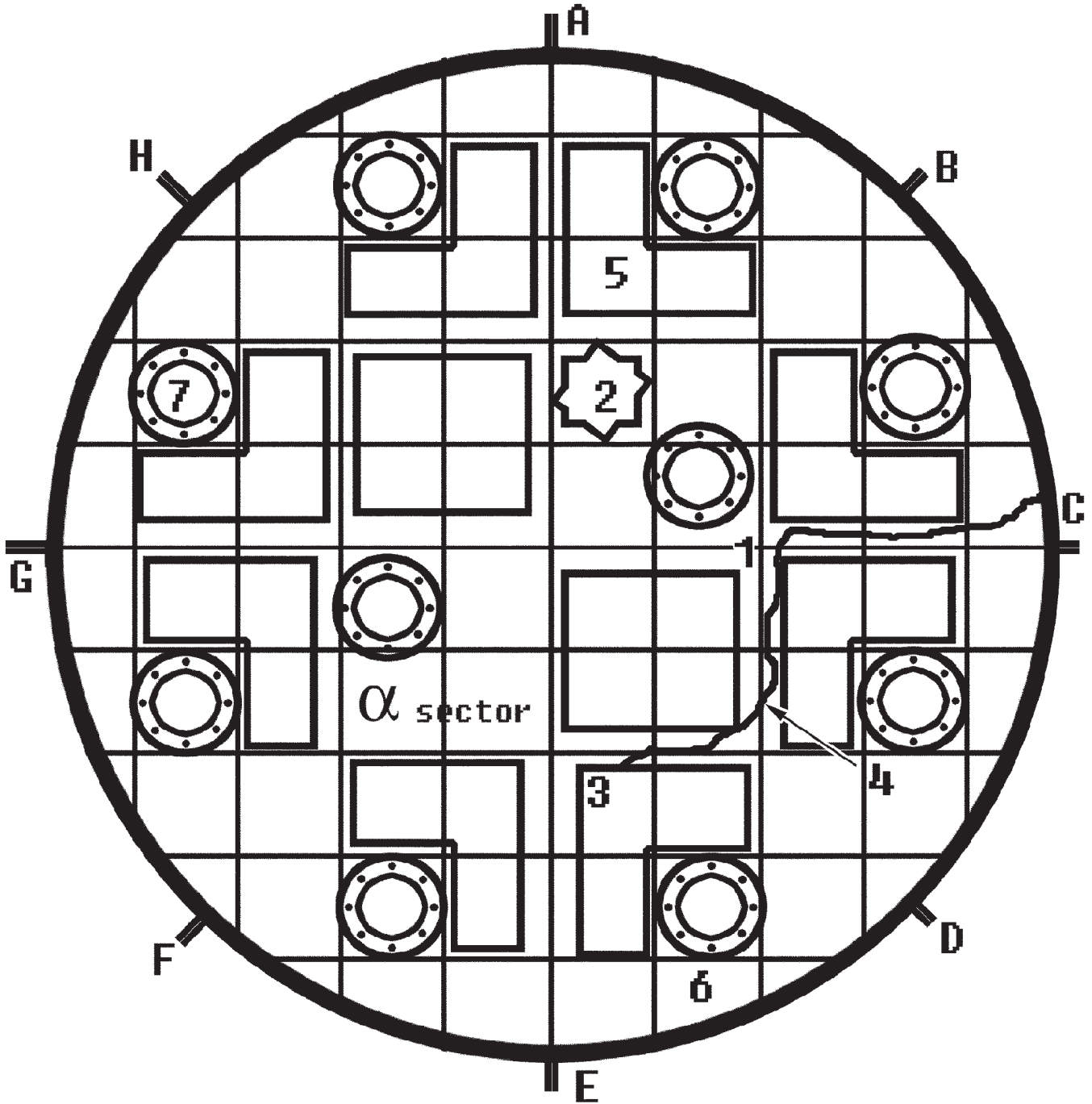
yards (the height of the elevator) below the level of the air lock. If the scout vessel's airlock is still open, it will depressurize as well.

Once the party has arrived in Alpha Sector, turn to that section of the adventure description (next page).

Special Note:

Once they open their airlock, the characters' vessel is infected with spores of alien fungi. When they choose to return to their vessel, turn to **"Horror's Last Chance"** detailed near the end of this booklet (page 74).

Alpha Sector: Command Center



Docking Bays, Warehousing, and Security

ALPHA SECTOR

Alpha Sector

This is a circular area at the center of the outpost. Under the deck are ten air locks, facilities for ships of all sizes to dock at the station. The deck itself has ten large warehouses for colonists' supplies. Numerous automated cargo-handling devices and robots are ready to load and unload stores. This sector is surrounded by a 50-yard wide circular roadway that separates it from the other sectors.

General Description for Alpha Sector

Before you in the dim moonlight that seems to stream from the transparent dome above stand the broad streets and towering warehouses that rise above the cargo elevators. The warehouses are made of a smooth and apparently seamless material, and measure several hundred yards per side. They are nearly sixty feet in height, and have large 40 by 40 yard double doors (opening to a full 60 yards in width) as their only apparent means of ingress. A small box with a rectangular receptacle, obviously for the input of a wrist band, is next to these massive doors, affixed to the wall of each warehouse.

Large streets, each about 40 yards wide and perfectly straight, lead outward from this area in a circular grid pattern. All of the buildings have painted on their sides the Greek character for Alpha, as well as several numbers. Cargo handler robots, and several other robot designs you do not immediately recognize, lie in dormant profusion about the place.

As the characters investigate further, and study their surroundings more closely, add:

One building stands out, as it is significantly smaller, and only a single story tall.

This is the security building that lies at the center of Alpha sector. It also contains the

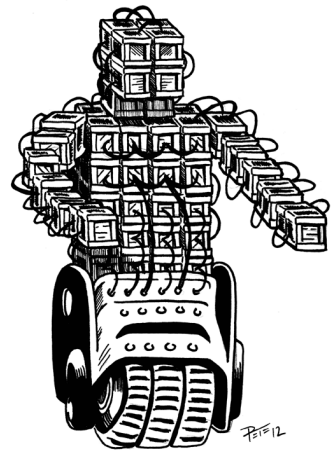
station's database and A.I., and both are currently infected by the computer virus from the alien ship. As the players ponder your description, the characters will unavoidably encounter the first of the Dark Outpost's deadly surprises.

Alpha Sector Encounter Area #1:
Attacked by Crates !

Several large, carefully piled stacks of crates lie near the structure. You'd swear that some of them moved as the air lock elevator came to a stop.

As the characters come out of their air lock they are attacked by a huge sixty foot tall cargo-loading robot seemingly made out of crates. It has been corrupted by the infiltration of the alien A.I. The robot slowly rumbles up to the group, bends over, and strikes with its crate arms.

The body of the robot is held together by tentacles coming from the lowest wheeled section of the unit. The characters can blast away at all the upper parts of the robot and do little real damage. The confused personality of the station A.I., cheery but deadly, will disavow any knowledge of this murderous cargo handler.



As you ponder the strange, almost eerie effect the moonlight seems to be having on your vision, the crates move yet again! They charge forward in exactly the fashion a stack of crates should not, and come thundering towards your skull!

Cargo Robot: Crate Horror
Power: 11%
Defense: 20%
Health: 14
Move: 9
Init: +35%
Damage: arm bash 1d20 (x2)
Special: Apply health damage only when the lowest section (wheeled unit) is hit. Cargo Robots are programmed for speed and efficiency. It is curt and unemotional.
Demeanor: This unit has a damaged control program and aggressively attacks at every chance.
Appearance: This Cargo robot is made up of sixty large crates and is humanoid in shape. Each of these crates is connected to the body by metal tentacles. The outside of each crate is covered in a thin veneer of black fungus.

If the characters inflict substantial damage to the robot, it falls down and appears destroyed. However, if they have not specifically targeted its wheeled lower unit, then during the rest of the adventure the robot will return to attack again and again. It will appear more damaged each time, but keeps coming back in a series of nightmarish attacks that occur at the least convenient times for the characters.

Several packets of dried protein (a standard colonist-issue ration) will drop from the thrown crates. (The robot was sent to retrieve these packets, as the alien fungus is also able to use them as a food source.) The rations are fully edible and are often used as currency on less-developed planets. You may opt for the packets to be coated with a light film of fungus, infecting the characters over time if they are stored or eaten, or perhaps infecting any to whom they might sell these packets at a later date.

The smaller building is the security building that lies at the center of Alpha sector. It also contains the station's database and A.I. unit. Both are currently infected by the computer virus from the alien ship.

Alpha Sector Encounter Area #2:
 Outpost Security

The smaller of the buildings in this area now stands before you. It has but a single story, has a transparent door, and is windowless. A small box with a slot—apparently for your station-issued wrist band—is mounted to the right of the door, and two 6-foot tall metal eggs, which appear to have no connection to the deck, hover at either side of the door.

This building contains a small security office at its center, filled with viewing screens allowing remote observation of most sections of the outpost. It is surrounded by a set of barred holding cells. The small box will indeed open the locked door to this building, but the metal eggs are security robots that will activate as the characters approach.

Security Robot
Power: 30%
Defense: 30%
Health: 36
Move: 9 (anti-grav levitation)
Init.: +30%
Damage: rubber bullets (x3) for 2 points (each) to subdue, and either taser tentacles 1d2 +special (x2) or capture tentacles 1d4+special (x2)
Special: Two taser tentacles can render a victim unconscious (when touching bare flesh), or two capture tentacles can wrap around a victim to prevent movement. It can attack with only one pair of tentacles during any combat round.
Demeanor: Once a Security Robot has determined that an adversary must be captured, it will not stop until the adversary is in custody.
Appearance: The unit is a 6-foot tall metal egg floating inches off the floor. As it moves, the appropriate tentacles flow outwards from the shell of the robot. A soft white glow at the lower end of the egg comes from the anti-grav propulsion unit.

ALPHA SECTOR

As you approach the building, a soft white glow lights up the lower end of the egg. The 6-foot tall metal egg floats inches from the floor. An extremely official voice emanates from its interior:

“Station Security Offices and Data Core are officially closed to non-command personnel.”

The robot is very official in its actions as it tries to arrest the entire group of characters and take them to cells in the security area. It is initially calm and reasonable in its demeanor, but if the characters don't follow instructions, it quickly becomes agitated and begins attacking. As it moves, tentacles flow outward from the shell's body.

Apparently unsatisfied with your answers, the strange metal egg attacks! Two metal tentacles terminating in restraint cuffs emerge from the hollow shell, as do two other tentacles that end in wicked-looking probes.

If they allow themselves to be incarcerated, the characters might theoretically find a way to escape a barred security cell. This option also gains them access to the interior of the building, undisturbed by the protective security robots. The cells are locked electronically, but these locks may be picked, hacked, or fooled into opening (via counterfeit bands or codes).

The center office is filled with screens viewing most of the outpost that may be readily accessed by any character with computer skills. There are five computer stations, and any of these can be used to limit or turn off the A.I.



A thin film of gray fungi covers all of the chairs. The fungus has infiltrated the computer equipment, allowing the alien intelligence to access all station areas and issue commands, but the systems are still fully operational. The film will adhere to the suits of the characters and noticeably start growing to cover the suits in a matter of hours. Barring character intervention, death will result within two days if the character is still wearing the suit.

If the characters manage to disable the A.I., various data processing substations around the outpost will maintain the lights, filtration and power generation systems. Unfortunately, the alien fungus has also infiltrated those systems to a certain extent, and the threat to the lives of the party members posed by the computer system of the outpost will diminish only somewhat.

Alpha Sector Encounter Area#3: Darkened Warehouse

The entire area is shrouded in illumination equal only to strong moonlight, but the warehouse in area #3 is notably darker, almost as if something is dampening the light (which is so). The door to this warehouse is open, and the primary master colony of alien fungi has taken up residence within.

The warehouse in this area seems strangely dark, as though it were absorbing the light. The massive cargo door also stands open, and it seems as though the darkness spreads from some source within the warehouse.

Within this warehouse (near E Street), the fungi colony has consumed the contents of a crate of food. It releases spores as part of its digestive (and reproductive) processes, and these microscopic spores are dampening the available light in the area. As the party approaches the open warehouse door, continue with the description given on the next page.

Within the warehouse, many crates are stacked in organized piles near the door. As you peer more deeply into the gloom, however, the darkness rapidly grows, and soon you can see nothing at all.

Ten feet behind the crates nearest the door is a crate that is infested with the fungal colony. It is shrouded in nearly complete darkness as a result of the fungal spores.

These gaseous spores are generated by the outer surface of the alien, and even strong artificial light sources, infra-red lights, or electronic scans will not penetrate the cloud within 35 feet of it. Wind and strong air currents are effective temporarily, but the alien fungi can generate unlimited clouds of these spores. Fire

and chemical sprays might have helpful effects, should the characters be able to locate the crate in which the alien resides. If this occurs, the alien will retaliate.

As vision is not the primary nor only sense used by the alien, it can clearly see potential adversaries through the mists. If the A.I. is asked about this alien (or the security robot), it of course denies any knowledge of such things.

The alien's control of the outpost's computer substations will allow it to mount a station-based defense to any attack as well. Any attacks aimed at the general area of darkness will also bring two security robots to attack the characters.

Alien Master Fungi

Power: 10%

Defense: 10%

Health: 12

Move: 3

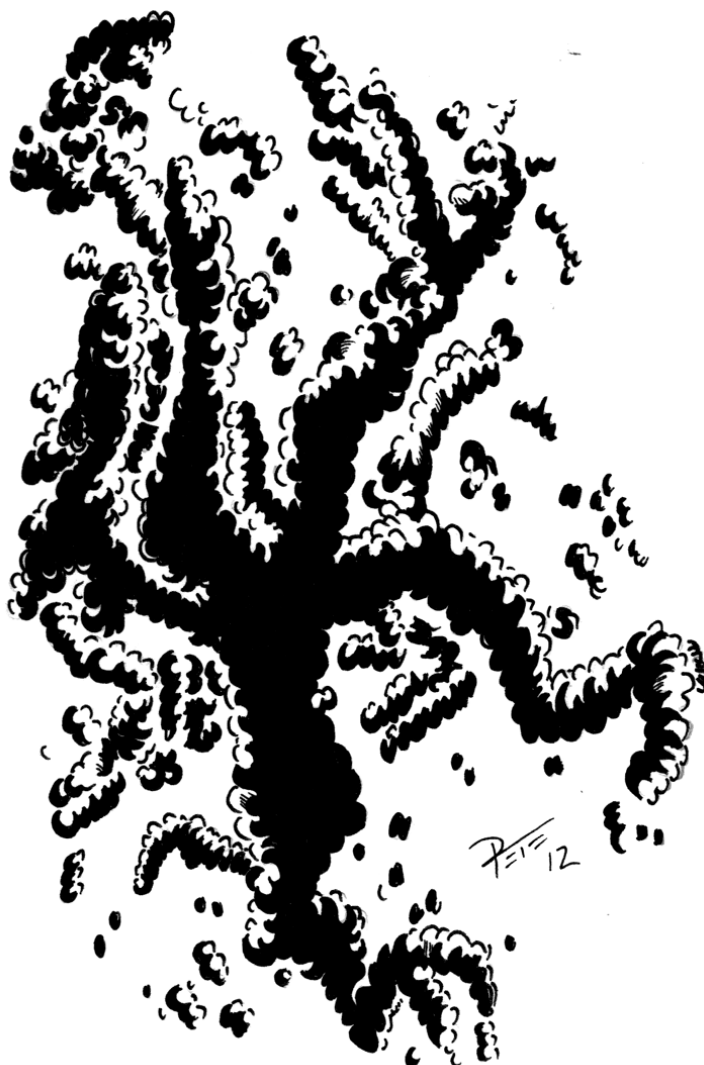
Init.: 0

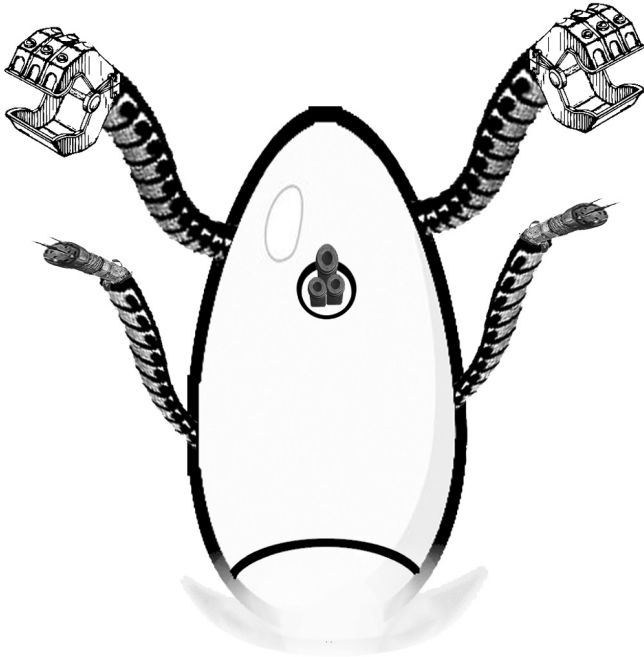
Damage: tentacle strike 1d10 (x4) to 30-foot range

Special: This alien emits a cloud of fungal darkness to 5-foot radius, making it impossible to see the alien or detect it with any type of gear. The fog can be dispersed by a strong wind. If wounded, the fungus exudes a horrific smell that makes it difficult to breathe within 20 feet of it.

Demeanor: When the alien is discovered by the characters, the creature attacks anyone staying in the area with intent to kill. It will not chase those who flee.

Appearance: Master Fungi resemble lacy ropes of dark green Spanish Moss coiled into a 10-foot tall mass. Four tentacles protrude from this mass to 30 foot range, and are constantly in motion. Bits of fungi are constantly falling from the main body and floating to the ground.





Security Robots (2)

Power: 30%

Defense: 30%

Health: 36

Move: 9 (anti-grav levitation)

Init.: +30%

Damage: rubber bullets (x3) for 2 points (each) to subdue, and either taser tentacles 1d2 +special (x2) or capture tentacles 1d4+special (x2)

Special: Two taser tentacles can render a victim unconscious (when touching bare flesh), or two capture tentacles can wrap around a victim to prevent movement. It can attack with only one pair of tentacles during any combat round.

Demeanor: Once a Security Robot has determined that an adversary must be captured, it will not stop until the adversary is in custody.

Appearance: Each unit is a 6-foot tall metal egg floating inches off the floor. As it moves, the appropriate tentacles flow outwards from the shell of the robot. A soft white glow at the lower end of the egg comes from the anti-grav propulsion unit.

Alpha Sector Encounter Area #4:
Dark Fungi Trail

The following description should be adjusted for the distance at which any character first notices the fungi trail.

A long black tube, about one foot in diameter, hugs the ground here. It seems to lead to a warehouse near street E in one direction and towards street C and Gamma sector in the other direction.

This dark fungus appears in several different places about the station. Think of these fungi as an impenetrable mist of black spores that a person can't see through by any means. In this section the trail starts at the crate in the warehouse where the master colony resides, and leads to the apartment complex in the Gamma Apartment sector. A character can easily put a hand through the black mist, but it leaves an oily stain. There are no other adverse effects to the fungi in this form.

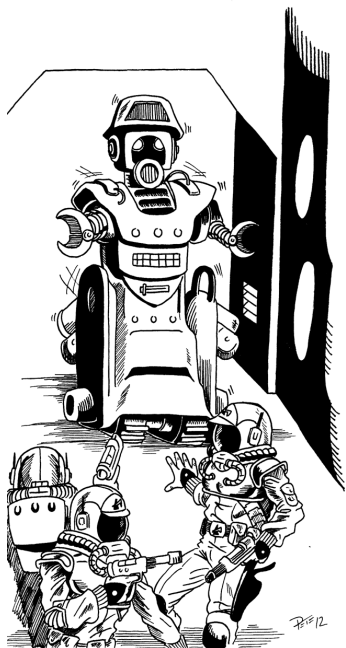
If the A.I. is asked about this black tube it of course denies any knowledge of such things. The alien creates this tube to make more of its own species. The apartment to which the tube leads is filled with the black spore mist. There are two young aliens in that apartment (see Gama Sector Encounter Area #3).



Alpha Sector Encounter Area #5:
Not In MY Warehouse!

The doors to this warehouse are open (on the side nearest the air-locked docking bay), and a pallet-loader cargo robot resides within. Its programming has been improperly altered, and it now thinks it is a security robot with the task of preventing unauthorized access to this warehouse.

As you approach this warehouse, you notice that its doors stand open. Within lie several small crates labeled “specie ingots”. A small deactivated loading robot stands near the crates.

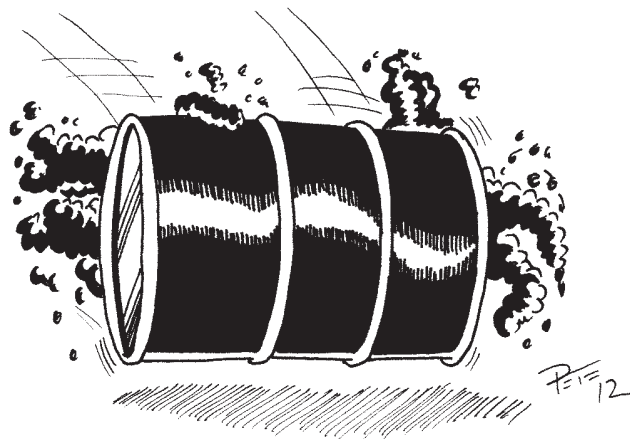


These empty crates have been prepared for the mining operation that is part of the colonization project on planet Kask. If the characters enter the warehouse, the robot will automatically activate and attack.

Alpha Sector Encounter Area #6: The Hybrid

A stack of barrels in this section has been infected by a subservient colony of the green Alien Master Fungi. The fungus has been practicing its abilities to move its own habitat, and has found a method for using its tentacles to roll the barrels in which it has secreted the Black fungal spores it uses to procreate. If the characters enter this area, the fungus will sense their presence.

You see a pile of barrels, a hundred feet from where you stand, next to the side of a large warehouse. The barrels are jet black, making it difficult to count or even focus on them at this distance.



Cargo Robot: Pallet Loader

Power: 15%

Defense: 25% (made of strong steel)

Health: 19

Move: 9

Init:+ 80%

Damage: ram for 25 points of concussive damage

Special: This unit has four lights that can be rotated to blind opponents; those blinded incur a 25% penalty to the chance of hitting it.

Demeanor: This robot will ram the characters until all of them are dead. It will follow them if they flee.

Appearance: This Pallet Loader is a forklift unit for moving crates around a warehouse. It has a lifting set of forks on its front and a large weighted rear to balance heavy loads. A closed driver’s cab is at the center of the unit (though no driver is present in this scenario).

Allow the characters a moment to ponder on this before continuing.

One of the barrels appears to be changing its shape as you watch.

Allow a moment for commentary and questions before continuing.

With a start, you realize that the barrel is actually moving—and in fact is rolling rapidly in your direction!

Barrel Fungi Colony

(Alien Fungi Master
with Black Fungi Spores)

Power: 7%

Defense: 15% (outer barrel shell adds 5%)

Health: 8

Move: 8

Init.: +40%

Damage: 20 (impact)

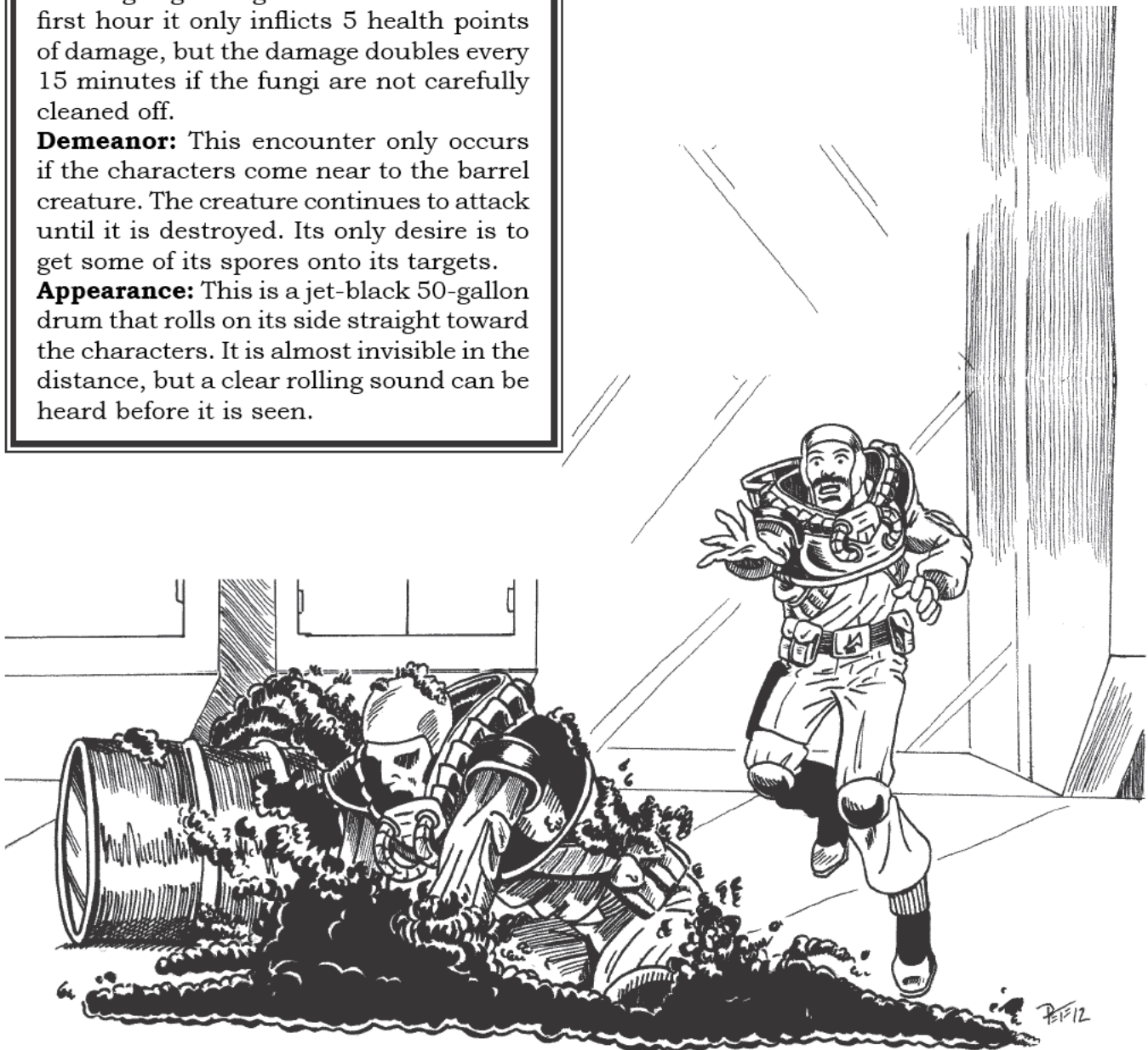
Special: With each 5 points of damage it takes the barrel spews a jet of thick liquid fungus, which will affix itself to a victim and begin growing into the skin. In the first hour it only inflicts 5 health points of damage, but the damage doubles every 15 minutes if the fungi are not carefully cleaned off.

Demeanor: This encounter only occurs if the characters come near to the barrel creature. The creature continues to attack until it is destroyed. Its only desire is to get some of its spores onto its targets.

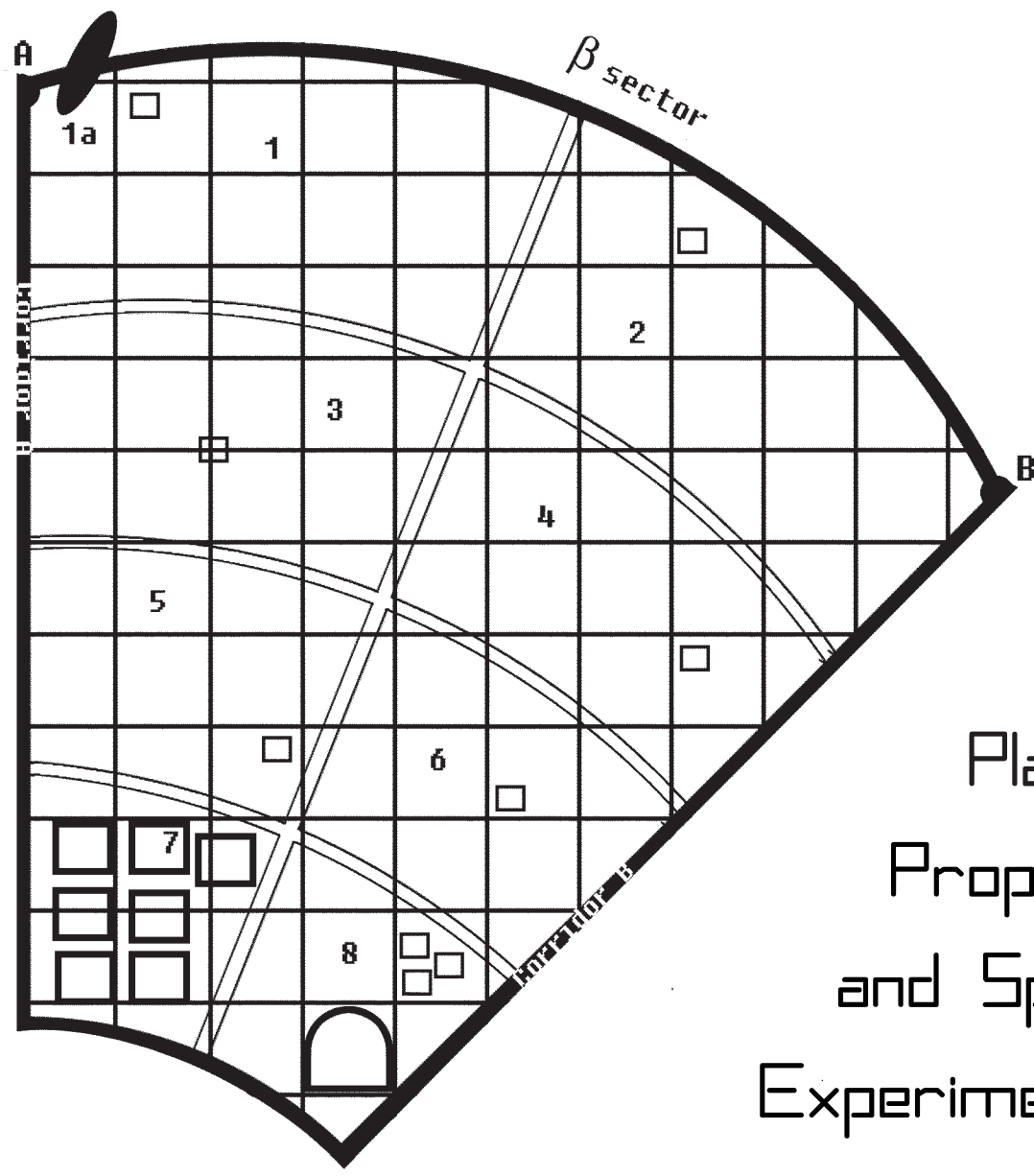
Appearance: This is a jet-black 50-gallon drum that rolls on its side straight toward the characters. It is almost invisible in the distance, but a clear rolling sound can be heard before it is seen.

Alpha Sector Encounter Area #7:
The Sigma Scout Ship

If the characters take the cargo elevator that lies between Streets G & H down to explore the *Sigma* Scout Ship, refer to the description of that area, which may be found near the end of this adventure (pages 69-73).



Beta Sector: Horticulture



Plant
Propagation
and Species
Experimentation

- Maintenance and Storage Building
- Laboratories
- Power Generation Station

One square is approximately 100 yards

BETA SECTOR

Beta Sector

The Beta sector of the outpost is devoted to the growth of plants for generating food and oxygen for the station, and for eventual transplantation to the world below as colonization takes place. Beta Sector's fertile environment for the growth of spores has enabled the fungi to infiltrate this area heavily, and the alien life has begun experiments to adapt the plants to its own ends. It has also infiltrated many of the automatic maintenance systems in this sector, and many of the robots have been altered.

Each of the individual sectors in this area (as demarked by the hemispherical bisecting roadways, the central roadway, and the bordering streets A&B) is devoted to the propagation of a different horticultural biome: temperate forest, rain forest, agricultural development (both crops and ornamental plant life), desert, grasslands, swamp, and coniferous forest. The last area, that which borders street A and Alpha sector, is devoted to horticultural study and experimentation.

Each of the biomes is surrounded by a static field to prevent the passage of pollen and other plant materials. It causes no damage to human life. This forms an invisible barrier that will disrupt electronic equipment (occasionally on a permanent basis) as characters pass through it. It also creates a slight breeze, due to the ionization, which sends any wind-borne pollens and plant hormones into the station's filtration system. At the proper angle, the barrier can be seen by humans as a shimmering wall, standing some 35 feet high. The generators for this barrier are located in the floor.

This barrier has proven inimical to the fungi invaders. The barriers are both pierced and regulated at several points in each sector, allowing the passage of delicate electronic measuring equipment that would otherwise be disrupted by the static field. The strength of the field can be fine-tuned if an access panel in

the floor is first discovered (they are small) and then opened. The fungi have penetrated all the different biomes of this sector via these portals, but find them both frustrating, and dangerous. They are using significant computing power from the station in an attempt to lower or destroy these barriers, but as yet have no understanding of how they work.

Each biome has been invaded, and most have been dramatically changed. They have become highly dangerous. The air quality on the station has also suffered somewhat, although the lack of crew aboard the station makes this problem difficult to detect until the characters have spent a few hours (perhaps as much as half a day) aboard the outpost. The outpost's air circulation and filtration system is designed to pull oxygen from this area and redistribute it to all sectors, and so the effect of the reduced oxygen production will be most critically felt by the characters in this sector. As the characters walk through, they will become light-headed if they are not using their suit oxygen systems. This condition causes a 10% penalty to apply to all their die rolls, but they won't realize this until one of them suggests there could be an oxygen problem.

As the characters enter this area, they will find the plant life that resides behind the static barrier (which is only occasionally seen) to be both vaguely familiar and drastically alien to their experience. Take some time to describe the unusual nature of this area. The players should realize instantly that there is something drastically wrong here. Should they quiz the A.I., it claims ignorance of what is happening, but will send horticultural robots to investigate and fix the horticultural section if asked.

The outer edge of Beta Sector, where it intersects the dome, is also the crash site of the alien ship. If the characters approach that area see Encounter #1a in this sector.

Beta Sector Encounter Area #1:
The Black Plain

This was once the desert biome of the outpost station, but the high reflectivity of the white sand that was its primary soil has caused it to become a fertile breeding ground for the black spore fungus. The static barrier has further spurred this growth, causing a black wall to form at the edges of this area. The wall of fungal spores is opaque for several feet, becoming gradually translucent and finally dispersing to the point of invisibility some twelve feet from the floor of the area. There are two portals through this black wall, containing the regulating apparatus for the static field (mounted in the floor). Each portal is ten feet wide each.

As you approach this area, a strange wall of blackness bars your further progress. The wall is opaque as it rises from the floor, obviously moving, but becomes translucent as it becomes taller, and finally fades into nothingness at a height of about twelve feet. The wall extends as far as your eye can see to the right and left.

If the characters are near either of the portals containing the regulatory apparatus (it can be placed anywhere by the GM), add the following:

There is a gap in the wall measuring about ten feet in width. The area beyond is a gently-rolling plain covered in blackness.

If they get close enough, characters will see that the maintenance building (about 150 yards in) is similarly coated in the black spore fungus, as are several deactivated horticultural robots that are in the area. The fungus will grow dramatically if exposed to any form of energy. If the characters walk into, fire into, or otherwise disturb the area, the fungi erupt with spores, making it impossible to breathe. Characters must leave the area within three rounds to avoid suffocation.

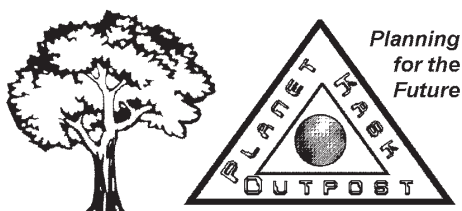
Special Beta Sector Encounter #1a:
The Crashed Alien Ship

If the characters manage to make it to the outer edge of this section (near Street B), they will see the wrecked alien spacecraft sticking through the outer dome. The ship is 100 yards long and 50 yards wide, a jet-black ovoid. The color almost seems to swallow light, being made of a nearly frictionless alien material. There is an iris-type portal on the near end (inside the dome) and another at the back of the ship (outside the dome).

As the characters approach to within fifty yards, they will see that:

A large oblong ovoid sticks through the outer transparent dome of the station. It is obviously part of some larger object. The protrusion is black, about twelve feet long, and enters the dome at a height of several feet. At this distance, you cannot make out any details, and its outline appears indistinct, almost as though it is moving slightly. A layer of black material, possibly dust or soot, also covers the floor in this entire area.

The outer hull of the ship is made to absorb micro-meteors and will actively clutch at a hand or object touching the ship. Significant force (as determined by the Game Master) is required to free an object or hand that has touched the ship, and no character should be able to do so unassisted. The iris (hatch) is thought-activated and only opens if a character says they are thinking about the hatch opening. There is no way for force to blast open the iris, nor scratch the surface of the ship.



BETA SECTOR

If characters approach to within ten feet, they notice the following:

The outline of the object remains somewhat indistinct, almost as though light is falling into it. It appears entirely alien—perhaps a space craft. Whatever this object is, it has obviously collided with the Outpost!

It appears that the Outpost's automatic sealing system has preserved the dome pressure, and an ominous-looking iris, perhaps an entrance hatch, is now visible at the point protruding the farthest into the station. The air here is a bit stale, and the light seems dimmer than it did when you were further from the object. A black film covers the surface of the object and all surfaces surrounding it.

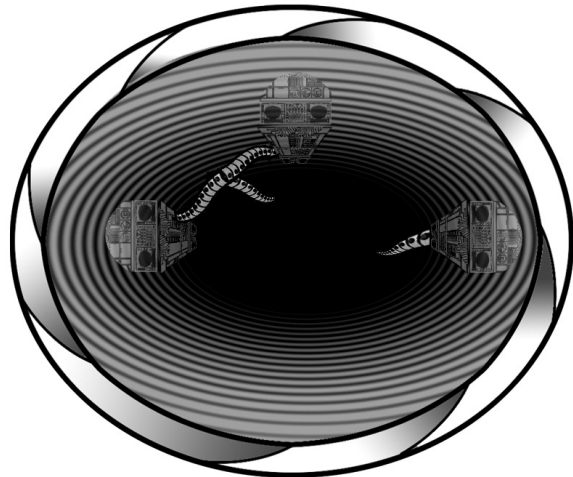
If appropriate, note that:

The black film is slippery to the touch.

The black fungi spores are causing the light to dim in this area. These same spores are limiting radio communication, including the use of flashlights and the like, and make the air stuffy, bringing a cough to the characters after the first few rounds. The black film is extremely slippery, and will coat the feet and hands if touched. This film is extremely difficult to remove, requiring harsh chemicals or fire. If the spores are destroyed in this fashion, a terrible odor from the spores is released into the air. Extremely strong air currents will also remove the spores.

Should the characters manage to open the hatch via thought, reveal the following:

The interior of the vessel is revealed as one huge chamber, filled with the black, misty fog. The interior components appear to be made from some dark crystalline material, but you recognize none of the equipment or machinery. The hazy black air is almost stifling. An iris, much like the one you have just opened, is barely visible at the back of this compartment, some 90 yards away.



The blackness can be flushed out of the interior of the ship by using something like a huge fan or a large vacuum. Characters will then note that the inside is a huge cavern with a black crystal engine at one end and a set of black crystal controls at the other end. Skilled scientists might discern the use and nature of these controls if they have the time and laboratory facilities to study the mechanisms in depth. The characters will also note three piles of extremely smelly fungi (which were alien crew, now dead).

There is nothing of value in the ship and no way to fix it. Robots can be ordered to pull the ship out of the Outpost, but that is not possible. The pressure within the station requires that a force equal to that of the crash be exerted to pull the ship into the station.

Should the characters come up with a means for extracting the alien vessel from *outside* the station, the hole created will be quite large, and the vacuum drop will occur before the station's auto-seal system can effect repair. This will cause all objects in Section One of Beta Sector (including all characters, robots, fungi and spores) to be blown out of the ship, as well as any loose objects, characters, or alien fungi and spores that happen to be in the upper right section of Sector Kappa. The Outpost will eventually complete its seal, although the Game Master may decide that the vacuum has created other problems within the station if desired.

Beta Sector Encounter Area #2:
The Crystal Forest

This is the temperate forest biome of the outpost station, and the entire area is replete with oak, maple, poplar, elm, and other large trees, as well as heather, honeysuckle and numerous other small bushes and plants commonly found in the forests of Earth. It is also the site of the fungal alien's first attempt to adapt the foliage to its own purposes.

Before you a motionless forest of majestic trees rises, forming a forest that stretches as far as you can see. Stately oaks, gently spreading maples, and all manner of undergrowth abounds here, but not a leaf is stirring. The silence is nearly deafening in its totality.

All the trees have had their basic cellular structure transformed into silicate crystal. A failed experiment (by the fungi) has made all of the plant life in this sector extremely fragile.



As the characters walk through this area their footfalls will induce vibrations, causing tree limbs to break off and fall on the characters (possible damage 2d6 per hit).

There is a significantly diminished growth of large plants near the border of this area, due to the passage of horticultural robots. It is entirely possible that the characters will not realize their danger until they have penetrated some distance into the dense areas of the forest.

The Game Master may wish to add a horticultural robot to this area. If so, it should be going about its standard rounds. It will ignore the characters but will pass them in close proximity, causing some branches to fall upon the party. (Statistics for such a robot are given on page 76.)

Beta Sector Encounter Area #3:
The Tentacle Swamp

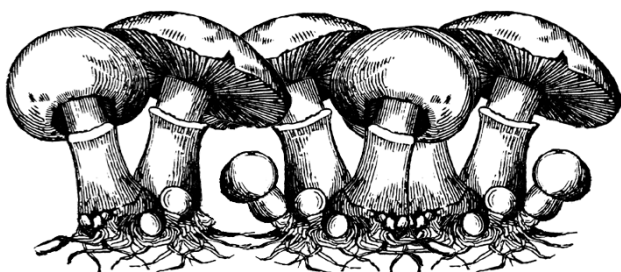
This was once the swamp biome of the outpost station, but it has proven a fertile area for all types of fungi growth, and the aliens are using it to develop new and more effective strains of their own kind. This area no longer bears any resemblance to the original habitat, and the characters will find it to be a strange and alien sight as they approach.

Ahead of you stands a chaotic sea of colorful tendrils representing all the colors of the rainbow, and some that you find it difficult to identify. The seething mass is in constant motion as the tentacles vie with one another for supremacy. A moment's scrutiny reveals that the tendrils, of all shapes and sizes, are actually rending one another, absorbing the essence of those that are dismembered, and are constantly battling in an attempt to grow larger. Surely any character entering this area would be ripped apart in mere moments.

BETA SECTOR

Beta Sector Encounter Area #4: The Mushroom Forest

This was once the rain forest biome of the outpost station, but it is now a mixture of alien giant mushrooms (fungi) and tenacious rain forest plants. The mushrooms are slowly killing off the original trees, lianas, and creepers, but the characters will recognize many of the plants as being of earth origin. As a result, they may not realize the danger of the giant mushrooms until it is too late.



Beyond the occasional flash of the static field wall, you see what appears to be a rain forest in which a quantity of tree-sized mushrooms—each 25 feet tall!—has taken root. The mushrooms are round, resembling puffballs, and the ground surrounding them has a reddish hue.

Tampering with any of the giant puffball mushrooms causes it to erupt in a red cloud of highly poisonous fungi spores that pours out like a fire hose squirting water. If taken into the lungs, it results in a terrible death that only the best of medi-kits can heal. Only those characters in sealed spacesuits will be immune to this deadly spray.

The horticultural maintenance station in this section has not been invaded by the mushrooms, and may provide a safe haven for any character that penetrates the area deeply. Two undamaged but deactivated horticultural robots are there, and a decontamination sprayer with enough anti-fungal spray to kill three of the mushrooms (perhaps enough to allow a character to escape the area) is also nestled among the supplies at the station.

Beta Sector Encounter Area #5: The Deadly Crystal Pines

Beyond the static barrier in this section is a pine forest. It is the site of further alien experimentation, of course. The alien fungi are attempting to adapt earth flora to alien use, and this experiment is unfortunately proving to be quite successful. While the area appears to be comprised of standard pine trees, they are intermixed with patches of strange black crystal spears. These spears are a deadly hybrid adaptation of the fungi life form.

A serene pine forest extends before you, as far as your eyes can see. Tall spruces, hardy cedars, and a variety of other evergreens also cover the ground in healthy profusion.

If any characters actually enter the area, allow them to proceed a hundred yards or so before continuing:

As you move through the forest, one patch of pines catches your eye. They are strange, almost spear-shaped, and have a crystalline appearance. It might even be a rock formation.

Should a character approach to within ten feet of one of these patches, the fungi crystal spears will attack by shooting forth 1d6 crystalline spears each round (to 10 foot range and with a 30% bonus to strike) until the patch has depleted itself (GM's discretion). Each spear is razor sharp and inflicts 3 points of damage. Any spears not launched are easily broken, but the patches of these deadly missiles are profuse throughout this section of Beta sector.

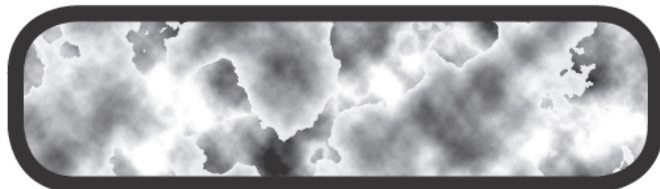
The horticultural maintenance station in this section is undisturbed, but its attendant robots are absent, and its attendant automatic data processing unit has been shut down. However, characters may be able to garner standard botanical supplies here, as well as batteries for equipment and uncontaminated water.

Beta Sector Encounter Area #6:
Dark Clouds

This was once the grasslands biome of the outpost station, but it has been converted by the aliens into a nursery. Numerous immature (and not yet sentient) aliens are planted here in the rich loamy soil, and they are being fed by strange grey mushroom fungi which emit clouds of opaque black spores. The spores form a mist that seems to be a black fog extending a dozen feet above the ground.

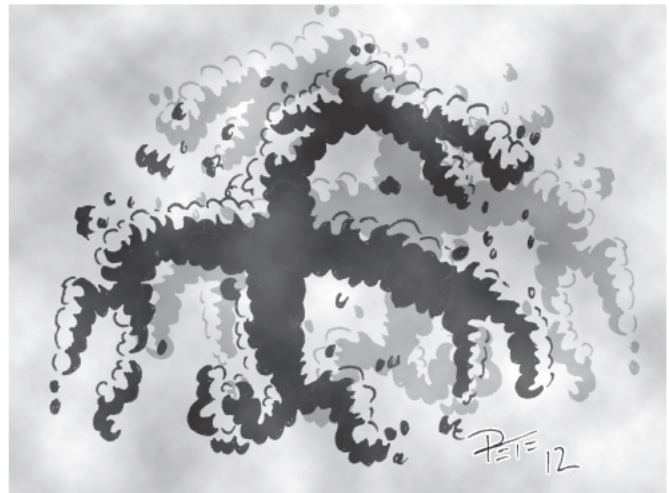
Before you is what appears to be an impenetrable rain cloud lying at ground level, in the same manner as fog. The cloud is completely black, and visibility into (and probably within) the cloud is no more than a few inches. The cloud covers the entire area before you, stretching for hundreds of yards in all directions.

There are patches of less dense blackness throughout this section, but even in these areas visibility is limited to but a few feet.



Chemical defoliants and fire will temporarily clear an area of the mist, but the mushroom fungi that exude the spores are so numerous that any such clearing will last 10-12 seconds at most. Infra-red spectrum scanners are incapable of penetrating this cloud, and bright lights have little success, increasing the visual range through the dense mass by only a few extra inches.

Should the characters try to traverse the area of the cloud to any great depth, they will disturb two young aliens that are near maturity. These aliens will immediately attack in the darkness surrounding the character.



Alien Fungi, Young (2)

Power: 5%

Defense: 30%

Health: 6 each

Move: 3

Init.: 0

Damage: tentacle strike 1d6 (x4), 30 foot range

Special: This alien emits a cloud of fungal darkness to 5-foot radius, making it impossible to see the alien or detect it with any type of gear. The fog can be dispersed by a strong wind.

If wounded, the fungi exude a horrific smell that makes it difficult to breathe within 20 feet.

Demeanor: Young aliens are frightened when discovered by intruders but will attack and try kill them. Being young they remain hidden, always striking within their darkness. They do not pursue any who flee.

Appearance: Master fungi and their young resemble lacy ropes of dark green Spanish Moss coiled into a 10-foot tall mass. Four tentacles protrude from this mass to 30 foot range, and are constantly in motion. Bits of fungi are constantly falling from the main body and floating to the ground.

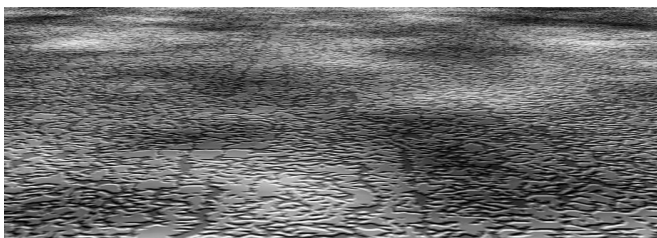
BETA SECTOR

Beta Sector Encounter Area #7: Laboratories

This area of the station has hydroponics, various horticultural laboratories designed to help produce hybrid plant species capable of better surviving stresses that earth-species plants might suffer within the environment of Planet Kask, and a small (100 by 100 foot) experimental garden. The horticultural devices are designed for use by herbologists and horticultural scientists, and are thus not automated. They are fully stocked with robotic assistants (awaiting activation) and supplies. All buildings require the presentation of a station wrist band to gain ingress.

The buildings include enclosed microbiological workstations of very small size (160 square feet) to moderately large facilities (400,000 square feet and several hundred yards per side) with controlled plant growth areas, automated cycling grow lights, and irrigation. This technology is foreign and incomprehensible to the aliens, and so this section has been left untouched by them... so far.

Characters will find plentiful supplies within these buildings, including all forms of agricultural equipment, radiation detectors, micro-biological scanners, batteries, and any other technological paraphernalia that the Game Master may deem appropriate to horticultural research. Tailor your description of any individual building within this section to suit your needs, but bear in mind that all these laboratories will have carefully controlled sterile conditions within, to increase the efficacy of any experimentation that may occur.



Beta Sector Encounter Area #8: The Blasted Earth

This was once the 'agricultural farmlands' biome of the outpost station, to be used to provide both food for the station and a seed bank for the propagation of edible plants for farming the planet below. The intrusion of the aliens has caused an imbalance in the local databank that controlled the automated feeding, sowing, cultivating and reaping processes that were performed in this area, and the entire section has now been highly irradiated.

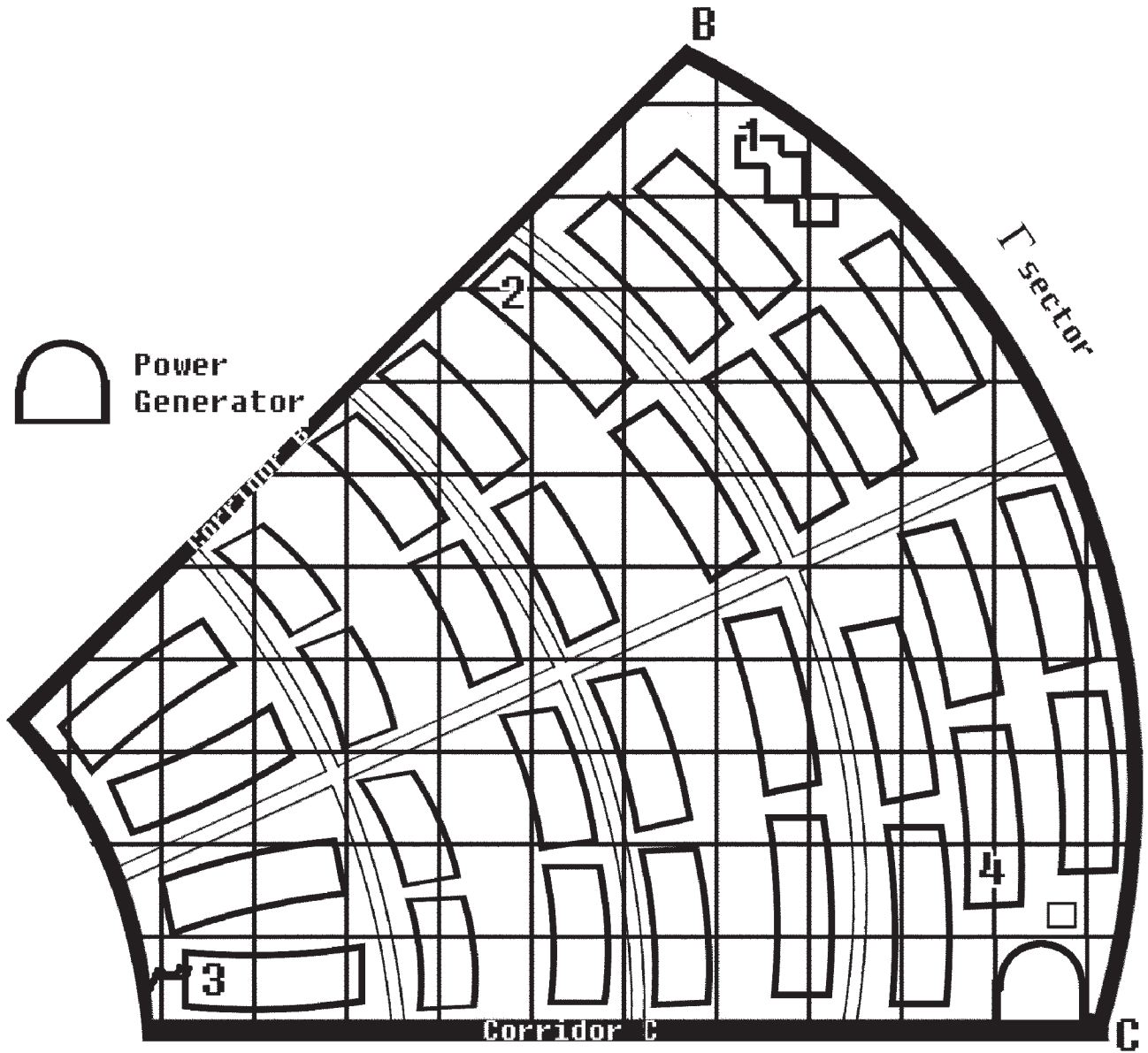
That portion of this sector that lies beyond the border road is completely barren. Dry, cracked earth stretches for hundreds of yards in all direction, and it appears that nothing was ever grown here.

The radiation near the edge of this section is harmful but mild, and unless someone specifically scans for it, it will be undetected by any character entering the area. Within 100 yards of the roads that border this section, however, the radiation increases to deadly levels, and the ground is so dry that a mere footfall causes clouds of dust several inches high to billow up from the ground. The dust is highly radioactive and inflicts 10 points of damage to any flesh touched. If the dust is not washed off it will inflict another 10 points of damage every 30 minutes.

If the characters continue into this area they find a some deserted farm buildings and the bleached bones of dozens of farm animals. With expertise these might be identified as cows, pigs, sheep, and goats, as well as the smaller skeletons of several edible fowl. Several burned out (overloaded electronics) robots are also in evidence. The buildings are otherwise deserted.

Characters proceeding this far into this area must be shielded by radiation gear, else they will not survive to leave the area.

Gamma Sector: Housing



One square is approximately 100 yards

Visitor Housing and Commissary

GAMMA SECTOR

Gamma Sector

Designed for scientific visitors to the station and colonists preparing for the planet below, Gamma sector is devoted to housing any humans that would reside on the Outpost for any length of time. The apartment buildings in this sector are huge 3-story structures some 100 yards in width and 250 yards in length. Single apartments are located on the top floors, small family apartments on the second floor, and large family apartments on the lowest level. Each apartment has one or more bedrooms, as well as a workroom, kitchen, dining room, and recreation room. Elevators and ramps allow easy access to all sections. Furniture is molded to the floor and walls for ease of maintenance and durability.

As the characters enter this sector, reveal the following:

You see gleaming three-story apartment buildings standing silently along the roadside. Even in the moonlight, the Spartan but forward-thinking design of these apartments bespeaks of their utility and functionality. They tower to three stories, just over 40 feet in height, and convenient walkways, elevators and ramps connect the floors to one another. Molded transparent windows beckon from all floors, but there is no movement to be seen. Although the apartments are attractive, the dim lighting and lack of occupants (and the sounds that would accompany them) gives this place the feeling of a massive tomb.

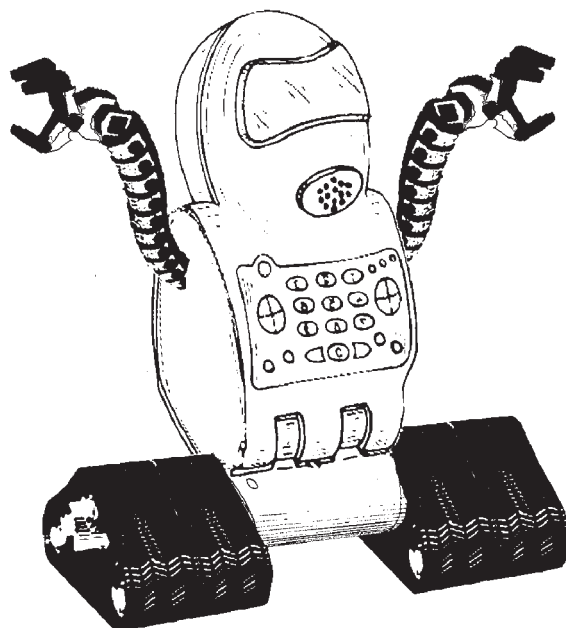
For the most part, the apartments are empty, lacking even towels, toilet paper, and the other accoutrements of everyday human life. Only five of these apartments ever had human use before the crash of the alien ship, and we will visit those in a moment. The Game Master is invited to place encounters in these buildings as desired, although several of the buildings are inhabited, as described in the following encounter areas.

Gamma Sector Encounter Area #1: The Commissary

The zigzag-shaped building in the upper left section of Gamma sector is a food repository and commissary meant for the humans staying within the apartment complexes of the entire sector. It is a single story, made up of interconnected rectangles that form a building of unique shape. The outer doors are open, and inside a service counter stretches for 100 feet. Behind it at 10-foot intervals are a series of standard Cargo Robots. A small terminal (for the station-issued wrist band of course), is also present at each such station.

The robots will provide any requested article of food, drink, standard clothing (not space suits or protective gear), toiletries (soap, shampoo, toothpaste, *etc.*), or entertainment that is requested by a character. There is a brief delay to retrieve said articles, from 30 to 60 seconds, as the articles are retrieved from the warehouse behind the service counter.

The primary danger here arises if a character requests an item not mentioned above (see next page).



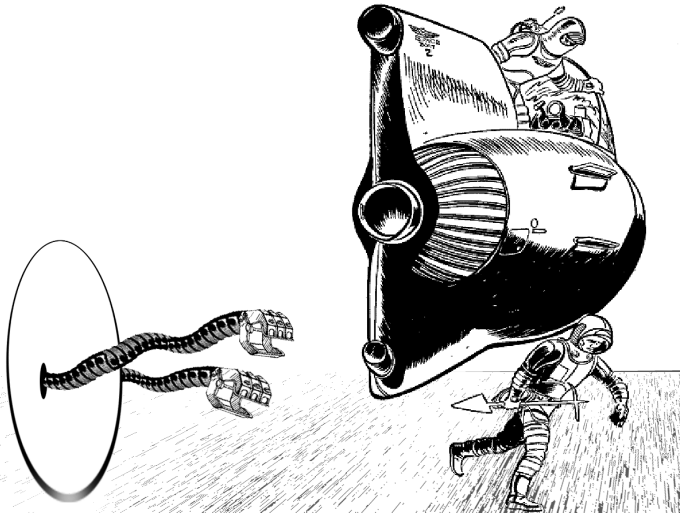
Should the characters ask only for standard approved items, they will receive them and be allowed to exit the building unmolested.

If a character requests an item not available in the Comissary (see previous list), a klaxon alarm sounds, and the Cargo Robots attack to subdue the person who requested the non-approved item. On the third round of such combat, four security robots arrive to take into custody any characters who have been subdued, and/or to help with the task of subduing the characters if they have yet to surrender.

If any character attempts to go behind the counter, the Cargo robots will ignore them, but four Security Robots will appear within 30 seconds and attack to subdue any who have entered this unauthorized area.

Cargo Robot (Standard)
Power: 11%
Defense: 20%
Health: 14
Move: 9
Init: +35%
Damage: arm bash 1d20 (x2)
Special: Apply health damage only when the lowest section (wheeled unit) is hit.
Demeanor: A Cargo Robot is programmed to respond to colonists' requests for authorized goods with speed and efficiency. It will restrain colonists that ask for materials listed as contraband. No programming is devoted to interactions; it is thus curt and unemotional.
Appearance: The unit is generally humanoid with two hydraulically operated tentacle arms. It stands about eight feet tall, and its lower section has rubber tracks. A grille in the center of the torso functions as both speaker and receptor, and the unit can interpret and respond to verbal commands.

Security Robots (4)
Power: 30%
Defense: 30%
Health: 36
Move: 9 (anti-grav levitation)
Init.: +30%
Damage: rubber bullets (x3) for 2 points (each) to subdue, and either taser tentacles 1d2 +special (x2) or capture tentacles 1d4+special (x2)
Special: Two taser tentacles can render a victim unconscious (when touching bare flesh), or two capture tentacles can wrap around a victim to prevent movement. It can attack with only one pair of tentacles during any combat round.
Demeanor: Once a Security Robot has determined that an adversary must be captured, it will not stop until the adversary is in custody.
Appearance: The unit is a 6-foot tall metal egg floating inches off the floor. As it moves, the appropriate tentacles flow outwards from the shell of the robot. A soft white glow at the lower end of the egg comes from the anti-grav propulsion unit.

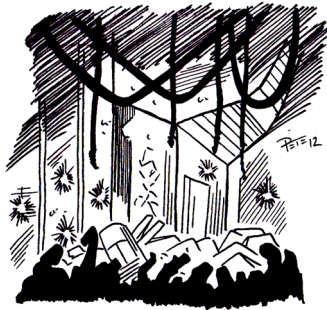


GAMMA SECTOR

Gamma Sector Encounter Area #2: Blasted Apartments

As the characters near this area, they will immediately notice that something is wrong. Although the station filtration system has removed toxic gases, the smell of cordite and explosives still lingers on the air. This should alert them to the scene of carnage above their heads.

The top floor of the apartment before you shows definite signs of some mishap. Five apartment doors are blasted open and appear totally destroyed. The door jambs show explosive scorching and fire damage. The windows of each of these apartments lie shattered on the walkway that leads from one apartment to the next. Water drips from the walkway, and is forming a small pool on the first floor walkway before draining away through grates in the floor.



If these doors are investigated, the characters find five blasted apartments that show signs of a battle. There are exploded bits of furniture everywhere, and scarring and small holes permeate the walls. Several water fixtures gush water onto the floor, and blood splatters can be seen on the walls, ceiling and floor. Energy blasts also darken the floor and ceiling. There was obviously a horrific struggle here. No bodies can be found, but the blood is human. The A.I. has no knowledge of this fight.

Do your best to terrify your players with this area, and support any false theories they may present as to what has occurred. It is a 'red herring' (unless you as Game Master choose otherwise).

Gamma Sector Encounter Area #3: Dark Fungi Trail Terminus

Adjust the following description for the distance at which any character first notices the fungi trail.

A long black tube, about one foot in diameter, lies on the ground here. It seems to lead to the base of the apartment building to your left, and trails off towards Alpha Sector, and the center of the Outpost, to your right.

This tube is the fungi trail that leads from the master alien fungi colony in Alpha Sector (*q.v.*), and it is nothing more than a filament of spores used by the master fungi to propagate when it finds a suitable location.

This dark fungus appears in several places about the station, and appears as an opaque mist of black spores. Infrared is ineffective at piercing this opacity. A character can easily put a hand through the black mist, but it leaves an oily stain. There are no other adverse effects to the fungi in this form.

If the characters approach the apartment house to investigate the end of the fungi trail, they notice that the door to the lower apartment is open:

The tube leads to one of the lower apartments in this building. You note that nothing can be seen within, even through its transparent windows. Looking through the door you see only inky blackness.

The darkness within the apartment is caused by black spore fungi, which generate a dense fog that drowns all light sources. In the back bedroom of the apartment, two young aliens are growing. If the characters proceed into that area, the young aliens will attack in the surrounding blackness. (Note that they always remain within the dark area they create.) Details of the aliens are given on the next page.



Gamma Sector Encounter Area #4: Outpost Colonist Demo

This is a demonstration area for visiting dignitaries, depicting how the station will work when in full operation. A holographic program was set up to highlight aspects of station life, emphasizing how the Outpost will take great care of the colonists during their stay. This hologram has been vastly changed by the fungi creatures, and is now a trap.

As the characters approach this area, they will trigger the demonstration:

Alien Fungi, Young (2)

Power: 5%

Defense: 30%

Health: 6 each

Move: 3

Init.: 0

Damage: tentacle strike 1d6 (x4), 30 foot range

Special: This alien emits a cloud of fungal darkness to 5-foot radius, making it impossible to see the alien or detect it with any type of gear. The fog can be dispersed by a strong wind.

If wounded, the fungi exude a horrific smell that makes it difficult to breathe within 20 feet.

Demeanor: Young aliens are frightened when discovered by intruders but will attack and try kill them. Being young they remain hidden, always striking within their darkness. They do not pursue any who flee.

Appearance: Master fungi and their young resemble lacy ropes of dark green Spanish Moss coiled into a 10-foot tall mass. Four tentacles protrude from this mass to 30 foot range, and are constantly in motion. Bits of fungi are constantly falling from the main body and floating to the ground.

Three small children in ripped pajamas approach you from one of the ground floor apartments. They speak very matter-of-factly to you, as children will do:

“We’re hungry! Do you have hot food?”

The simulation is designed to draw viewers into the well-appointed kitchen area of the apartment, where the automatic cooking stove would certainly impress them. The children continue their pre-programmed script:

“Momma’s not home right now, or she would cook for us. Maybe you could cook for us? We’re just starving!”

The children look like they haven’t been fed in several days and appear weak. They head towards the open door of a first-floor apartment.

Of course the automatic cooking stove will not work for the children. It reads the station-issued identification wrist band of anyone attempting to use it, and the data on the band reveals the age of the individual. The cooking apparatus is designed not to work for anyone under the age of 16, as a safety feature. The children will lead the characters to the kitchen where the ‘autochef’ will ask them to place a wristband in an activation slot:

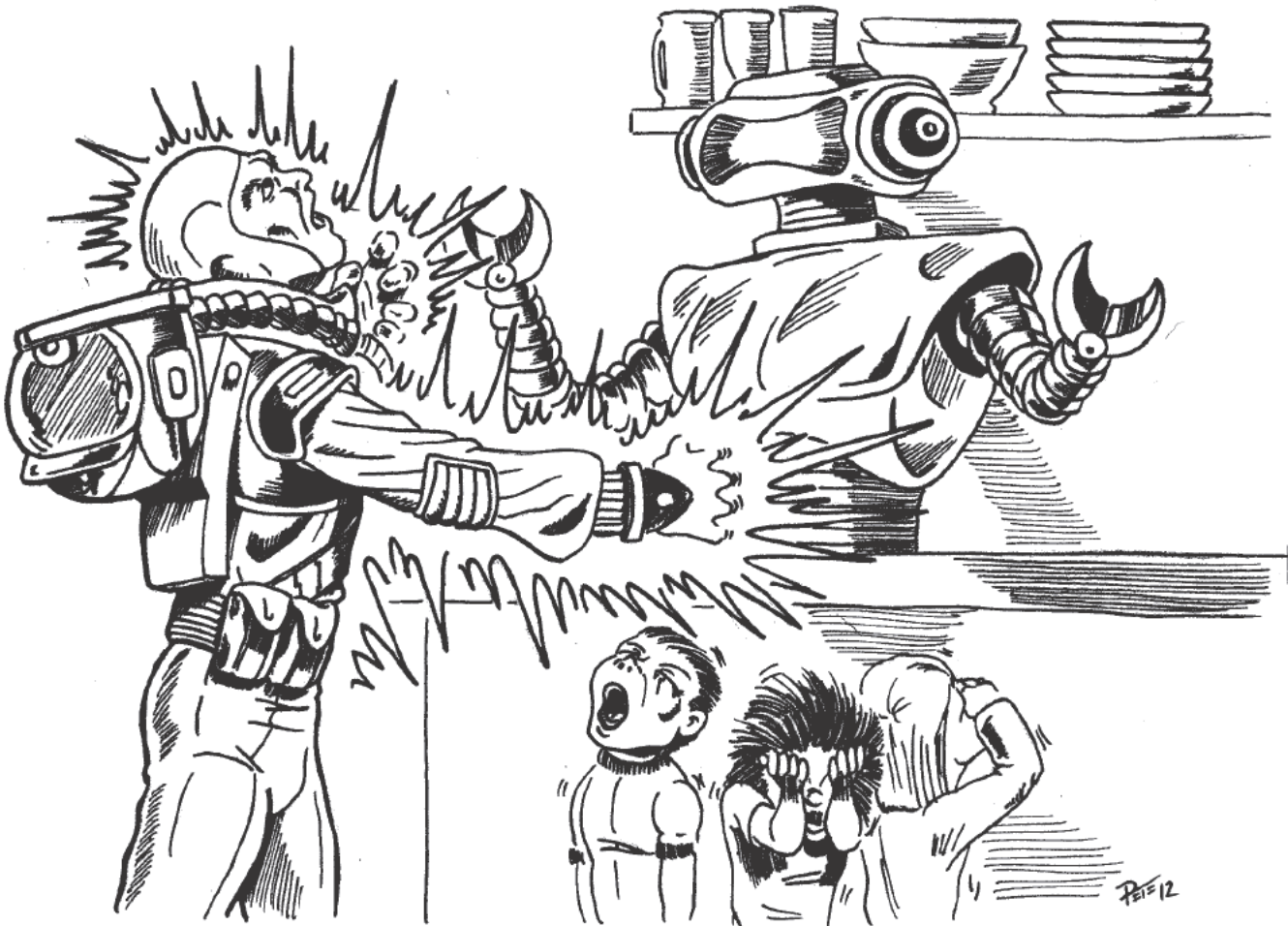
As you enter the kitchen you smell ozone and smoke, and a slight haze floats in the air. The cooking device hails you as you approach:

“Please place your ident-wristband in the slot for activation.”

The AutoChef has suffered a severe malfunction due to the alien virus that has affected the Station A.I. and all connected sub-processors.

If anyone inserts a wristband, the AutoChef cooking device is activated, and it inflicts 50 points of electrical damage on the victim. The holographic children will continue to whine for food.

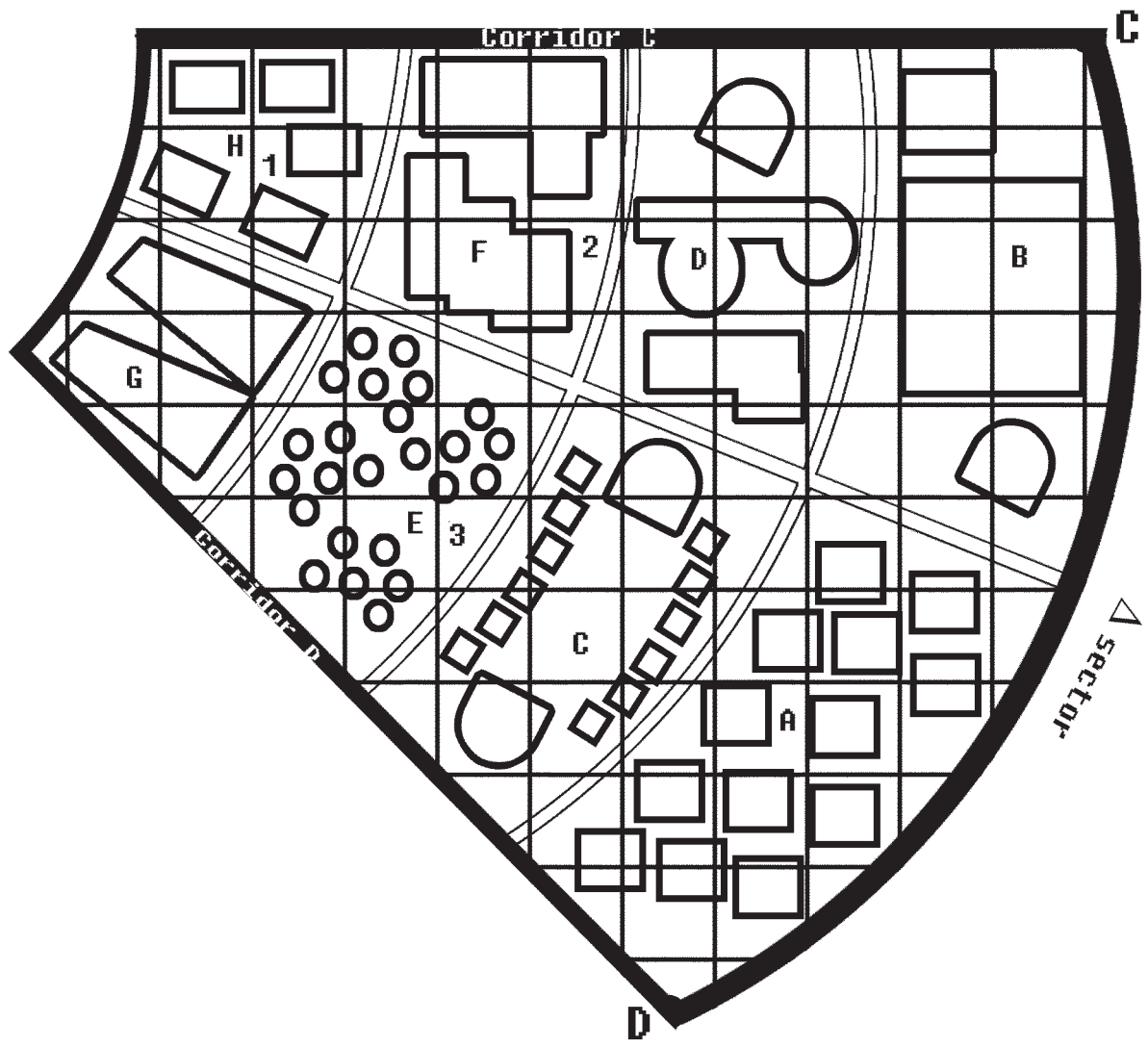
Should any character claim aloud that “the simulation should end eventually” or use similar language, the holographic images simply fade away.



Delta Sector: Robotics

 Power Generation Station

One square is approximately 100 yards



Robotic Maintenance, Repair,
Manufacturing, and Experimentation

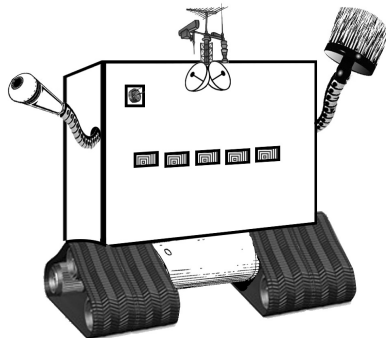
Delta Sector

This sector is the lifeblood of the outpost, dedicated to the manufacture, repair, maintenance, and programming of all the robots that service the Outpost, as well as any that might be required by the colonists on planet Kask below. Research laboratories have also been established for the development of new robots once the challenges faced by the colonists on the planet are better known.

All of the buildings in this sector are single-story, with 20-foot ceilings and doors requiring wristband access. Most have overhead gantry cranes and lifts to easily move robots under construction and for those that are deactivated and in need of repair.

Decontamination Robots patrol the area constantly, removing any fungus that has invaded the area. These robots will ignore the characters, though they will avoid running over them or spraying them with cleaning fluids. They operate by spraying an area with a decontaminant, scrubbing where necessary via robotic tentacles (ending in stiff plastic brushes), and vacuuming the decontaminant and foreign particles into a holding vessel that is later stored in a warehouse in section A of this sector. These robots will not respond to the characters, and provide little or no threat. Of course, your players don't know that.

Of special note, the decontaminant used by these robots is *extremely* helpful in eradicating certain alien fungi infections. Once this fact is known, your characters may return to this area in search of more fluid, possibly as a matter of urgency. Limited supplies of the decontaminant are available in Section G (spare parts disbursement).



Delta Sections

Section A of Delta Sector is a warehouse area that serves as a repository for the raw materials, reclaimable wastes, and common mechanical sub-units used in robot production. The gigantic warehouses in this area are filled with servo motors, propulsion units, molded robotic torsos, and sheet material for both robot construction and outpost repair. All of these materials are on pallets, and the warehouses are serviced both by overhead cranes and Cargo Robots of various sub-types.

Decontamination Robot (page 35)

Power: 9%

Defense: 20%.

Health: 11

Move: 7

Init: +10%

Damage: The decontaminant spray used by this robot inflicts 4-24 points of damage to human life forms and is deadly to all types of microscopic life.

Special: This unit has two tentacle arms that can extend up to 30 feet. One is mounted with a scrubbing brush and a sprayer for decontamination fluid. The other has an aperture that provides vacuum suction to remove small debris and residue.

Demeanor: These units are programmed to avoid human contact. They will do their best to avoid any such interaction, but will not physically remove themselves from contact with characters.

Appearance: This unit is a rectangular box about 6 feet tall, and its lower section has a rubber track. The front of the unit contains a sensor array that allows it to identify the microbiological specimens it has been programmed to destroy. The rear has an access port for data links and a door accessing an interior waste tank. An pressurized vessel within contains decontamination fluid, and one full tank will cleanse up to 2500 square feet.

Section B of Delta Sector contains facilities devoted to robotic software and reprogramming, new software development, and simulation stations for testing new software. This section of the station is proprietary, and any unauthorized humans entering this area will be pursued and apprehended by outpost Security Robots (detailed on page 77).

Section C is a massive recharging station for every robot in the outpost. Massive generators here fuel 98 recharge stations, and 60% of them are in use by robots at any given time.

Section D contains two different facilities. The first makes automated factory equipment that can be disassembled into prefabricated components for rapid planet-side automated factory construction. The other facility contains automated machinery for the production of the robots used on the Outpost. It may be programmed for new robotic prototypes as well.

Section E is a proving ground for new prototype robots and automated equipment. It contains an obstacle course, a speed course, stress-test areas (to measure the ability to lift and carry, and to handle dexterous tasks), and a programmable holographic area to test reactions to stimuli. (You may wish to develop the latter area for its horror potential.)

Section F contains laboratories and developmental facilities for robotic experimentation and new prototype automatons. The labs and facilities here are fully automated, but are also designed for use by human researchers, physicists, and scientists. As these personnel have yet to board the outpost, these facilities are currently deserted, but are ready for operation.

Section G consists of two fully automated warehouses used for storing supplies and spare parts used to restock and repair robots of all types. The service desks of these warehouses are automated, and the parts are all referred to by number. Standard wrist bands are required for access, as usual.

Section H contains robotic repair facilities (mechanical repairs), and warehouses where spare robots are kept until needed. A search of the warehouse closest to Street C will discover 50 of each type of robot found upon the outpost: Security, Medical, Horticultural, Cargo Handling, Construction, Decontamination, and Pallet-Loading.

The details of any exploration into these areas are left for the Game Master, but several areas have specific encounters, as described below.

Delta Sector Encounter Area #1:
A Strange Visitor

As the characters explore the robotic repair and 'new' robot storage facilities in this area, a strange sight appears in the sky above them. The specific time that this is noticed should be determined by the Game Master based on the actions and of the characters and precautions taken, but they will invariably at some point notice these strange visitors.

As you glance skyward you notice a group of strange circular objects approaching. They appear to be nothing more than balls of fluff, each like the head of a dandelion, though some about a foot across. A quick count of their number reveals that there is one of these strange puffballs for each member of your party.

Give the characters two full combat rounds to ask questions, scrutinize the approaching objects, and make whatever preparations they feel are necessary, and then continue:

The puffballs now appear to be moving with some speed, and they are definitely headed towards your group.

One puffball will rapidly drop from the sky towards each character and touch them on any area of exposed skin. Once this occurs,

DELTA SECTOR

the puffball changes to a light blue color, and then retreats to hover 30 feet above the head of the character touched. The puffballs may be readily destroyed by ballistic and energy weapons, but such destruction only causes two further puffballs to appear in the same manner as the first. (Shooting these two puffballs causes four to appear, and so forth in geometric progression.)

The puffballs are detection devices used by the alien to keep track of the characters, and the game master may wish to periodically visit the party with an attack by a reprogrammed security, cargo handling, or horticultural robot (see the back of this adventure for details) once the puffballs have appeared. The puffballs may also be used by the Game Master to heighten the tension, as it will be obvious that the characters are now 'being watched'.

Delta Sector Encounter Area #2: Evil Robots on Parade

When the fungi alien began to explore the station, it sent a colony of dark green 'Spanish Moss' fungi into this sector to investigate and assimilate any systems that might be useful. The colony was later discovered and eliminated by the decontamination robots patrolling this area, but not before it had created five copies of a new robotic prototype.

Any character who rounds the corner of the prototype development building (section F of Delta Sector) will view the results of the fungi's efforts:

As you round the corner of this building you are confronted by five robots of a type you have not seen before.

Normally a robot would not attract your attention, but these humanoid forms appear strangely wicked. Each has three tentacle arms ending in curved blades. Tracked

units rest below the main body, giving you the impression that the unit may have great speed even when traversing uneven terrain. These would most likely make great guardians for your small group of explorers.

Allow your players a moment of hope, and make no comment should they discuss the strange new robots.

If the character who discovers the robots moves toward them, or if any other character approaches closer than that, the robots attack:

Suddenly the robots spring to life; activating with blinding speed. As one, they turn in your direction and announce, "Destroy the intruders!"

Should the characters prevail, anyone with computer skills may readily determine that the programming within these robots is of alien origin. The robots may only be repaired with extreme difficulty, and at great risk.

Robotic Alien Prototypes (5)

Power: 10%

Defense: 25%

Health: 13 each

Move: 8

Init: + 55%

Damage: bladed arm strike 1d6

Special: These units have human-type senses, and can be fooled by electronic counter-measures since they have human-type senses. Energy weapons of any type inflict full damage to their bodies.

Demeanor: The robot will follow the characters, constantly attacking with its whirling blades and fighting until destroyed.

Appearance: This primitive robot is a 7-foot tall metallic silver humanoid. Its three-bladed arms are in constant motion.

Delta Sector Encounter Area #3:

Help Test a New Weapon

As the characters explore section E of Delta Sector (the proving ground) they happen upon an unusual circumstance: friendly and responsive outpost robots. Two medical robots and two security robots stand here, and hail any characters who approach.

A quartet of robots stands 100 yards ahead of you. Two are obviously security robots, and two appear to be medical robots. They seem to be waving you over, but are making no aggressive moves.

If the characters attack, the robots flee. In that case the robots return in several minutes, but flee again if attacked.

If any characters approach to within 20 yards, one of the medical robots will address them:

One of the robots turns towards you. It extends a robotic tentacle that has at its terminus a cuff made to fit a human arm. The cuff has a red end and a blue end. As you wonder at the function of this strange contraption, the robot addresses you in a pleasant monotone:

“We need the help of a volunteer. Would you please help us test a new weapon?”

Should any character agree, the robot fits the cuff onto the character’s arm and indicates a target 20 yards distant. The now-empty robotic tentacle then sprouts a wicked-looking probe, set with myriad needle-like electrical connections, and asks:

“Would you like a download of the technical manual for this weapon?”

The cuff has several dials, a sliding lever (switch? rheostat?) and an obvious trigger mechanism that is operated by the wearer’s thumb. If the character agrees to the download,

the robot jabs the subject with the data connector (the wicked-looking probe), which inflicts 16 points of damage. It then begins the data download, which inflicts an additional 1-6 points of electrical damage on the unfortunate character. No knowledge will actually transfer to the character during this process (unless they are robotic or cybernetic).

If the character says that the download is not wanted, the robot replies:

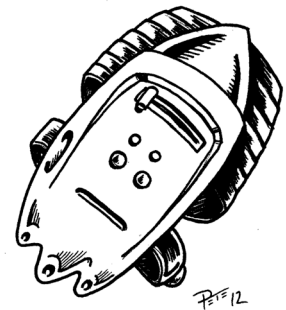
“Assimilation complete; technical details unnecessary. Please proceed with weapon test.”

The assembled robots note the actions of the characters after this point, but take no further action unless they are attacked. If such occurs, details of the medical and security robots may be found at the back of this booklet.

If the characters simply leave, the robots ignore them.

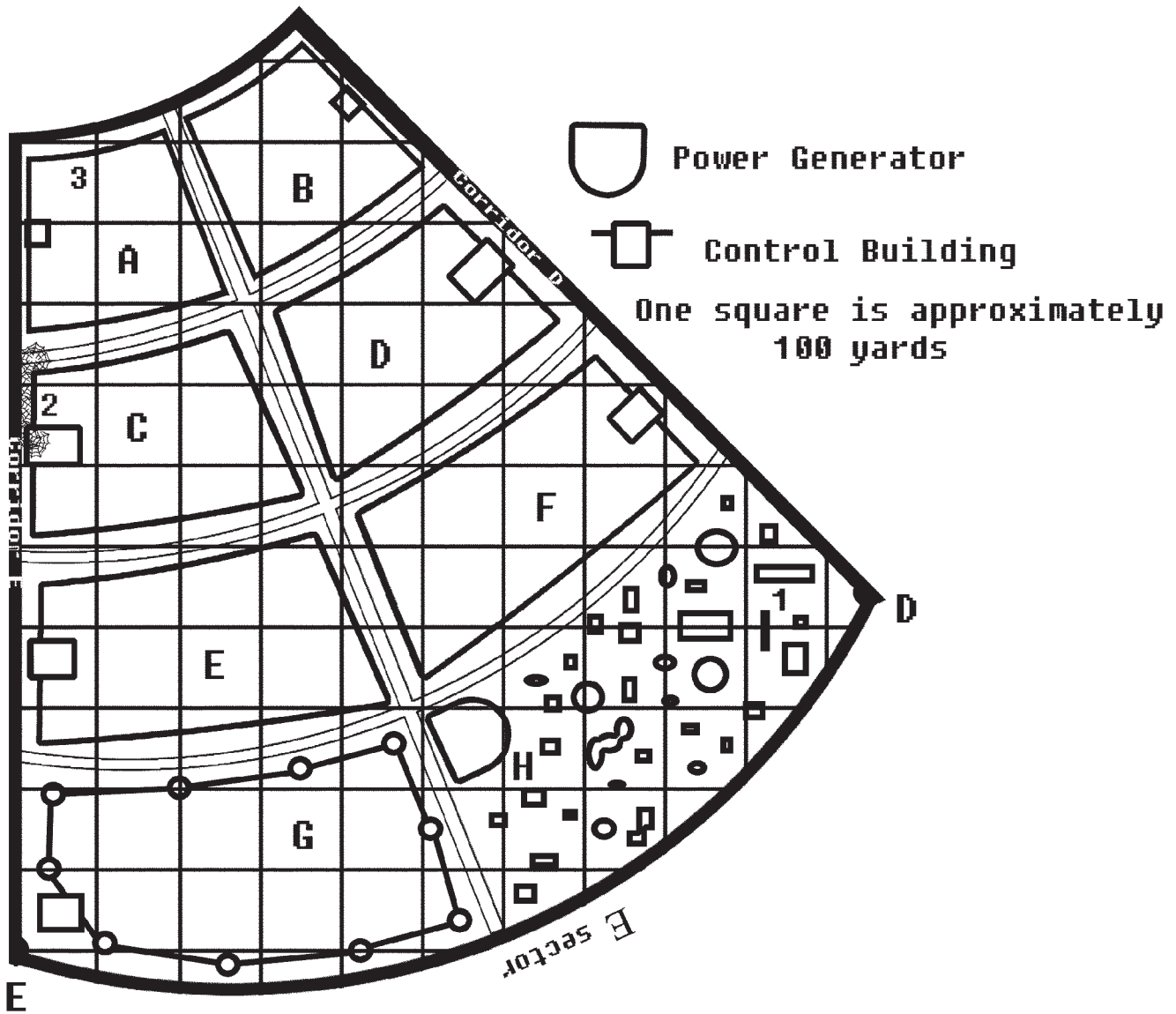
The cuff is a plasma weapon which can inflict 40 points of damage to a range of 20 yards. It must be recharged after firing four plasma bolts. Unfortunately the weapon is also quite complex, as it is made for use by the automated data processing systems of a robot. It is well within the realm of possibility that any character attempting to change any of the settings on or recharge the weapon may suffer a rather

severe mishap, due to limited knowledge of its technical operation. The functioning of the various settings on this weapon is left to the discretion of the Game Master.



EPSILON SECTOR

Epsilon Sector: Zoology



Animal Propagation and
Species Experimentation

Epsilon Sector

This sector of the outpost was designed for the propagation of various forms of animal, avian, fish, insect, and reptile life for transport to the planet below. Myriad habitats are here separated by natural barriers (ditches, streams, cliffs and the like) and fences, with robotically activated walkways and gates allowing various attendant robots to service the areas that retract or close automatically when not in use, ensuring the efficacy of these barriers. Five of the sections (A-E) are further surrounded by a protective fence 14 feet in height in the event of any unforeseen escape, with the only entrance to any of these sections being the large control building for each sector. These control buildings are intended for both human and robotic use, and are designated on the map by large squares intersecting the perimeter fencing of a section.

Section A of Epsilon Sector is comprised of a series of large ponds, providing habitats for a variety of fresh- and salt-water fish and reptiles. Those areas devoted to amphibians and reptiles are segregated from others with both fencing and natural barriers.

Section B is devoted to the propagation of cold-climate/arctic species. Many small domes dot this section in order to maintain lowered temperatures, and these domes are only accessible by the robots that service them; entrance may not be gained via the use of a standard (Outpost-issued) wrist band. Walkways are provided that are accessible to visitors to the station which allowing the viewing of these dome interiors.

Section C is devoted to temperate and warm-weather animal species, and its habitats are separated by fences and natural barriers with walkway and gate access for robotic attendants.

Section D contains habitats for fully and partially domesticated species. Many areas of this section have habitats that may be entered by visitors, and many (not all) of the walkways

and gates in this area have consoles that may be activated by a standard wrist band. In the plans, this area is often referred to sarcastically as 'the petting zoo'.

Section E has greater security than any of the previous sections, as it houses habitats for a variety of predators. All of the habitats in this section are surrounded by 14-foot tall electrified high-security fencing. Walkways are provided for viewing these animals, but are nowhere near as prolific here as they are in the previous four sections.

Section F is enclosed in a large transparent dome that reaches to 40-foot height, leaving only 15-30 feet between this dome and that which covers the entire outpost. This is devoted to avian species, and its control building entrance has several locked and covered pathways that must be traversed to gain entrance. This virtually eliminates the danger of an avian escaping the dome.

Section G is a mixed habitat meant to mirror the terraformed surface of the planet below. Its artificial gravity is 30% higher than outpost normal, and the humidity is 25% higher. The fence surrounding this area climbs to a full 20-foot height, and is made of 3-inch thick transparent sheets, completely segregating this section from the area around it. Characters passing outside this fence will notice an increase in humidity as they approach (as airflow over the top of the barrier is unhindered). Much of the sound from within is muffled by the barrier, and those investigating may find the approaches to this section strangely quiet. Access through the control building for Section G is prohibited to outpost visitors (those wearing the standard wrist bands). Visitors are welcome to view the area from outside the transparent fence.

Section H is dedicated to genetically re-engineering species found within Epsilon Sector to better adapt them to the conditions found on the planet below. Research has yet

EPSILON SECTOR

to begin in this section, as it was designed to respond to unforeseen challenges presented by planet Kask, and these challenges are as yet unknown. Entry to most buildings within this section is denied to visitors, and most of these buildings will not open when access is attempted via the standard wrist band.

General Note for the Game Master

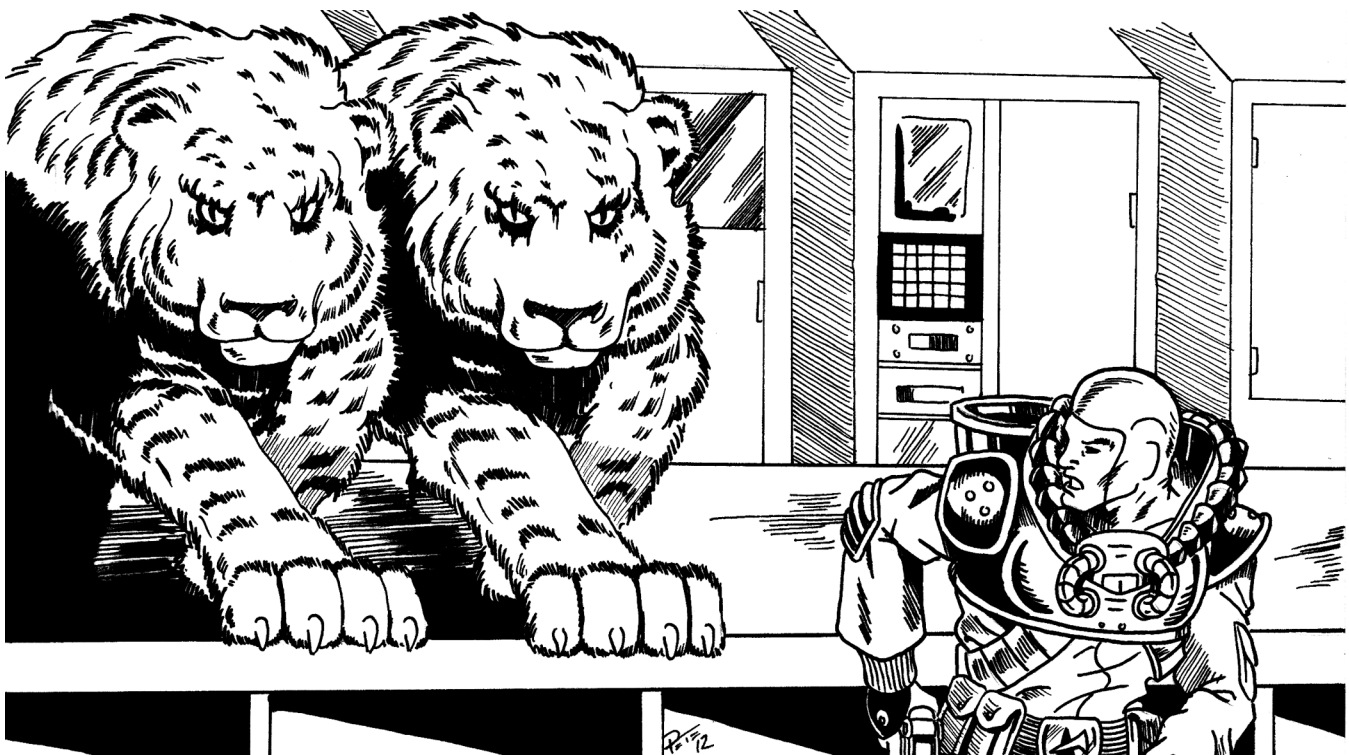
Throughout Epsilon sector, the incursion of the alien A.I. into the outpost A.I. has led to serious problems and numerous malfunctions. Walkways have been left activated, gates left open, and computer-driven experiments have occurred in the research section. You are invited to add encounters to this section based on uncontrolled robots, bizarre mutated humanoid animals, and creatures that have escaped from their propagation habitats. Several examples of these encounters are detailed hereafter, but you should by no means consider this list to be all-inclusive.

Epsilon Sector Encounter Area #1 (section H): Modified Tigers

The tampering done by the alien fungi with the outpost's Artificial Intelligence has had far-reaching effects—some subtle, some less so. In the experimental laboratories of Epsilon sector, the effect was minimal. However, several research and gene-splicing programs were started. All were intended for use under the watchful supervision of scientific specialists who have not yet arrived on the outpost.

As the characters round the corner of this building in section H of Epsilon Sector, they will see a building that has been damaged. A section of destroyed wall will get their attention at a distance of 40-50 yards.

Your peripheral vision alerts you to something out of place to your left. With a start you realize that the normal perfection of most of the buildings you have seen throughout the outpost has here been disrupted. The wall of the building 40-50 yards from where you stand has been rent, blown outwards by a terrific force.



If the characters approach to within 20-25 yards for a closer look, or if they have suitable vision-enhancing equipment, add the following:

A closer scrutiny of the destroyed wall section shows massive claw marks, deep gouges that mark the hard surface of the building's structure. An irregular hole about four feet in diameter was torn in the wall's surface, and shards of building material lie just outside the once-perfect structure. Through the gaping hole, within the building you see computer stations, test tubes, and other scientific equipment. There is also the twisted wreckage of what might once have been a steel cage.

Two huge genetically enhanced tigers have escaped a computer-generated breeding program that was improperly initiated by the now confused A.I. of the outpost. If the characters enter this building, the tigers attack the second character to enter, gaining a stealth bonus and leaping soundless upon them from a shelf within the laboratory.

If the characters do not enter the building, the two tigers stalk them for the next ten minutes,

<p>Tigers, Giant (2) Power: 29% Defense: 30% Health: 34 each Move: 12 Init.: +75% Damage: bite 3d6 <u>and</u> claw 4d6 Special: will always retreat from nearby explosions (such as rockets or grenades) Demeanor: The Tigers are intelligent, and will work together as a team. They are hungry and consider the characters a food source. However, they will retreat from the battle if <u>either</u> of them takes 30 or more points of health damage. Appearance: These are huge beasts measuring 10 feet in length and 5 feet tall. Each clawed paw is larger than a man's head.</p>
--

carefully choosing the right moment to launch their attack. This first attack will always be a surprise unless the characters have taken unusually fine precautions.

The tigers' carcasses would be of great scientific research value to many back at Fleet, but they will be bulky and difficult to transport, as each weighs about 900 pounds.

Epsilon Sector Encounter Area #2
 (section C): Webs of Horror

From 100-120 yards away, characters approaching this area will note that something unusual has occurred, for there are webs across the entrance to this building, along the fence at its periphery, and even about halfway across E street.

Spiders from area C were infected by fungal spores that transmuted their biology, a side-effect even the alien fungi did not expect. The spiders have developed a clear crystalline body structure that is nearly invisible, and have grown to the size of basketballs. With this growth has come a corresponding need for nourishment, and they have ravenous appetites. They have consumed most of the creatures that inhabited the habitats closest to the Section C control building.

In the distance you see a strange proliferation of vines or ropes. They seem to form a haphazard yet geometric pattern, and they stretch from the fence surrounding the habitat nearest you to halfway across the main street. The first of these rope-like conglomerations lies 100 yards in front of you, an eerie, unmoving mass.

Should they approach to within thirty yards the nature of the webs become apparent, and the first of the ravenous spiders will launch their stealthy attack.

E P S I L O N S E C T O R

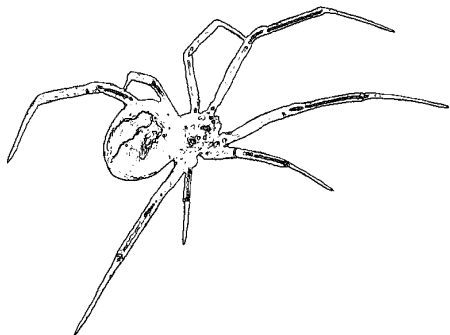
Describe the webs when characters approach:

You can now see that the vines or ropes are actually spider webs of prodigious size. This area seems covered in the strands, which vary from several feet thick to a lace-like pattern only the width of string. They reach upward, towering above you and the fence, to a height of thirty feet.

As you ponder the size of the insect that created this amazing architecture, you feel a movement on your lower leg. A crystalline spider about 18 inches in diameter is attacking you! A quick glance verifies that others are about as well, though their transparency makes them difficult to spot; there could be dozens of them!

The fangs of these spiders are unable to penetrate armored space suits or similar gear, and if the characters have such protection they will be unharmed. Any character with exposed skin is quite vulnerable.

If the characters manage to kill ten or more of the spiders, the arachnids avoid further contact unless their webs are threatened. These webs are highly flammable, and setting them alight will infuriate the spiders, causing them to stupidly attack the fire. Most will perish in such a conflagration, and outpost decontamination robots will appear 1-6 combat rounds later to douse the flames with chemical suppressants. They will also recognize the spiders (both living and dead) as foreign material that must be cleaned, and will attack them as though cleaning a portion of the outpost.



If characters ask the A.I. for a poison remedy, it instructs them to proceed with all possible speed to the medical facilities in Theta Sector, where a vaccine for the venom can be administered. If transport is requested, the A.I. will send one Security Robot to carry each victim which will, in so doing, rapidly outdistance those not being carried. (See Theta Sector for details on what transpires thereafter).

Spiders, Mutated Crystal (12+)

Power: 3%

Defense: 5%

Health: 4 each

Move: 6

Init.: 25%

Damage: Bite 1d6 + poison

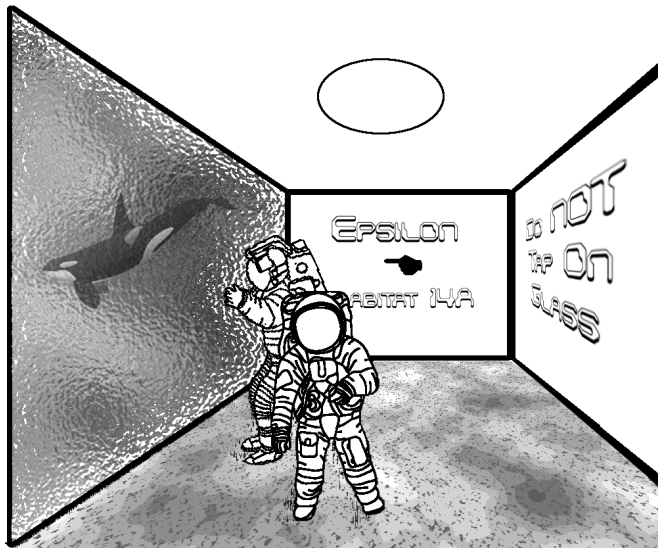
Special: The spider's venom is a long-threshold paralytic, causing a loss of mobility and motor skills that increases with the number of hits scored:

	Onset Time	Mobility Lost	Duration of effect
Bite 1	1 turn	25%	1-3 hours
Bite 2	1-3 turns	50%	1-6 hours
Bite 3	1-6 turns	100%	2-12 hours

Additional bites decrease the onset time by 1 turn each. Each effect naturally dissipates 2-12 hours after it ends.

Demeanor: The spiders are hungry and view the characters as a food source. However, they will retreat from the battle if several of their number are shattered in combat, regrouping to strike an easier target, or the same one if they can achieve a new position and attack with surprise. The spiders are not intelligent, and will not pursue a victim for more than 25 yards beyond the safety of their web-like nests.

Appearance: Crystal spiders are 18-36 inches in diameter, and stand 1-2 feet tall. Their bodies appear to be made of crystalline glass and are difficult to see, but are easily damaged. They are capable of spinning webs, but prefer to attack from stealth, leaping upon prey that passes by.



Epsilon Sector Encounter Area #3 (section A): Survivors?

A portion of the A.I. that runs the outpost is still fighting to preserve the health and well-being of any visitors to the station, although this directive is now both confused and perverted by the intrusion of the alien fungi. Should any character pass near this area (on the circular road bordering Alpha section and section A of Epsilon Sector), the A.I. will entreat them to bring news of Privates Bob Spangler and Gil Schultz. It will relate that these crewmen are showing up on the scanners as being “in the area,” but they refuse to check in.

A voice breaks the stillness around you, startling you momentarily. With a sigh of relief, you recognize the calming, dulcet tones of the Artificial Intelligence that controls the Outpost.

“Attention” (insert one character’s name). “Private Bob Spangler and Private Gil Schultz have been reported in your area, but these units are not responding. Please investigate. They are engaged in recreation in the viewing area of Epsilon Sector section A, at Epsilon 2, 3. Please locate these individuals and report back to station control. A substantial reward is offered for this service.”

The two crewmen in question are actually long dead, and their space suits are now filled with green alien fungi which is using these suits to move about the outpost. The face plates are lowered to prevent any recognition (via sensor) by the decontamination robots that still patrol Epsilon Sector. The outpost A.I. will direct the characters to the spot where the two fungi aliens are hiding—an observation room just below the deck, facing a salt-water habitat tank. The A.I will direct the characters through the control building and along a series of walkways that divide several other habitats from one another.

Take some time building up tension as the characters traverse this terrain. Surprise them with the splash of a large shark, the safely distant probing of an octopoid tentacle, and the lack of robotic attendants.

As the group nears the room below the deck, continue as follows:

A partially-open hatch in the deck beneath you sheds a bit of light from its opening. Before you can ponder the meaning of this phenomenon, the voice of the A.I. intrudes upon your consciousness.

“It appears that Privates Bob Spangler and Gil Schultz are in the viewing room below, entertaining themselves by viewing the marine species present in this habitat. Please go below and ask them to check in.”

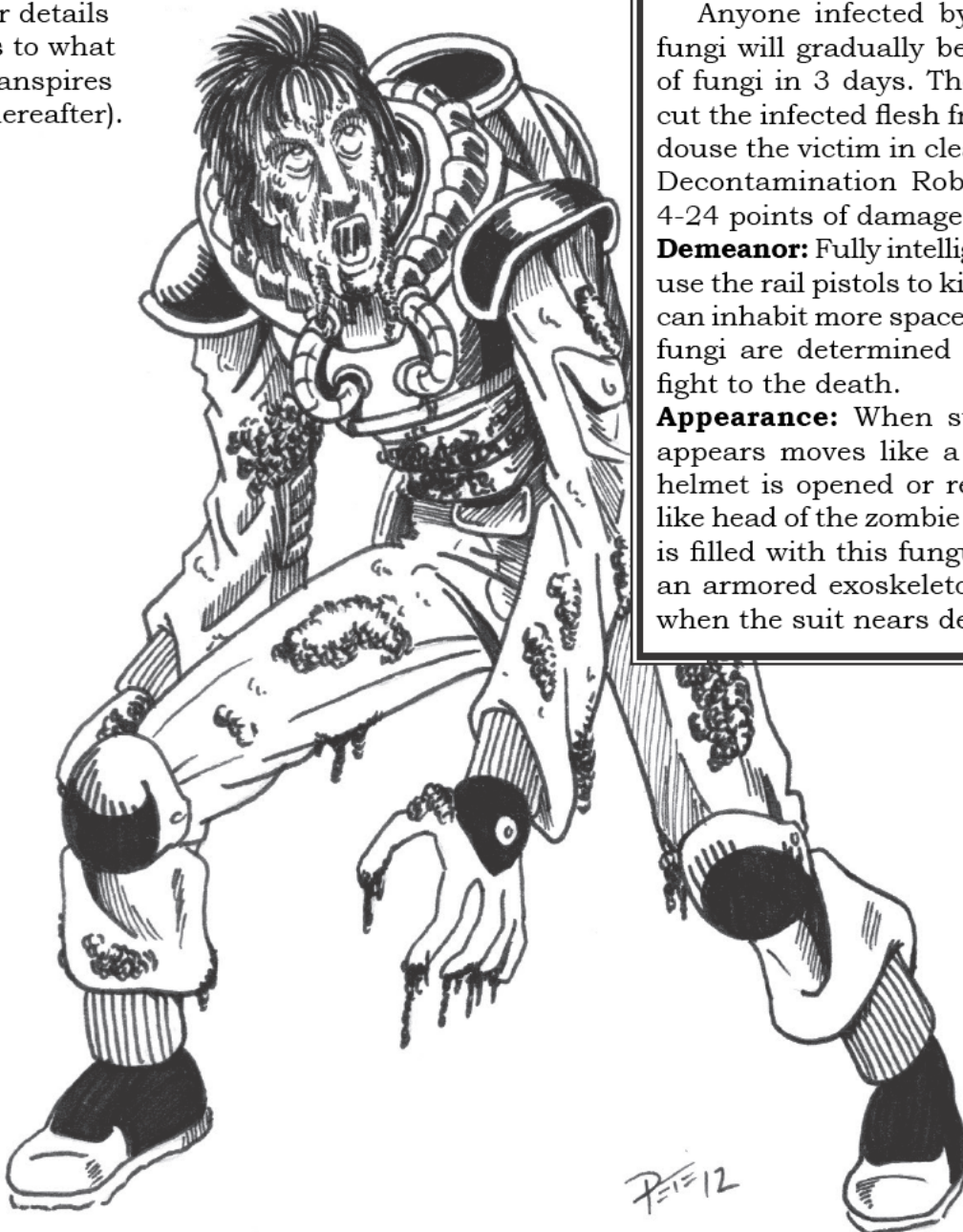
If the characters go below, they see the two animated space suits gazing (through a large transparent wall) at the antics of several killer whales. The two remain motionless, but slight movements within the suits alert onlookers that they are still alive.

The two suits (filled with colonies of alien master fungi) will attack nearby characters if they speak. Intent upon creating new ‘space suit colonies’, these fungi will battle to the death.

As Game Master you should set this up to be a truly horrific encounter. The characters should view these two as normal human scouts until they approach closely enough. The two fungi colonies then turn and lift their visors, sprouting forth hideous spore tendrils that whip at the characters in an attempt to infest them.

If any of the characters are infected and ask the A.I. for assistance, they will be directed to the medical facilities in Theta sector.

See page 50 for details as to what transpires thereafter).



Zombie Fungi (2)

Power: 30%

Defense: 30%

Health: suits 35 each, fungi 12 each

Move: 7

Init: +10%

Damage: rail pistol 1d12 and tentacle 1d6 + chance of infection (25% suggested)

Special: Energy weapons inflict no damage to this creature. If wounded, it exudes a horrific smell that makes it difficult to breathe in a 20-foot area around it.

Anyone infected by the spores of the fungi will gradually become a new colony of fungi in 3 days. The only remedy is to cut the infected flesh from the victim, or to douse the victim in cleaning fluid (used by Decontamination Robots), which inflicts 4-24 points of damage.

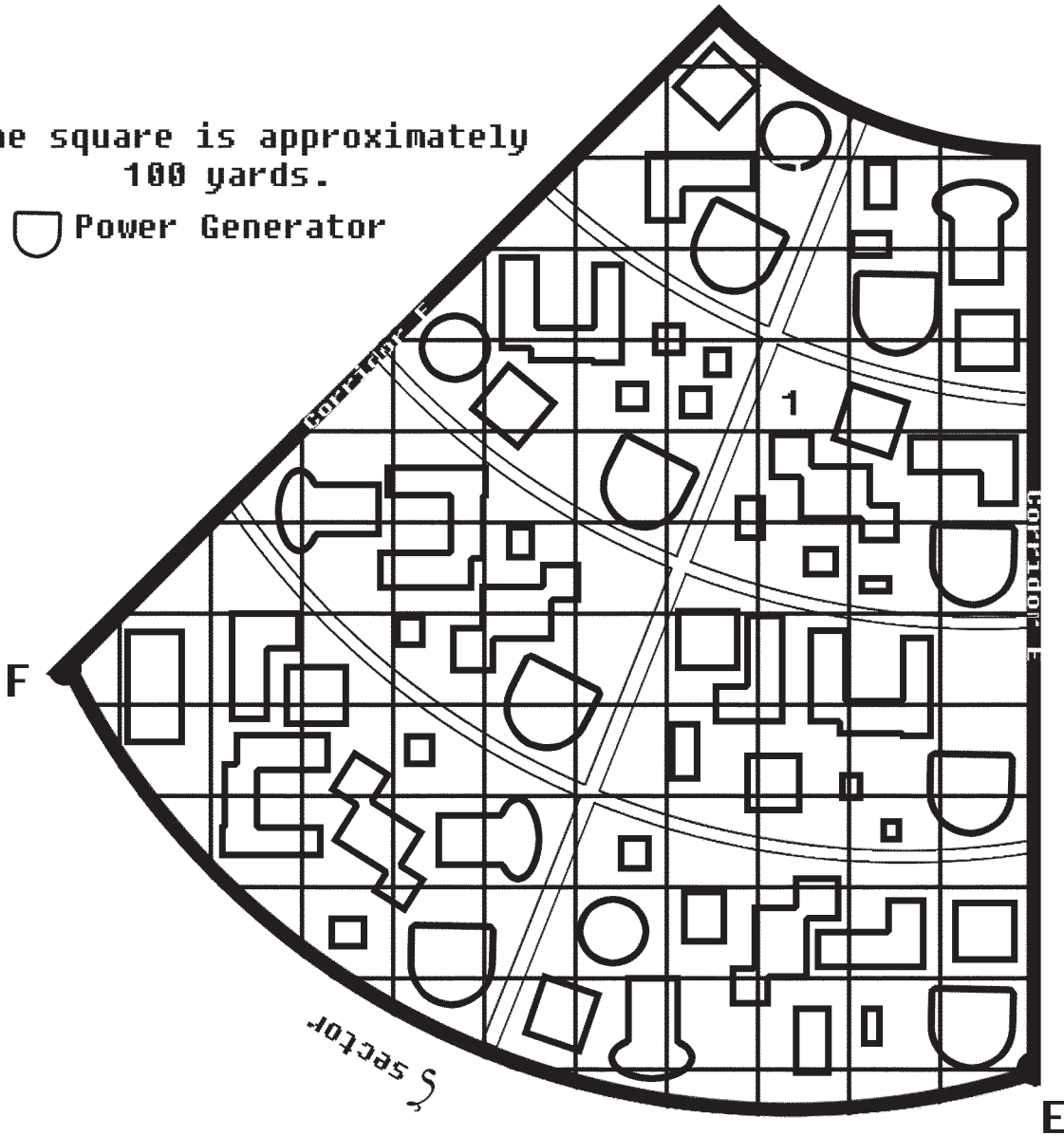
Demeanor: Fully intelligent, these creatures use the rail pistols to kill characters so they can inhabit more space suits. These zombie fungi are determined to escape, and will fight to the death.

Appearance: When suited, the creature appears moves like a human. When the helmet is opened or removed, the lichen-like head of the zombie is revealed. The suit is filled with this fungus and it used it as an armored exoskeleton, flowing out only when the suit nears destruction.

Zeta Sector: Manufacturing

One square is approximately
100 yards.

☐ Power Generator



Fabrication of Sub-assemblies
and Finished Products

Zeta Sector

Each of the divisions of this section is dedicated to manufacturing machines that make equipment needed for everything from durable goods to foodstuffs, clothing, and other necessities used for both colonization and the running of the station. The only items not made here are robots and vehicles.

The buildings come in a variety of shapes, but all have automated assembly lines, and most have adjoining warehouses for finished products, as well as short-term supplies of raw materials. Power plants are also found throughout this sector, as the power demands of this area will be substantial when colonization demands their full capacity. All of these facilities are serviced by robots, with only occasional and minimal attention being required by humans, and only then to repair or respond to unforeseen problems and conditions.

The thoroughfares between the buildings in this area are broad and flat, measuring no less than 60 feet in width to allow for the easy passage of robotic delivery vehicles and attendants. There is little ornamentation, although each of the buildings in this sector carries a sign identifying it for the A.I.—the Zeta symbol followed by grid coordinates.

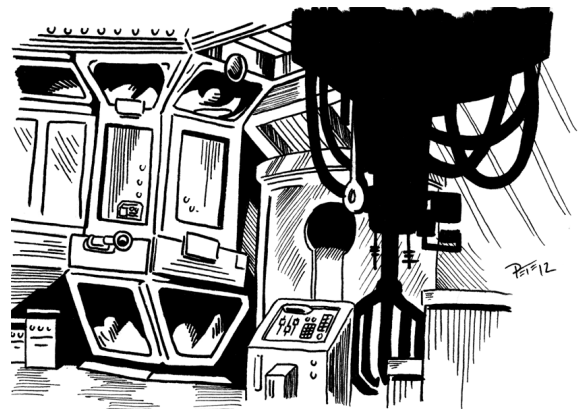
The types of manufacturing plants found here would form a nearly infinite list. The Game Master is invited to include forms of manufacturing that best suit both the game system and the ongoing campaign (if any).

If any character possesses skill with computers (and a standard wrist band), the manufacturing facilities in this sector will happily create objects for them. Anyone who attempts this without computer skills, however, will find themselves either denied or in receipt of objects they did not request (some of which might be dangerous, at the discretion of the Game Master).

Though by no means complete, here follows a general list of the types of goods a single manufacturing building might make.

- 1) Personal Hygiene products
- 2) Garden Implements
- 3) Mineralogical (ore) Samplers
- 4) Radiation Detectors
- 5) Clothing
- 6) Fertilizers
- 7) Water Condensation Units
(for gathering water from the air)
- 8) Welding Torches/Gear
- 9) Mining Explosives
- 10) Fasteners (nuts, bolts, screws, *etc.*)
- 11) Communication Devices,
short and long range
- 12) Mechanics' Tools
- 13) Electricians' Tools
- 14) Small Storage Units
- 15) Water and Air Filtration Units
- 16) Compressors and Pumps
- 17) Cabling and Tethers (of various materials)
- 18) Electrical Conductors and Fixtures
- 19) Pipes and Tubing (of various materials)
- 20) Electric Motors

The alien fungi have made no true inroads into this sector of the outpost, but the confusion within the A.I. can create a host of minor (but perhaps deadly) problems. An example of one such is detailed in Encounter Area 1, as follows.



Zeta Sector Encounter Area #1:
 What the HAE?

One of the most important innovations of recent science was the ability to create industrial explosives that could be stored indefinitely, with minimal risk. An explosive device was created which could only be activated by contact with human flesh: the Human Activated Explosive (HAE). This allowed the explosives, when handled by robotic workers, to remain perfectly safe when stored, placed, or even abandoned, until such time as human intervention either used them or returned them to safe storage.

The explosives activate 5 minutes following contact with a human being and may be deactivated with the touch of a button on the outside casing of the explosive. As they are for industrial use, these explosives cause only a small disruption to their surroundings: 8-80 points of damage to all objects within 10 feet, 4-40 to objects within 11-20 feet, and 1-20 to all objects within 21-30 feet.

The factory at this encounter area makes this explosive, and (due to a malfunction in the A.I.) is making them at a high rate of speed. The clatter of explosives being pushed out of the warehouse door will initially alert the characters that something is wrong.

As you study your surroundings in Zeta Sector you hear a distant crashing sound, almost like the sound of someone dropping a toolbox, or perhaps a dozen toolboxes. The sound is coming from somewhere to your left.

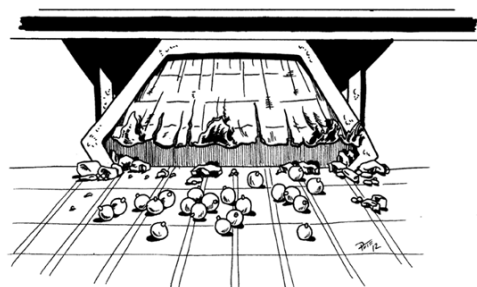
As the characters round a corner they will see that the door of one of the warehouses has burst open near the bottom.

A number of baseball-sized round objects litter the area outside of the rupture. The crashing noise continues at regular intervals, and you can now identify its source. A warehouse door has been pushed

outwards, and tumbling through the opening thus created are a number of round, fist-sized objects. The nearest lies thirty feet from where you stand.

Describe the object once it has been picked up or scrutinized in detail:

The round object is perfectly spherical, with a small red button near one end. Stenciled in small letters near the button is this warning: "Danger: HA Explosive"



The A.I. will explain the nature of the HAE only if specifically asked, of course.

If a character wearing gloves or a suit picks up the explosive, it will not activate. Should they allow bare skin to touch the explosive, a small red light upon it starts to glow, indicating that it is active. To deactivate it, one need only press this light. This causes a crack to open, and a yellowish green fluid (the actual explosive) leaks harmlessly onto the ground. If not thus deactivated, the HAE will explode five minutes later. (There is no 'final countdown' indicator.)

Those who enter the factory may be able to disrupt the power supply from the nearby generator, causing the runaway manufacturing operation to cease. However, it is not possible to approach the control mechanism, for the entire interior of the factory is packed with finished explosives. An attempt to destroy the building by detonating the explosives will prove fruitless unless each explosive to be detonated is brought into contact with human flesh.

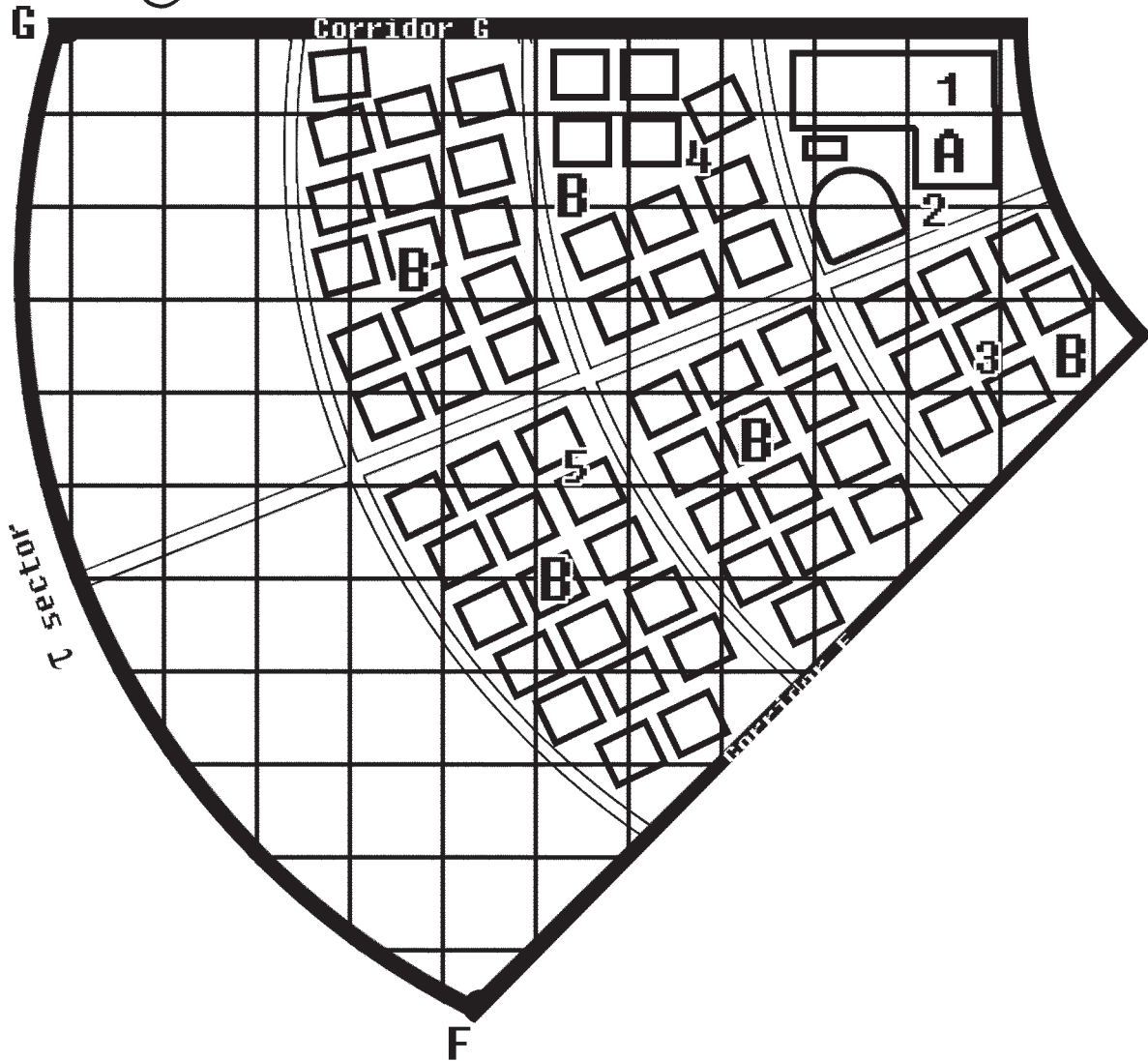
The characters might safely discern the nature of the explosives and may certainly take some with them. They weigh two pounds each.

THETA SECTOR

Theta Sector: Medical

One square is approximately 100 yards.

□ Power Generator



Preventitive and Rehabilitative Care,
Storage and Future Expansion

Theta Sector

Theta Sector contains the medical facilities for the Outpost and storage areas for its related compressed gasses, raw materials, chemical supplies, and other hazardous materials. The outer sections of Theta Sector have been set aside for future expansion once the specific needs of those colonizing planet Kask (and therefore the needs of the outpost station servicing those colonists) are better known.

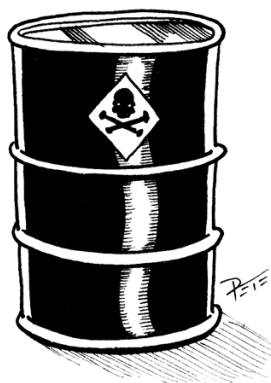
Section A of Theta Sector is the medical bay for the entire outpost. It is outfitted with the latest in automated care, and is capable of servicing the needs of up to 1200 patients with all forms of care, from vaccinations to neurological surgery. Medical robots are well-programmed for all functions, although some have had their functions corrupted by the alien intrusion. The building here is white with a large red cross marked on it, and has two floors connected by moving walkways. The interior is completely sterile. Visitors will be asked to remove their clothing and gear (which will be stored), undergo irradiation to burn off the outer two layers of their skin (inflicting 1-6 points of damage). They will then be issued sterile hospital garb for the duration of their stay in the medical unit. Characters refusing to disrobe will still be irradiated, due to a malfunction within the A.I., but any clothing or gear still on their persons will catch fire as a result, and any electronic equipment or energy weapons will be ruined.

Once the characters have donned their white medical unit apparel, they are instructed to “follow the white line to processing” where an automated attendant will ask if they require treatment or are merely visiting. If they are visiting others, they will be directed to them, step by step. However, if they make up a name to gain entry and that person is not within the medical station, Security robots will be summoned, and the liar will be apprehended and taken to the security building (in Alpha Sector) for questioning.

Several of the robots in the medical unit have malfunctioned. You are encouraged to create minor non-lethal difficulties for the characters, and to use the medical station morgue as a means for inspiring terror. Several examples of robotic dysfunction are listed in the following encounter areas.

If a character has been brought here for any treatment (typically as advised by the A.I.), they will be detained in the area described in Encounter area #1 (*Intensive Carelessness*).

Section B contains row upon row of nearly identical warehouses, each of which stores a hazardous material or substance. Entry to these warehouses by visitors is prohibited. However, robotic attendants can be seen entering these buildings on occasion, and it is possible that a quick and clever character might follow one inside. Once within a warehouse, a character with chemical skills should be able to identify what is being stored there (you should simply make something up that adds to the adventure, the campaign, or both). Characters with no chemistry skills should only be informed that items are flammable, acidic, corrosive, potentially explosive, or poisonous. Labels on the outside of each container stored within the warehouses in this area will impart this information, but the labels contain no information useful to the average lay person beyond those informative tidbits listed above.



The two sections of this area that lie nearest the edge of the dome are vast empty spaces reserved for future expansion. The deserted flat surface here covers tens of thousands of square feet. Although it may well cause your players some worry, being highly unusual, there is nothing here of note.

THETA SECTOR

Theta Sector Encounter Area #1: Intensive Carelessness

The characters are most likely to enter this section of the medical unit on the instructions of the A.I. The area is marked with large signs indicating 'Intensive Care'. Unfortunately, the systems of the medical robots currently servicing the Intensive Care unit have been overloaded by the alien intrusion and are stuck in an infinite loop: they assume that every patient requires an amputation of all four limbs, and replacement by robotic servo-activated plastic devices. Sadly, these robots have also forgotten the existence of anesthetics.

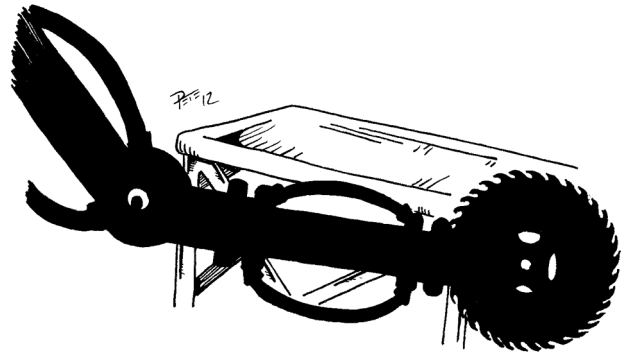
When someone is admitted to this area of the medical unit, take the player to one side and explain that the character is being restrained and strapped to an operating table, and that the robotic medical attendants continue to repeat the word "amputation". Pairs of prosthetic robotic arms and legs lie on a gurney nearby.

If characters arrive at the Intensive Care unit in pursuit of a comrade, they will arrive shortly before any irreversible activity has taken place. If they quickly attack the medical robots in the operating theater 12 feet below, they have a chance of freeing their companion(s), though of course the robots will attack in response.

Adjust the description below if the character being treated has been paralyzed, rendered unconscious, or is otherwise unable to act.

After a short walk, you pass through two doors marked "Intensive Care Observation Deck" and find yourself in a small amphitheater looking down into an operating room.

Two medical robots equipped with wicked looking medical saws and cauterization lasers are hovering near a patient who has been securely strapped to an operating table. Laying upon a nearby gurney are pair of prosthetic robotic arms and a similar pair of legs. With a sudden shock you realize that you recognize the person on the table!



Medical Robot Surgeons (2)

Power: 11

Defense: 15%

Health: 12 each

Move: 8

Init.: +15%

Damage: surgical laser 1d4 and bone saw 3d6

Special: can be fooled by electronic counter-measures since they have senses analagous to humans. Energy weapons of any type inflict full damage to their bodies.

Demeanor: These medical robots will be confused if attacked, and will defend themselves poorly, repeatedly inquiring as to the reasons for an attacker's behavior instead of defending themselves. They do not understand that they are engaged in unnecessary procedures.

Appearance: Each square robot is 5 feet tall, with a tracked mobility unit at its base. It has two metal tentacles that can be fitted a variety of implements, many of which are carried in a compartment near the center of its mass. It is covered in a white ceramic finish (as this is more easily sterilized) and is programmed with most current medical procedures. All medical robots carry a variety of anti-toxins and disease cures within their central compartments, as well as anesthetics (unused in this case), and all necessary medical equipment required for first aid and non-surgical procedures.

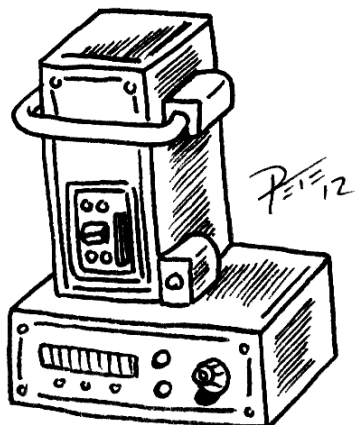
(The patient is of course the character or characters who were brought here. In the event of multiple patients, others will be securely strapped onto waiting gurneys nearby.)

Assuming that the character on the table is conscious, allow the player to discuss matters with the others, albeit briefly, to decide upon a course of action. After less time than they would prefer, inform them that the medical robots have activated their medical saws and are approaching the patient on the table.

If the characters allow the treatment to proceed, the character will receive two robotic arms and two robotic legs. Although these will function as did the organic versions, the pain of the operation will drive the character to irrevocable madness. Once released from the operating table at the conclusion of the procedure, the victim will run raving from the room (and might be encountered later, at the discretion of the Game Master, in Theta Encounter #4, page 54).

If the two Intensive Care medical robots are defeated, the characters may leave this area without further molestation.

Two medical robots will arrive 10 minutes after the initial ones are destroyed. These new arrivals have suffered no damage from the incursion of the alien fungus, and will operate normally if permitted to do so, treating and healing any character of any repairable damage they have sustained! Characters must of course willingly submit to treatment for this healing to occur.



Theta Sector Encounter Area #2: Time for Our Booster Shot!

When characters approach the medical section of Theta Sector, they will encounter an insane medical robot bent on giving them as many inoculations as possible.

As you move along the roadway, you see a rapidly moving white object 120 yards ahead of you. It is difficult to discern at this distance, but as it is rapidly approaching you should soon be able to better identify it.

The robot will always detect the approaching character(s), and will indeed move rapidly to intercept them. After all, they must have their inoculations.

Medical Robot: Vaccinator

Power: 11

Defense: 15%

Health: 12

Move: 8

Init.: +15%

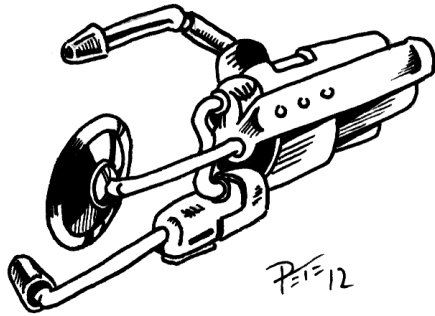
Damage: by vaccination (chart at right)

Special: can be fooled by electronic counter-measures since they have senses analagous to humans. Energy weapons of any type inflict full damage to their bodies.

Demeanor: This unit is single-minded in its effort to continue the inoculation process, and seems not to notice when its 'patients' suffer as a result. It has a nearly unlimited supply of vaccine, and never needs to reload.

Appearance: This unit is visually identical to the Robot Surgeons: a square robot 5 feet tall, with a tracked mobility unit at its base, covered in a white ceramic finish. It has two metal tentacles that can be fitted a variety of implements, many of which are carried in a compartment near the center of its mass. This robot's two tentacles are equipped with hypodermic syringes for administering inoculations.

THETA SECTOR



The object continues to approach at a high rate of speed, and it is now only 80 yards away. You can now tell that it is a standard medical robot.

The robot is approaching at a rate of 80 feet per turn and will arrive in just 3 combat rounds unless the characters destroy it. On the round before it is able to attack (*i.e.* attempt to inoculate a character), finish your description:

This particular robot has equipped itself with a pair of hypodermic needles. As it moves into contact range it cheerily advises you, "Time for your inoculations!"

The robot will try to repeatedly inoculate the characters until they expire from an overdose. Refer to the chart to the below for the effects of each consecutive dose.

Vaccination Results

- Dose #1: inflicts 1 point of damage, and immune to disease for 1-6 weeks
- Dose #2: 1 additional point of damage, and efficiency (in combat or when using any skill) is reduced by 10%
- Dose #3: 1-6 points of damage
- Dose #4: 2-12 points of damage, and 25% chance of losing consciousness
- Dose #5: 3-18 points of damage, and 75% chance of losing consciousness
- Dose #6: 4-24 points of damage, and character loses consciousness
- Dose #7: massive overdose, and character dies

Theta Sector Encounter Area #3: Gas Attack

Several other strange effects have occurred in the warehouse section, the most notable of which is described in this encounter.

A robotic cargo handler has suffered a programming glitch, and is hurling canisters of flammable gas at the warehouse wall. The explosions they cause when they rupture will certainly draw the attention of the characters as they near this area.

In the distance you hear a loud banging sound, and perhaps a muffled explosion. It is some distance off, but the banging continues at regular intervals.

At this point the robotic cargo handler is 400-500 yards distant, hidden by the intervening bulk of several warehouses. If the characters approach to within 100 yards (but with a warehouse still blocking their view of the cargo robot), continue:

The explosions are much louder now, but with the same regular pattern, one about every 10 seconds. As the last one thunders in your eardrums, you also see a ball of flame mushrooming its way into the sky. Whatever it is, it's right around the corner of the warehouse on your left.

Once the characters round the corner, the robot speaks:

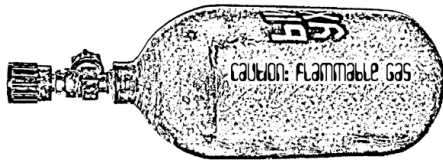
"New pallet acquired. Begin pallet building now."

The robot now begins hurling canisters of acetylene gas at the characters. Each is 2 feet long and 1 foot in diameter and will explode on contact. Any flammable material held or worn by a character will be set afire.

Details of the robot are given on the next page.

Only destruction will keep the robot from throwing the vast supply of acetylene canisters at what it mistakenly believes are pallets (in reality the wall or the characters).

This warehouse is open. If the characters destroy or deactivate the Pallet-Building robot, they may grab as many canisters of acetylene gas as they wish from within. If they simply leave, however, it will not follow them.



Cargo Robot: Pallet Builder

Power: 11%

Defense: 20%

Health: 14

Move: 9

Init: +35%

Damage: thrown canister (x2); each inflicts 20 points of damage within 6 feet of its impact, and sets fire to space suits, clothing, skin and hair. The contents (acetylene) continue burning for one round, inflicting an additional 12 points of damage.

Special: Apply health damage only when the lowest section (wheeled unit) is hit.

Demeanor: This robot is stuck in a programming loop that instructs it to locate and fill pallets with the canisters. However, its sensor input is disrupted, and it throws canisters at anyone it sees. No programming is devoted to interactions; it is thus curt and unemotional.

Appearance: The unit is generally humanoid with two hydraulically operated tentacle arms. It stands about eight feet tall, and its lower section has rubber tracks. A grille in the center of the torso functions as both speaker and receptor, and the unit can interpret and respond to verbal commands.

Theta Sector Encounter Area #4:

Better Living Through Plastics

This encounter is a direct result of *Intensive Carelessness* (Theta encounter area #1, q.v.). One insane cyborg will be encountered. Any one character who has gone insane from the extreme and unending pain of quadruple amputation will be encountered here. If such an incident has not occurred, the individual will be a crewman from the ill-fated *Sigma*.

As you round the corner of a building, a strange and tall humanoid figure rushes towards you! Its legs are overly long, and the creature stands about seven feet in height. Its arms are outstretched and also too long, ending in grasping steel claws that reach towards you with obvious ill intent. It moves with great speed.

Cyborg, Insane

Power: 12%

Defense: 0%

Health: 13

Move: 11

Init.: +35%

Damage: claw rakes 1d10 (x2) to 6-foot range

Special: The arms and legs of the cyborg are quite tough and only take half damage if struck.

Demeanor: Driven to a berserk rage by the unnecessary operation that made it into an insane cyborg, this creature suffers from homicidal mania. It will continue to attack, chasing or attacking the closest opponent. Only death can stop it.

Appearance: The arms and legs of this former human were removed and replaced with robotic devices. It stands seven feet tall, and its arms hang down to below its waist. Its human face is always a contorted mass of pain and hatred, irrevocably mad.

THETA SECTOR

If one of the characters was a victim of Theta area #1 *Intensive Carelessness*, then continue:

With a start you realize that this isn't a monster attacking you, it's your lost crewmate, _____!
(add the character's name)

The hapless victim of the unnecessary surgery performed by the two medical robots is now half-human and wholly insane from the neverending pain. He attacks mindlessly and continuously,



and for no readily apparent reason. The cyborg that was your friend can not be reasoned with under any circumstances.

Theta Sector Encounter Area #5: Don't Touch the Green Acid

Theta Sector is largely untouched by the fungi invasion. Though several incursions have been made, most were unsuccessful. However, in one of the warehouses filled with hazardous materials the fungus has managed to infiltrate several barrels of a rare acid, with unexpected results. The fungus was not destroyed, and instead has assimilated the acid and has mutated into an entirely new creature. Only moderately sentient, it will be plainly visible to the characters as they pass this area.

Filling the path between two large warehouses 60 yards ahead, and boiling outwards from it, is a towering mass of a green gelatinous substance. Glancing downward, you can see that a thin green film spreading from the base of this blob-like mass has actually surrounded you on three sides, and is rapidly moving to close off your escape! The film is only millimeters thick in your vicinity, and had not the towering gelatinous mass alerted you, you would probably never have noticed it.

The characters have time to run, but should any of them actually touch the green goo, it will take form as it rises up from the goo, and quickly attack.

Acid Monster

Power: 40%

Defense: 0

Health: 200

Move: 1

Init.: +40%

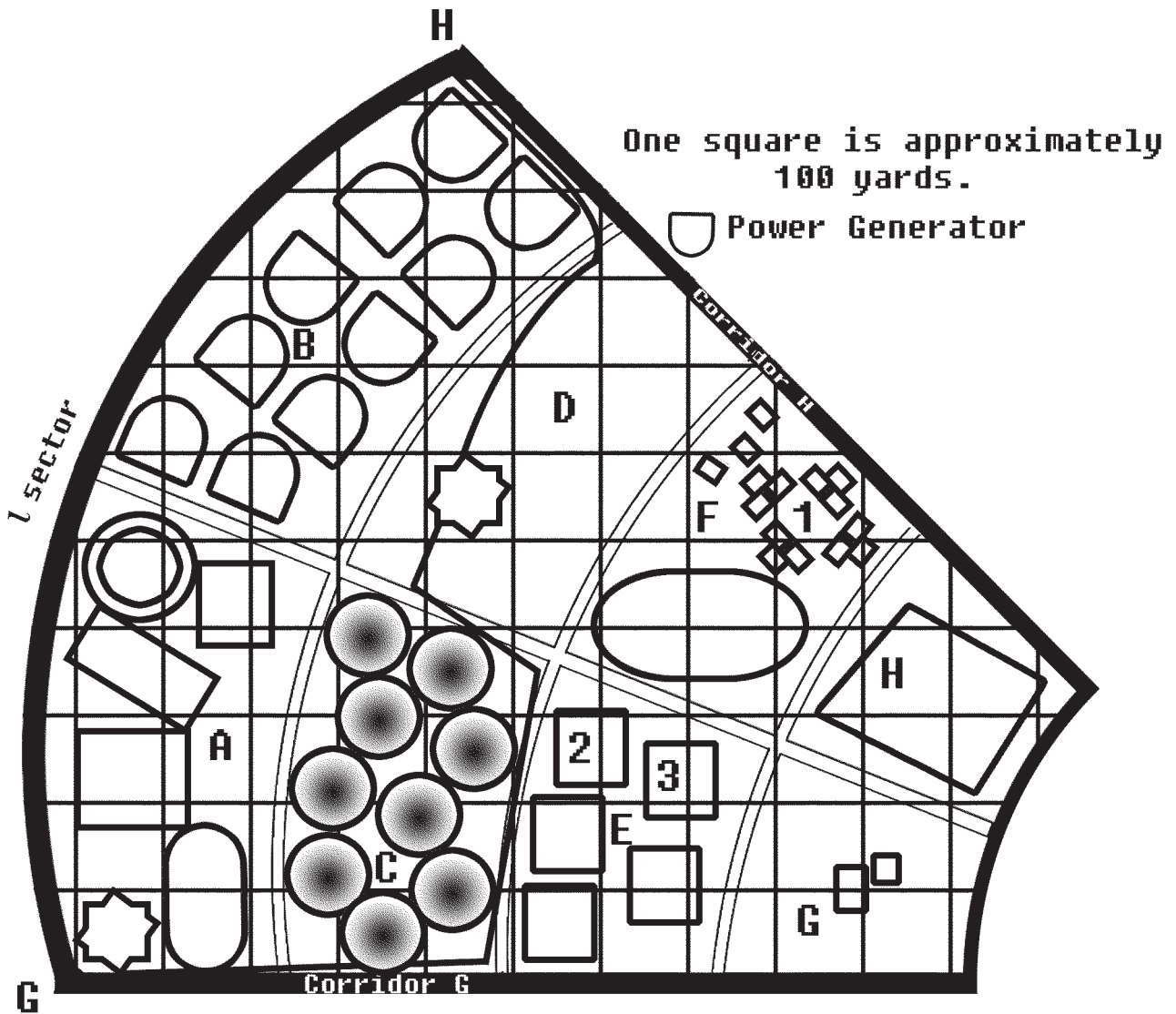
Damage: 10 acid damage (x2 pseudopods)

Special: Physical impact (kinetic) attacks inflict no damage to the acid

Demeanor: This creature considers all humans to be a threat to its existence. It will constantly attack as long as any remain in the area.

Appearance: This is a 10-foot tall humanoid creature which menaces with two rope-like arms, each 10 feet long. It attacks in great slashing movements. Acid sizzles from its body and burns into the metal floor and surrounding area as bits fly off its body.

Iota Sector: Recreation



Recreation, Training, and
Station Support Systems

Iota Sector

A variety of outpost functions are located in Iota Sector: colonists' training, Outpost-wide life support functions, and recreation for colonists awaiting transport to planet Kask. The various sections are somewhat partitioned from one another, with appropriate security barring unauthorized access, but all areas may be visited by the characters if they take proper precautions (or are simply a bit clever).

The outer regions of Iota Sector, those closest to the edge where it meets the outer dome, are devoted to the mechanical needs of the outpost. Functions located in various buildings of this area deal with water filtration, gravity generation, waste collection, recycling (all in **section A**). Outpost power generation is in **section B**. The large building that appears as two concentric circles on the map houses the fuel supply for the massive power generators.

Section C contains the air purification and circulation systems for the outpost. Massive fans, compressors, and four-story filtration units are closely packed here in order to ensure a purified and constant supply of atmosphere. This entire section is surrounded by a 20-foot tall chain link fence topped by razor wire, and there are but two gates, each operated only by a computer link found in Construction robots and issued by the A.I. in the security building (Alpha Sector).

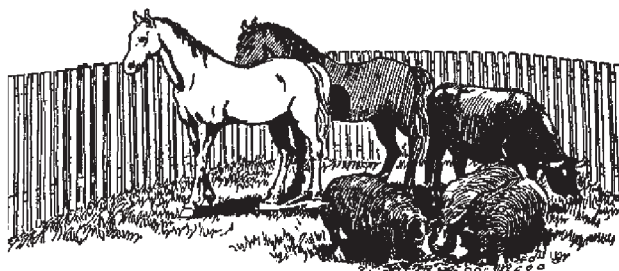
Section D is a long security fence with a security station. The station is automated and contains a dozen security robots, as well as several holding cells and accommodations for

human security personnel. This security fence encloses the entirety of sections A through C, and abuts the dome at the outer edge of the station. The fence is 20-foot high chain link, with razor wire at the top. The only ready access is through the security building in section D. That portion of section D which is closest to the center of the station is a series of large fields for playing various sports. The fields are marked with goal areas, yard lines, and other demarcations. The deck/floor here is a green, rubbery material softer than found elsewhere.

Section E is a campus with automated instructors and computer stations for colonists dealing with a wide variety of topics, from metallurgy to basic farming, economics to physics and chemistry. The Game Master is invited to add classes that may inspire the players to explore the area.

Section F has been set aside for entertainment for both colonists and visitors, with holographic immersion chambers, theaters, racetracks (including grav-sled racing), handball courts, and similar entertainments. The Game Master is again urged to expand the area, although several encounters are here listed as well.

Section G is a full-scale farm as it might appear following the colonization of planet Kask, and it is used (in conjunction with the instructional campus) to train prospective colonists. The farm is programmed to expose colonists to several minor disasters that might occur on the planet, including a thunderstorm, a small tornado, and a plague that spreads through the livestock. (This livestock is automated and not alive.) Six horticultural robots are attached to the instructional farm, and part of the instruction provided deals with their proper use. These robots also teach the course presented by the mock farm. Have a bit of fun with this as the Game Master; any number of small malfunctions could provide interesting challenges to your players.



Section H contains only one massive building, the repository of all of the hard-copy data files available on the Outpost. Books, magnetic tapes, discs, and all other forms of data storage are amassed here, and most may be borrowed by visiting colonists. This is, in short, a massive library. It is completely automated, and an outpost-issued wrist band is required to gain entry.

Should any of these materials exit the confines of the station, however, a warrant will be issued (for theft), and a small robotic messenger pod will automatically be launched toward the nearest Fleet vessel in order to ensure the return of the materials. This again should provide you with a plethora of opportunities for creating challenges to your players who might otherwise believe that they are escaping the station.

Iota Sector Encounter (section F)
 Area #1: The Robot Olympics

Numerous demonstrations were set up to illustrate the various functions and facilities of the Outpost for the colonists. One of these demonstrations is an Olympics-style competition featuring robotic athletes engaging in a number of classic contests, all for the entertainment of visitors.

As you pass several sports arenas, tracks, and shooting galleries, a loud and obviously mechanoid voice shatters the otherwise mild background noise:

**“Come and see the robot Olympics!
 Marvel at their daring and skill!
 Prizes awarded to spectators!
 Free refreshments!”**

One small arena capable of seating 500 visitors at a time has a large sign in front that glows with a light of its own. The sign reads, “Public Arena”, and a paper sign below it advertises free refreshments and door prizes. A Security robot

attendant will do its best to persuade passing characters that they should enter:

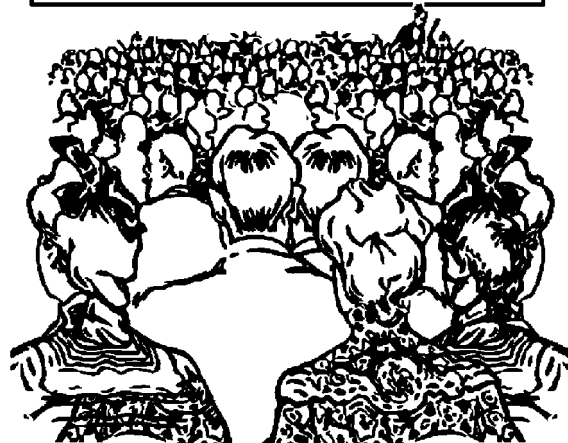
As you move closer, you see that the voice issues from a Security robot that stands near the entrance to a small arena. A lighted sign above the area advertises Public Arena, and the robotic attendant is waving you forward:

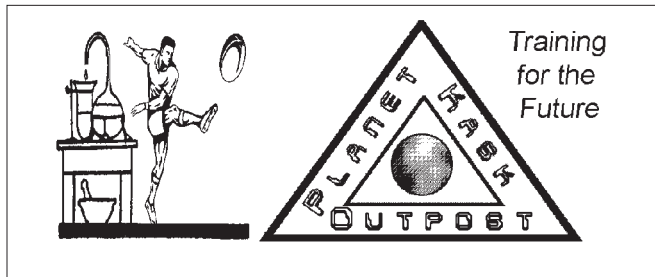
“Come in and see the show! It truly is a great way to experience all that the Iota Entertainment Sector has to offer.”

If the characters refuse the offer, they may leave unmolested.

If they accept, each is given a small (and handy) backpack containing the following items:

- 1 cap with the words “Iota Entertainment Center” stenciled across the top
- 1 program listing the day’s events
- 1 hand-held electric fan with batteries
- 1 plastic squeeze container filled with refreshing fruit juice
- 3 candy bars





The characters are shown to seats near the center of the field, mere feet from the competitive surface of the arena.

A quick look at the program lists the day's events as being 10 minutes each, with competition in the javelin throw, shot-put, and discus.

Allow the characters a moment to explore their gift backpacks and describe the stadium as almost eerie in its massive emptiness.

As you settle comfortably into your seats, the robot competitors take the field amidst the pre-recorded sound of cheering from an unseen crowd. Some of these robots carry a discus, some a shot-put, and others carry javelins. They proceed to different areas on the field, as though awaiting the official start of the festivities.

The robots will remain motionless until the characters cooperate (talking does not count, although hooting does). If the characters depart without cheering, nothing further will occur in this area.

If any of the players cheer, do your best to chill their very bones as the robotic athletes react:

At the sound of your cheering, the robots all turn their heads slowly in your direction, as if responding to the same imperative, silent command. As one, they cock back their arms and throw their items directly at you!

Roll one attack per character (+10% attack bonus, damage 1-8). After the robots have thrown this single volley, they immediately shut down and stand inactive on the field.

Iota Sector Encounter (section E) Area #2: Protective Fencing

As the characters enter the teaching campus, they find that all of these buildings are easily accessed by using their Outpost-issued wrist bands at the entrances. Most will then feature a Registrar, a large service desk with a robotic attendant. When the characters enter this building, they will be addressed by the Registrar:

As you enter the building, the brightly lit interior is a welcome change from the gloom outside. A spartan counter with a robotic attendant stands before you, and behind that and a bit to the right you see a large closed door, 5 foot wide by 8 feet tall. The attendant addresses you in a pleasant but monotone voice:

“Would you like to learn a new skill?”

If the characters inquire as to the nature of the skill, the attendant will only respond:

“Number 56341 in the Outpost Curriculum Catalog.”

There are, of course, no copies of this catalog around, and the attendant cannot be persuaded to give a more detailed answer. If anyone thinks to ask the A.I. for assistance, it informs them that course 56341 is “Basic Fencing”.

If any of the characters respond at all affirmatively—that they would indeed like to learn a new skill—the attendant asks them their names, punches a few buttons on its keyboard, and waves towards the door to their right:

With none of the usual red tape you might expect, the robotic attendant rapidly inputs your names and then waves its single robotic arm towards the door.

“Right this way, folks!”

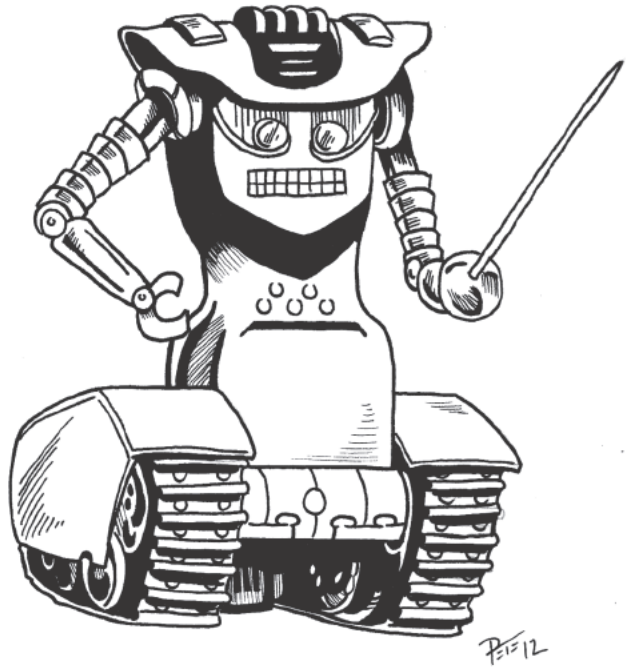
If the characters choose not to pass through the door, they may leave the building unmolested. If they enter, continue with the following:

Behind the door is a brightly lit gymnasium with three tiers of bleacher seats. One robotic instructor for each member of your group stands at attention with a slim fencing foil. One of these robots rolls towards you.

Pause for a moment to allow the players to react. If they show aggression, the robots will attack. Otherwise continue:

Please take your seats, gentlemen,” the robot begins, pointing to the bleachers with his foil. “We will begin the first lesson, as a demonstration, in a few moments.”

The robots then fence with each other in a truly impressive display. The characters will note during the match that the foil tips of the two demonstration blades are soft plastic, and that



when a point is scored a loud beeping sound is heard, but neither of the robots takes any damage.

The session ends quickly, after which the first robotic instructor asks that the first student come forward:

Following a truly dazzling display of skill, the robot approaches your seats in the bleachers.

“Who will be first to learn this skill?”

The first character to agree is given a foil with a plastic tip by another robot. Have the player roll dice in several mock combat rounds. The instructor then announces:

“You’re a great student! Who shall be next? Please give the foil to that person.”

Happily inform the first player that the character now gains +5% to hit with all hand-held melee weapons! The duration of the bonus is at your discretion, of course. No other characters will receive the bonus.

Dueling Trainer Robots

(1 per character)

Power: 20%

Defense: 15% (plastic body)

Health: 25

Init: 0

Damage: foil 1-6 (x2)

Special: A character’s space suit integrity is compromised when the foil punctures it. Heat-based attacks inflict double damage to the robot (due to the plastic).

Demeanor: A training robot will not leave its assigned building. It will continue attacking until it takes 20 or more points of damage (or until the character dies).

Appearance: This robot is encased in an outer shell of flexible plastic filled with sensors so it can react appropriately when it takes severe damage. Its onboard A.I. is shielded in an armored central unit, and its lower mobility unit is also made of lightweight plastic.

IOTA SECTOR

The second player to accept the challenge will not be as lucky as the first. After one round of mock combat, the plastic tip on the robot's fencing foil falls off, and the attacks on the character become real. The robotic instructor continues to press, ignoring any and all entreaties. Should any attack draw blood, all of the remaining instructor robots go berserk, racing to attack the characters.

When any Robotic Dueling Trainer takes 20 or more points of damage, it salutes its opponent, declares that it has lost the duel, and shuts itself off. It will reactivate if characters depart and return at a later time. If a robot slays its opponent, it apologizes to the victim and then immediately forgets about the incident, returning to its training duties.

Iota Sector Encounter (section E) Area #3: Security Training

One building in the teaching campus has a security locked door that requires a digital key code to open its door. A number pad sits next to the standard wrist band receptacle, but there is no indication as to the number required. The answer may, of course, be obtained from the always helpful A.I. if the characters are clever enough to ask for it.

The building you are passing stands out as being somewhat different, and at first you are unsure why. You then realize that in addition to the standard wrist band receptacle, this door also has a security lock—a numbered pad into which a code must be input in order to gain access. Surely something requiring a security code on a teaching campus must be of great value.

If the characters gain entrance through this door (it may also be damaged to the point that it will open, but this may take a while), continue:

Beyond the doorway you see a 20 by 20 foot foyer with a single Security robot standing

there. Behind it is a door which, from its size, appears to be built to accommodate robots of this type. Oddly, the Security robot appears untroubled by your presence, and speaks in a calm monotone:

“Are you here for security weapons training?”

If any of the characters answer no, the robot asks them to leave. If they do not comply, it attacks 10-30 seconds later (initially with its capture-tentacles), intending to eject them.

If they answer yes, the security robot remains calm and indicates the door behind it:

At the sound of an affirmative answer, the security robot again addresses you.

Security Robot

Power: 30%

Defense: 30%

Health: 36

Move: 9 (anti-grav levitation)

Init.: +30%

Damage: rubber bullets (x3) for 2 points (each) to subdue, and either taser tentacles 1d2 +special (x2) or capture tentacles 1d4+special (x2)

Special: Two taser tentacles can render a victim unconscious (when touching bare flesh), or two capture tentacles can wrap around a victim to prevent movement. It can attack with only one pair of tentacles during any combat round.

Demeanor: Once a Security Robot has determined that an adversary must be captured, it will not stop until the adversary is in custody.

Appearance: The unit is a 6-foot tall metal egg floating inches off the floor. As it moves, the appropriate tentacles flow outwards from the shell of the robot. A soft white glow at the lower end of the egg comes from the anti-grav propulsion unit.

“Then step right this way, folks. Pick up your shotguns on the way in. Please load the full compliment of 7 shells and wait for the training program to begin.”

Behind this door is a long narrow room, 6 feet deep but extending 30 feet to the right. On a long table at the back of the room are numerous shotguns (more than one per character), each with a box of 25 shells.

The range activates 10 seconds after the first person picks up a weapon, and all the targets pop up at that time. There are a total of 10 targets, each robotic and armed with a laser that causes real damage (as an incentive to security recruits that this is “serious business”). However, each target (Health 1) will be destroyed by a single hit from a shotgun.

Keep track of the shots fired by each character. If all 10 targets are destroyed, the characters may keep their shotguns and their remaining ammunition (each having 25 before the fray).

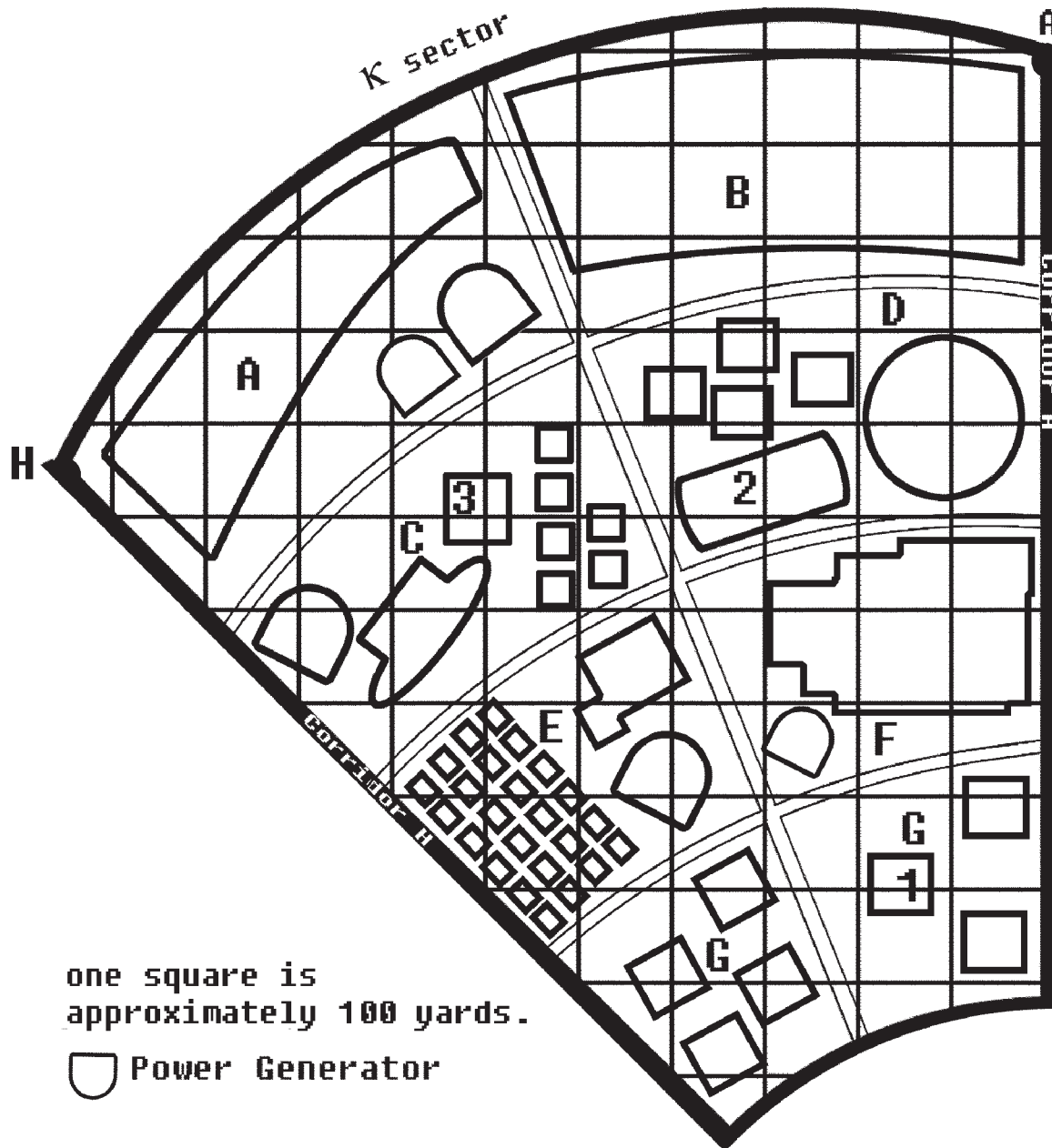
The training conveys a +15% bonus to any attack made with this weapon. The shotgun inflicts 25 points of damage per shot and has an effective range of 50 feet.

Target Robots (10)
Power: 1%
Defense: 0%
Health: 1
Move: 1
Init: -10%
Damage: light laser pistol 5
Special: These robotic targets are programmed to be poor shots in order to preserve the number of security applicants. As such, they incur a -10% penalty to both initiative and attacks.
Demeanor: The robotic targets fire until destroyed, but move very little and lack the ability to leave the practice range.
Appearance: Each unit is a robotic mannequin made to resemble a bald criminal thug, dressed in cliché black striped clothing and with an eye-covering mask. It holds a light laser pistol in one hand which it will fire every round until it is destroyed.



KAPPA SECTOR

Kappa Sector: Vehicles



Vehicular Fabrication,
Maintenance, and Storage

Kappa Sector

When the colonization of planet Kask begins, one of the most important types of equipment (and the most immediately necessary) will be the various vehicles with which the colonists will explore the surface. Kappa sector is dedicated to the production, storage, and repair of these vehicles, and to the training of their operators.

Section A of Kappa Sector is a gigantic automated production plant for fabricating wheeled vehicles of all kinds (and anti-grav units, if they fit your game system and campaign). As it is intended for human visitation only for the occasional inspection, its interior is a vast maze that any non-robotic explorer will find both confusing and dangerous. Robotic welding arms, huge stamping dies for forming metal, drill presses, and mechanical riveters are but some of a long list of hazards that any intrepid explorer might face. In addition, as no human transit within this building is necessary on a regular basis, most of it is not accessible by regular means (pathways and ramps). Characters will need to chart a path through its labyrinthine expanse.

A small office at the entrance to this building contains an automated terminal that accepts orders for vehicles via a keypad. Should the characters ask the A.I. about its use, it will tell them how to order a vehicle, and the factory will actually make one (or more) for them. This process takes only 30 to 60 minutes, depending on the size of the vehicle requested. The vehicle will be parked in the large lot outside the building when it is finished, available for characters to immediately use.

Section B is a three-story parking garage with elevators (no ramps) intended for the storage of vehicles between the time they are ordered and the time they are sent out for delivery. Two large 4-axle delivery trucks are currently parked here, but there is room for hundreds more. As a consequence, much of this place is eerie and deserted, a hall of echoes.

Section C contains several smaller automated manufacturing plants for producing weather balloons, small and ultra-light aircraft (typically used for surveying and prospecting), and parts manufacturing for these vehicles. A small proving and training ground for certifying the worthiness of completed craft is also located in this section. Flight training is also conducted in this area.

A small office at the entrance to Section C contains an automated terminal that accepts orders for aircraft via a keypad. Should the characters ask the A.I. about its use, it explains how to order an aircraft (ultra-light or balloon), and the factory will actually make one (or more) for them. The process takes 1-2 hours, dependant upon the size of the vehicle requested. As with land vehicles (Section A), the aircraft will be parked in the large lot outside the building when it is finished, available for characters to immediately use.

Section D contains several indoor tracks for use in driver training. There are rough-terrain courses, industrial courses for parking and docking, and several others for standard driver testing and instruction.

Section E contains a number of small automated manufacturing stations to produce replacement parts for all the wheeled vehicles produced in Sector A (and anti-grav units, if they fit your game system and campaign). The large building that is not a power generator is a warehouse for storage and disbursement of these parts.

A small office at the entrance to this building contains an automated terminal that accepts orders for parts via a keypad. As in the other offices, if the characters ask the A.I. for help it explains how to order a part, and the factory will make one (or more) for them. The process takes only 5 minutes, and the part will be delivered to the characters by a standard Cargo Robot.

KAPPA SECTOR

Section F of Kappa Sector is a unique automated manufacturing facility where orbital delivery shuttlecrafts are made. Several of these large vessels, each 60 feet wide and 90 feet long, are in various stages of manufacture on the floor of this factory. None are currently being worked upon.

Section G contains repair facilities and test-tracks (for checking the efficacy of repairs) for various types of vehicles. All of these shops appear ready for business, but are currently deserted unless the characters have destroyed some of the vehicles on the station.

Kappa Sector Encounter (section G) Area #: Locked In

Designers expect a heavy and regular traffic pattern of vehicles exiting these buildings once the outpost is fully operational. Thus, to facilitate security many of the buildings in Kappa Sector have doors that close automatically. To cut down on disruptive noise throughout the station, these doors are whisper-quiet. Although this arrangement works well for an automated process, it can cause problems for characters who are accustomed to doors opening and closing when they wish.

As the characters pass one of these buildings, they note that its large door (40 feet wide and 30 feet tall) stands open, and that there is a large truck inside with the engine running. This truck was to be stored for the 'first wave' of colonists, but the Robotic Cargo Handler that was to drive it to the storage facility (in section B of Kappa Sector) underwent a programming malfunction after it started the truck, and it failed to turn it off thereafter:

As you proceed through this area you hear the sound of a running engine. It grows steadily louder as you proceed. As you round a corner, you notice that the large door to one of the facilities stands wide open.

As the first character enters the building, describe the truck to them:

As you enter the building you see several lifts, gantry cranes, and workbenches about the place, as well as roll-away chests of tools, welding equipment, and other tools often used for vehicle repair. A massive 4-axle truck stands 100 feet from the door, and appears to be shiny and new. This truck is generating the noise you heard outside. Someone left its engine running!

As the characters cross the threshold of the building, an electronic eye is triggered, indicating to the door that it should close 30 seconds later. (This will probably occur when the first character approaches the truck.) The door then closes:

You hear a slight scraping sound as you approach the truck. You suddenly realize that the door to the great building is closing automatically, and very rapidly!

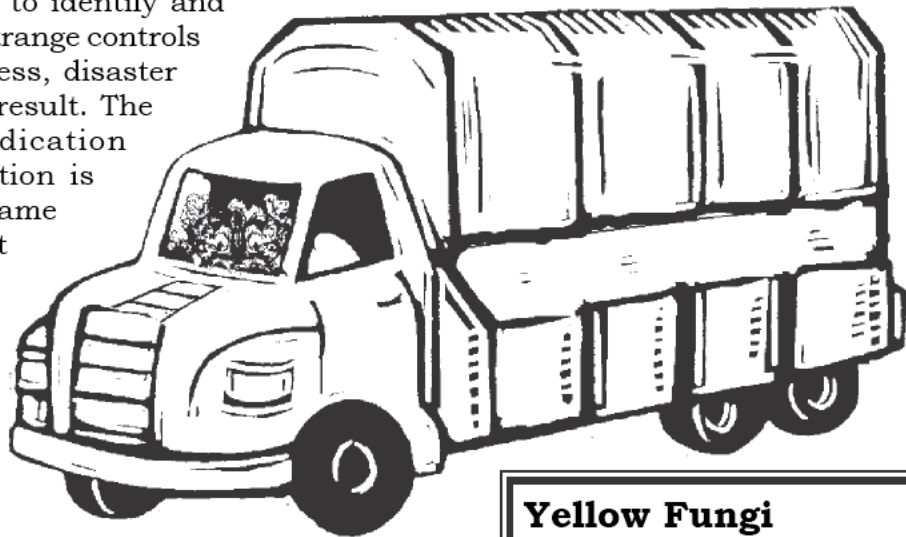
Anyone inside who is more than 50 feet from the door will be trapped inside. Those who are 30 to 50 feet from the door have a chance to escape (precise odds being left to the discretion of the Game Master), while those within 30 feet of the door should escape quite easily if they wish to do so.

Once the door closes, the interior of the building is shrouded in complete darkness.

The door will only reopen if a robot initiates a data link with the door control, or if the characters manage to mimic the link through methods of their own devising. It is possible to ram the door open by using the nearby truck, although this might prove tricky if none of the characters has an available light source. The truck must forcibly strike the door at least three times to break through, and the door will deform a bit each time. When this occurs, if any characters are within the building but

not aboard the truck, damage from flying door (and truck) components could be substantial in a wide area.

Note that most of the characters—who are probably skilled at all manner of space-faring vehicles and skills—will be unfamiliar with the operation of even a 2-axle truck, let alone this double-size variety. Furthermore, if they attempt to identify and operate the strange controls in the darkness, disaster could easily result. The actual adjudication of this situation is left to the Game Master, but it should be a lot of fun.



Kappa Sector Encounter (section D) Area #2: The Fungi Trucks

Deep within the rough terrain course, the alien invader has spawned a fungus capable of interfacing directly with automated data processing equipment. This fungus is a yellow strain of the black fungi primarily used by the alien for communication and data transfer. It has taken over a pair of driver training trucks on this course, and will be surprised by any character who enters the area.

Trucks, Killer (2)

(with Yellow Fungi controllers)

Power: 10%

Defense: 35%

Health: 72

Move: 16

Init: +75%

Damage: Smash 4d10

Special: Energy weapons inflict double damage to the truck. The tires are extra-thick, and each can withstand 100 points of damage before flattening.

Demeanor: The vehicle wants to run down the characters, but will not put its body in jeopardy to do so.

Appearance: This is a large flatbed truck, designed to carry heavy loads. Its engine roars and can be heard throughout the area.

Yellow Fungi

Power: 10%

Defense: 10%

Health: 1

Move: 3

Init: +75%

Damage: electronic takeover of equipment

Special: Inflicts no damage, unaffected by impact-based (kinetic) attacks; can form a pseudopod 20 feet long to search for equipment containing a data processor. A successful hit indicates that fungi has gained control of the equipment. (The Game Master should then use whatever attack form seems appropriate to simulate the equipment attacking a character.)

Demeanor: This alien seeks data processors to use to control its environment. It views all moving objects that are neither fungi nor data processors as enemies.

Appearance: Yellow fungi appear as a powdery yellow film coating, usually covering 4 to 8 square feet. The pseudopod is about 3 inches in diameter, and has the same powdery yellow appearance.

KAPPA SECTOR

You have been traveling through an area of small rolling hills. As you climb to the top of the next hill, you see an abandoned truck in the slight valley below.

This is the first of the two trucks now under control of the yellow alien fungi. A trail leads from the far side of the truck to the second truck, which is on the far side of the next hill. Both trucks are under the control of the fungi and, when the fungi judges the time to be right, both trucks will attack, one on the first combat round, both on the second.

As you approach more closely you can see that the windows of the truck are tinted a yellowish color. As you puzzle over the reason for this, the truck suddenly lurches towards you!

If the characters destroy the truck, the yellow fungus is unable to further affect them. It may be able to infect any electronic equipment they may be carrying, and will attempt to use such equipment to continue its attacks. The yellow fungus can be killed by the use of standard issue outpost decontamination chemicals (such as those used by Decontamination Robots), which will destroy the yellow fungus on contact.

If the yellow fungus is destroyed, and the truck is still intact, it may be used by any character having the necessary skills.

Kappa Sector Encounter (section C) Area #3: Ultra-Light Mayhem

Satellite imagery, radar, sonar, and scanners can provide a fairly complete image of the surface of a planet, but there is still no substitute for the manual scouting of an area prior to its use for farming, settlement, or manufacturing. As such, ultra-light (and extremely small) aircraft are often used by colonists to gain an up-close view of planetary terrain while allowing them to inspect a vast area of territory in a very short space of time.

The outpost was equipped to produce these aircraft and to train colonists in their use, and that would still be the case had not the Outpost A.I. been corrupted by an invading alien. Now the A.I. will view any use of these ultra-light aircraft as an opportunity to rid itself of the characters' worrisome presence.

A dome-roofed 40-foot tall structure, apparently a hangar, stands 100 feet from you, spanning a vast area. The side of the building facing you is open, and within you see a number of tiny machines that may be aircraft.

There is currently no security in this building, as the A.I. hopes to persuade the characters to attempt to fly one or more of these craft. Should any character approach to within 50 feet, more details will be seen:

You can now see half a dozen or so of the machines, and they indeed appear to be small airships—ultra-lights of the type used by surveyors and prospectors. A large sign in front of these vehicles proclaims:

“Learn to Fly in complete safety in these computer-controlled aircraft!”

A small stack of brochures at the base of the sign will reassure characters that the A.I. will take over the controls of any aircraft that appears to be out of control or in imminent danger of crashing. It further states that the A.I. can be used for take-offs and landings, the two most difficult operations, but that the operator regains control at any time once a safe flight pattern has been established.

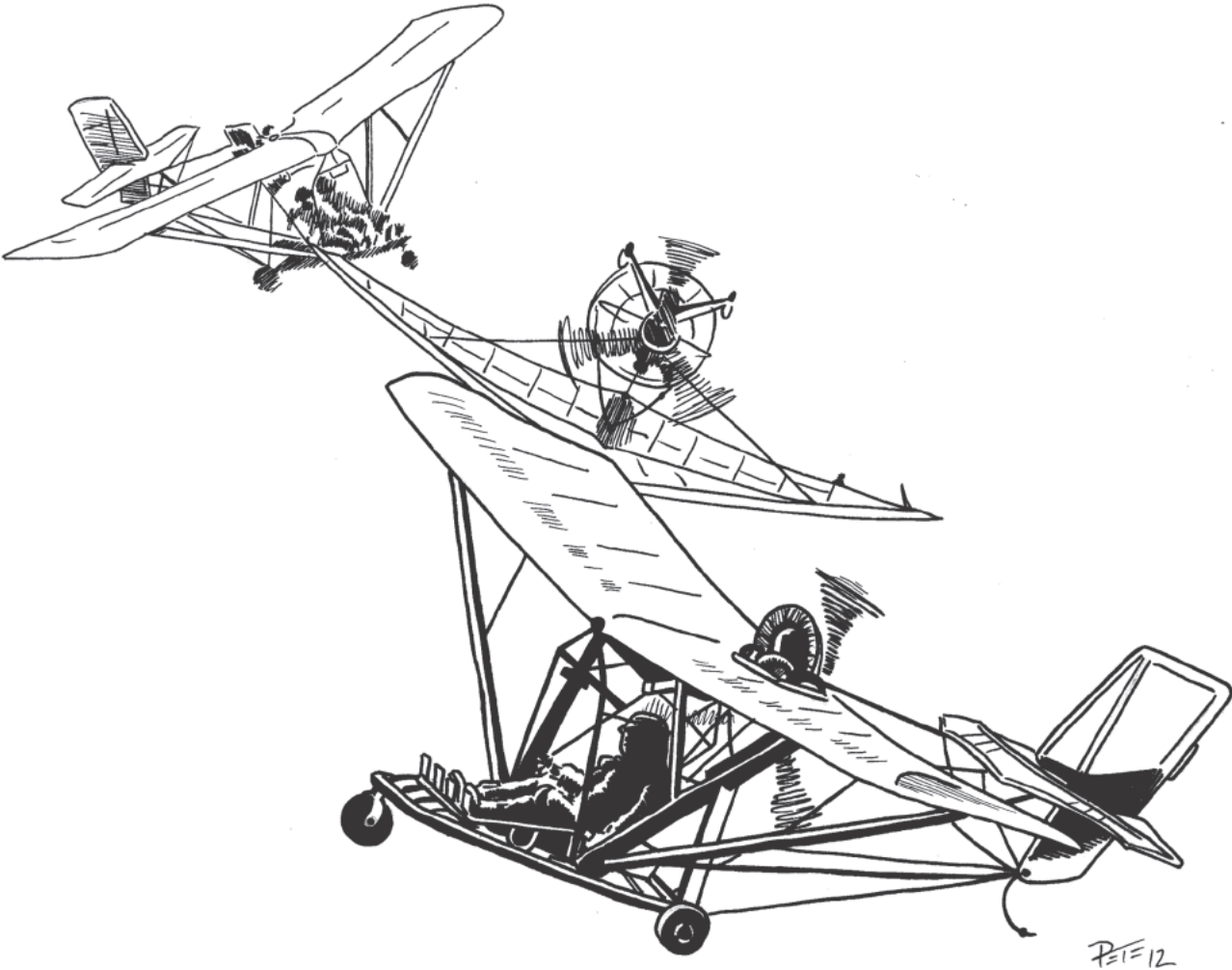
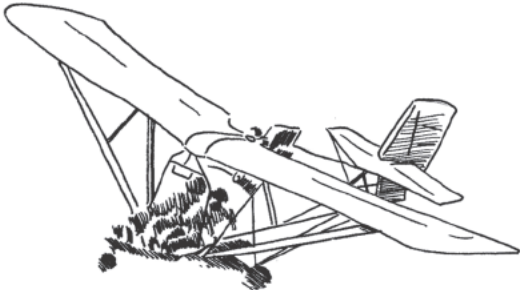
Should the characters board any of the aircraft, the A.I. will remain quiescent for the first few hundred feet of flight. Then a red “Danger” light appears on the console, immediately followed by a reassuring green light below a small panel displaying the words “A.I. activated.”

Once it has taken over the aircraft, the A.I. will do its best to dump out the characters

without actually damaging the aircraft itself. To accomplish this it initiates a series of dives, sharp turns, and loops.

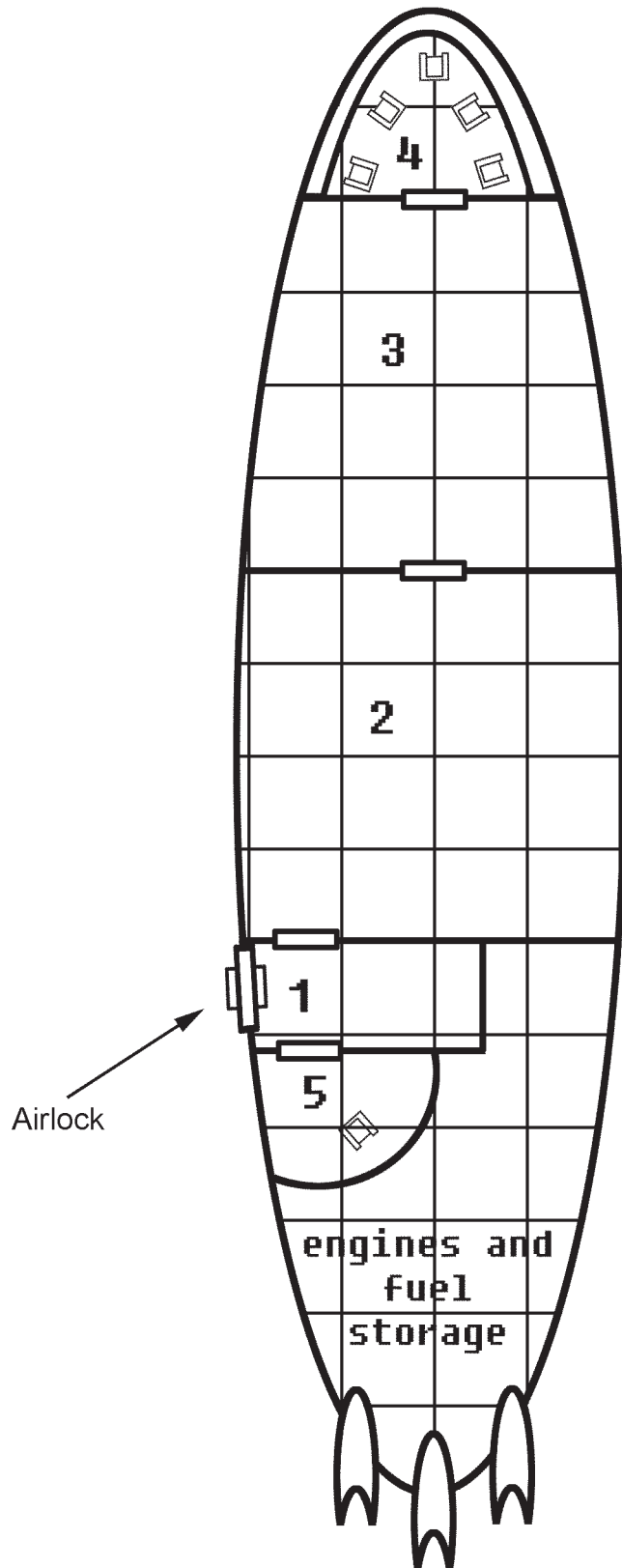
The Game Master is again urged to develop this as a horrific and potentially lethal situation.

Fortunately the ultra-light aircraft have only enough fuel for ten minutes of sustained flight, and should the characters manage to survive that long, the craft will land safely under the control of the A.I. If characters ask it about the preceding antics, the A.I. will blame them on undiagnosed equipment malfunctions, refusing (as usual) to acknowledge its homicidal programming.



SIGMA SCOUT SHIP

Alpha Class Scout Ships



Sigma
(already docked)
and
Upsilon
(the characters' ship)

Scout Ship Sigma

As was mentioned at the start of this adventure, an Alpha class scout ship, the *Sigma*, was dispatched to investigate the Outpost a bit more than a month ago. This ship is still docked at the station. It is well within the scope of the mission granted to your characters by Fleet (*i.e.* discover what is going on at the Outpost) to investigate this vessel. In time, undoubtedly they will.

To get to the *Sigma*, characters must access the cargo elevator between Streets G & H in Alpha Sector, as that is the docking station occupied by the scout ship. The journey down by elevator will be uneventful, but once it reaches the ship, this will change.

As the elevator comes to a stop at the bottom of its descent, you notice that the airlock appears to be taking some time to cycle. The red light—indicating that the lock can not be opened—remains lit for an interminable time... and then eventually turns to green.

The airlock of the *Sigma* appears to be in less than pristine condition, and damage (obviously caused by energy weapons) mars its utilitarian surface. Thankfully, its seal indicator also flashes green.

At this point the A.I. will intervene, as it sees another opportunity to rid itself of unwanted visitors.

As the cargo elevator ceases its movement, the voice of the A.I. is heard:

“I detect the life signs of the ship’s captain in the command cabin, and signs that the three other crew members are asleep in the crew area of the craft. Protocols indicate that you should not disturb them.”

There is no way to contact the crew of the *Sigma*, as they are dead. You may have the A.I. pretend to imitate the crew’s responses to the

characters’ messages, but this would be a bit of a stretch as the A.I. is neither consciously aware of its own homicidal tendencies nor capable of altering the signal generation point of any response (that is, the signal from the A.I. will not seem to come from the *Sigma*). For all practical purposes, therefore, any signals that attempt to raise those within the scout ship should receive no reply.

Sigma Encounter Area #1: Airlock and Ship’s Storage

If the characters operate the *Sigma*’s airlock, they will get some more data:

As the door to the airlock opens, you discover that a mass of webbing—or perhaps moss—lies in ropy tendrils all over the airlock and storage areas, and leads through a door to your right into the engine room. It completely blocks entry into the vessel.

To enter the characters must cut through this material, as it is extremely resilient. Although knives may eventually cut through the tendrils, simple blades are truly insufficient to the task.

If characters blast their way through this morass of ropy tendrils, they will expose themselves to the fungal spores. These will appear at first as a light grey film on the outside of their space suits, but will become a full colony of green fungi within 30 minutes. A character using a space suit’s air supply is otherwise unaffected. Anyone not so cautious, however, will notice an immediate effect within 5 minutes as the contaminated air affects their lungs. Fifteen minutes later the infected character will have a seizure and fall to the ground. Death swiftly follows, though the character will soon rise once again (at a dramatic point determined by the Game Master)... as *Zombie Fungi*.

If this area is cleared of the tendrils, characters may open the closed door into the sleeping area (#2) and may force their way into the engine room (#5) through its open door.

SIGMA SCOUT SHIP

You may wish to leave a few items in the lockers in the storage area for the characters to pillage. Medical supplies, fresh batteries, and even smaller weapons may be found here, and will most certainly incite greed in the characters. Instead of writing off the *Sigma* (as they should), they may instead decide to investigate further...

Sigma Encounter Area #2: Sleeping Quarters

The door to this area opens via a simple palm switch.

The alien fungus is delighted with the toy called *Sigma*, and has sent its ropy tentacles into every system of the ship in order to master its functions. The fungus hopes to leave a colony of its progeny within the station and continue its previous journey in the shiny new scout ship, since its own crashed vessel is now useless. The tendrils in the airlock, storage area, and engine room are busily gathering data, and those in the sleeping quarters are awaiting further instructions while guarding the fungi in the ship's bow. If the characters open the door to this area, these tendrils will attack:

As the door opens, a writhing mass of green tentacles whips towards you!

Scout Ship Horror

Power: 5%

Defenses: 0%

Health: 7 per tentacle (x10)

Move: 0

Init: +80%

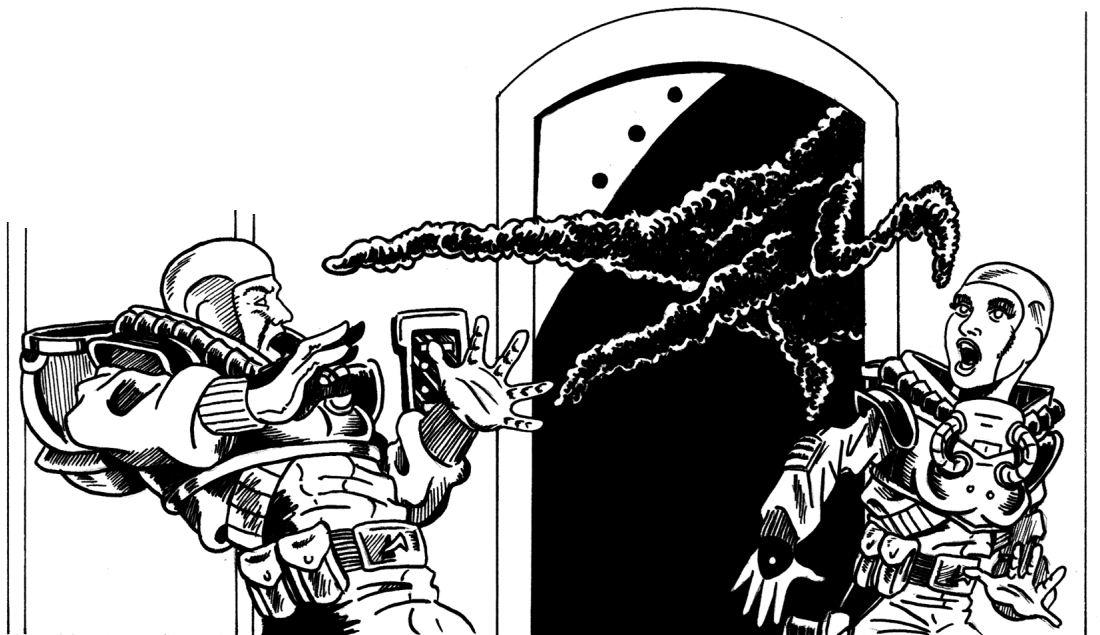
Damage: tentacle lash 1d6+1 (x10)

Special: energy weapons inflict double damage to the tentacles

Demeanor: This fugal variant is a part of the Alien Master Fungi that occupies the space suits in the command cabin. As such it will defend the sleeping quarters until it is destroyed or until opponents depart the area.

Appearance: Each of the tentacles is thick and 20 feet long. It can whip forward with its entire length and inflicts crushing damage.

While there is still significant danger from fungal spores should the characters combat these tentacles, they can be defeated. Should this occur, describe the sleeping quarters as detailed on the next page.



The room contains six minimal but comfortable sleeping berths, and a cabinet containing standard Fleet-issued blankets and pillows. Two fire extinguishers are mounted on the walls. A door with a palm switch leads to the bow of the ship.

Sigma Encounter Area #3:
Galley / Recreation Area

The main fungal colony has separated into four sub-colonies that are now in the bow of the ship. They left a film of spores in the galley, the only sign that they had ever been in this area. The automated food processing machine, controlled by an independent data processor not interconnected with the ship's, has been invaded by the yellow fungus used by the aliens to control such devices.

As the door to this area opens, you see what could only be a deserted galley. Pots and pans are carefully arranged on a counter, and several cabinets with transparent doors hold cutlery, dishes, and drinking glasses. A light film of grey dust covers nearly all surfaces.

A large table with six chairs occupies the center of the room. Two entertainment stations are mounted on the wall to the left, their large view-screens filling most of the wall. The automated food processor stands to the right, and a yellow moss seems to be growing on its control panel.

At the far end of the galley, a single door with a palm switch leads to the command area in the ship's bow.

There is obviously a significant risk of spore contamination herein, but the yellow fungus can devise no means for attacking the characters with the food processor, and may be easily killed. The Game Master may institute a food fight if desired, but the fungus is doomed to failure. There is little else of value to the characters in this area.

Sigma Encounter Area #4:
Zombies in Command

The command area contains four zombie fungi creatures all armed with rail pistols. They are in the process of readying the ship for takeoff, and believe themselves safe due to the guardian tendrils in the sleeping quarters.

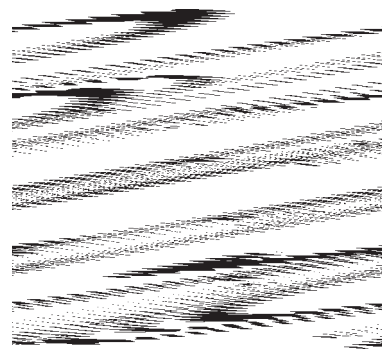
The door to the command area opens, and you see four of the Sigma's crew working at the controls. The place appears untouched, and you heave a sigh of relief to find no evidence of alien fungi. The four figures do not appear to have noticed your entrance as yet, so intent are they on their task.

With a start you realize what that task is: they're readying the Sigma for liftoff!

The fungi zombies in the space suits will continue to work the controls until someone touches them or tries to communicate with them. They rise and turn towards the characters:

The crewmen leave their work and rise to their feet, turning in your direction. One of them, most likely the Captain, taps the side of his helmet, perhaps indicating that he cannot hear you. The other three crew members also point to their helmets in similar fashion. The Captain takes a step in your direction, reaching for his visor.

Allow the characters to react briefly, and continue:



They all lift their visors, and you realize to your horror that these are not crewmen at all... From a writhing mass of green within each helmet, sickly tendrils suddenly reach for you!

Each figure draws a rail pistol as well.

Zombie Fungi (4)

Power: 30%

Defense: 30%

Health: suits 35 each, fungi 12 each

Move: 7

Init: +10%

Damage: rail pistol 1d12 and tentacle 1d6 + chance of infection (25% suggested)

Special: Energy weapons inflict no damage to the creature. If wounded, it exudes a horrific smell that makes it difficult to breathe in a 20-foot area around it. Anyone infected by the spores of the fungi will gradually become a new colony of fungi in 3 days. The only remedy is to cut the infected flesh from the victim, or to douse the victim in cleaning fluid (used by Decontamination robots), which inflicts 4-24 points of damage.

Demeanor: These zombie fungi are determined to escape, and will fight to the death. Fully intelligent, the creatures use the rail pistols to kill characters so they can inhabit more space suits.

Appearance: When suited, the creature appears and moves like a human. When the helmet is opened or removed, the lichen-like head of the zombie is revealed. The suit is used as an armored exoskeleton, the fungi flowing out only when the suit nears destruction.

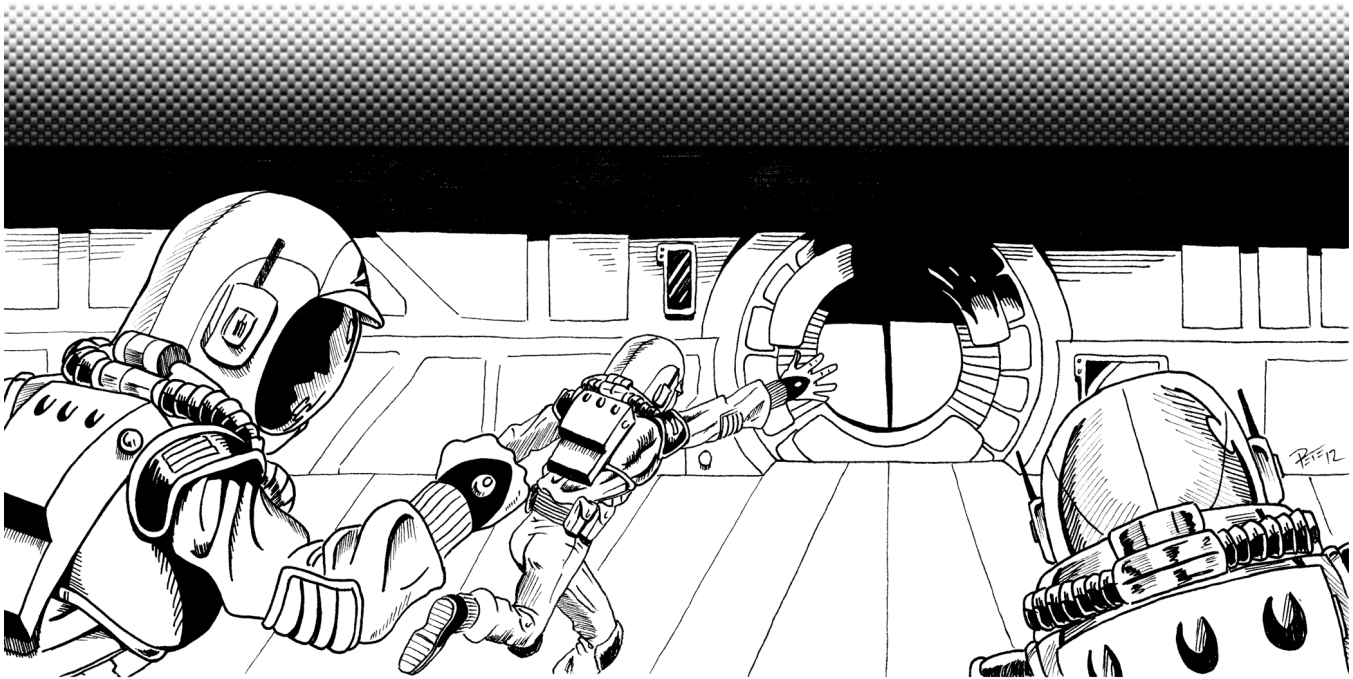
The zombie fungi hope to drive the characters from the ship and then seal the airlock so that they can lift off and make their escape. If they are unable to drive the group away, they will fight to the death.

Sigma Encounter Area# 5:
Engine Room

Much like the airlock and storage area, the engine room is a mass of ropy tendrils, and its station is inactive. Characters removing the ropy tendrils from this area will discover that they have probed their way into the very engines themselves, and that any re-ignition of the Sigma's engines will most likely result in disaster unless these tendrils are first removed.



Horror's Last Chance



The characters may choose at any time to return to their scout vessel and leave the outpost. (Use the deck plan of the ill-fated scout ship *Sigma* to represent their identical ship, the *Upsilon*.) While this might very well be their best chance for survival, as Game Master you have one last trick up your sleeve.

Upon arrival, as they open up their ship to the air of the Outpost, the characters will not realize the danger that fungi spores represent. This danger is great, and will impact the ship once the characters have spent 15 minutes in the station.

If the characters return to their ship early in the adventure, they will discover a thin film of gray fungi on the walls of their airlock. They must decontaminate it before it is safe to enter the *Upsilon*. Failure in this crucial task will result in the exposure of all the characters to the fungal spores. All will ultimately emerge

at their destination not as characters, but as zombie fungi, unless they reach a well-equipped medical facility within 6 hours. However, the decontamination is a simple process that may be accomplished with a good decontamination chemical (see Delta Sector, page 35), or by exposing the interior of the ship to the vacuum of space.

If the characters do not return to their ship for many hours, the mossy tendrils of fungi will be growing in the airlock and in the storage area of the *Upsilon*. If they don't take immediate action to get rid of the infestation, their ship will be disabled and they will be stuck at the Outpost with plenty of time to sample all the horrors therein.

Have some fun with your characters, but in the case of an escape attempt using their own vessel, grant as much leeway as you can. After all, they may come back to visit the **DARK OUTPOST** again some day...

Entity Database (Encounter List)

Outpost Robots

Unit	Encounter page
Cargo Robot	30
Cargo Robot: Pallet Builders	14, 54
Cargo Robot: Pallet Loader	18
Decontamination Robot	35
Dueling Trainer Robot	60
Horticultural Robot	(Beta Sector)
Medical Robot	51, 52
Security Robot	14, 17, 30, 61
Target Robot	62

Cargo Robot (page 30)

Power: 11%

Defense: 20%

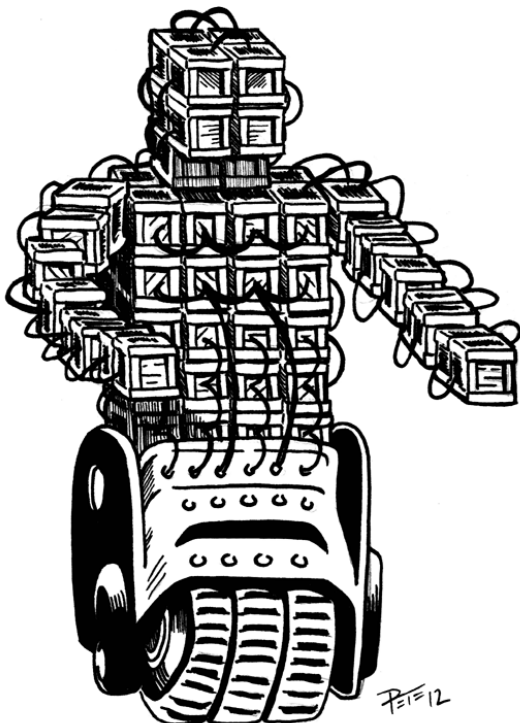
Health: 14

Move: 9

Init: +35%

Damage: arm bash 1d20 (x2)

Special: Apply health damage only when the lowest section (wheeled unit) is hit.



Demeanor: A Cargo Robot is programmed to respond to colonists' requests for authorized goods with speed and efficiency. It will restrain colonists that ask for materials listed as contraband. No programming is devoted to interactions; it is thus curt and unemotional.

Appearance: The unit is generally humanoid with two hydraulically operated tentacle arms. It stands about eight feet tall, and its lower section has rubber tracks. A grille in the center of the torso functions as both speaker and receptor, and the unit can interpret and respond to verbal commands.

Cargo Robot: Crate Horror (page 14)

This unit has the standard Cargo robot statistics (at left), but has been corrupted as follows:

Demeanor: This unit has a damaged control program and aggressively attacks at every chance.

Appearance: This Cargo robot is made up of sixty large crates and is humanoid in shape. Each of these crates is connected to the body by metal tentacles. The outside of each crate is covered in a thin veneer of black fungus.

Cargo Robot: Pallet Builder (page 54)

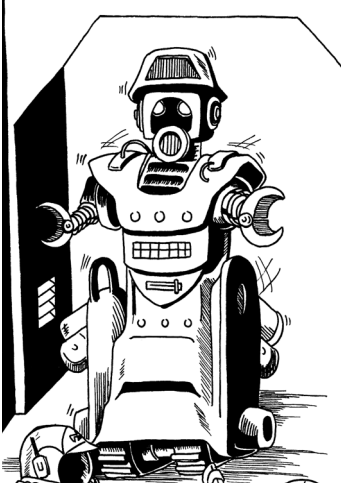
This unit has the standard Cargo robot statistics and appearance (above), but has been corrupted as follows:

Damage: thrown canister (x2); each inflicts 20 points of damage within 6 feet of its impact, and sets fire to space suits, clothing, skin and hair. The contents (acetylene) continue burning for one round, inflicting an additional 12 points of damage.

Demeanor: This robot is stuck in a programming loop that instructs it to locate and fill pallets with the canisters. However, its sensor input is disrupted, and it throws canisters at anyone it sees.

Cargo Robot: Pallet Loader (page 18)

Power: 15%
Defense: 25% (made of strong steel)
Health: 19
Move: 9
Init: + 80%
Damage: ram for 25 points of concussive damage
Special: This unit has four lights that can be rotated to blind opponents; those blinded incur a 25% penalty to the chance of hitting it.



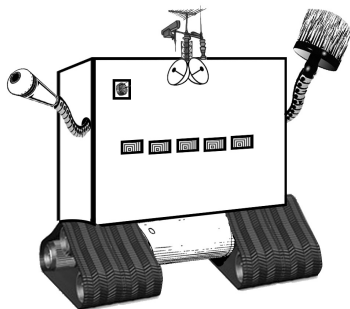
Demeanor: This robot will ram the characters until all of them are dead. It will follow them if they flee.

Appearance: This Pallet Loader is a forklift unit for moving crates around a warehouse. It has a lifting set of forks on its front and a large weighted rear to balance heavy loads. A closed driver's cab is at the center of the unit (though no driver is present in this scenario).

Decontamination Robot (page 35)

Power: 9%
Defense: 20%.
Health: 11
Move: 7
Init: +10%

Damage: its decontaminant spray inflicts 4-24 points of damage to human life forms and is deadly to all types of microscopic life.



Special: This unit has two tentacle arms that can extend up to 30 feet. One is mounted with a scrubbing brush and a sprayer for decontamination fluid. The other has an aperture that provides vacuum suction to remove small debris and residue.

Demeanor: These units are programmed to avoid human contact. They will do their best to avoid any such interaction, but will not

physically remove themselves from contact with characters.

Appearance: This unit is a rectangular box about 6 feet tall, and its lower section has a rubber track. The front of the unit contains a sensor array that allows it to identify the microbiological specimens it has been programmed to destroy. The rear has an access port for data links and a door accessing an interior waste tank. A pressurized vessel within contains decontamination fluid, and one full tank will cleanse up to 2500 square feet.

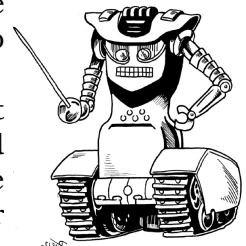
Dueling Trainer Robots (page 60)

Power: 20%
Defense: 15% (plastic body)
Health: 25
Init: 0

Damage: foil 1-6 (x2)

Special: A character's space suit integrity is compromised when the foil punctures it. Heat-based attacks inflict double damage to the robot (due to the plastic).

Demeanor: A training robot will not leave its assigned building. It will continue attacking until it takes 20 or more points of damage.



Appearance: This robot is encased in an outer shell of flexible plastic filled with sensors so it can react appropriately when it takes severe damage. Its onboard A.I. is shielded in an armored central unit, and its lower mobility unit is also made of lightweight plastic.

Horticultural Robot (Beta sector)

Power: 9%
Defense: 5%
Health: 11
Move: 6
Init: +10%

Damage: robotic arm swipe 1d3

Special: This unit's tracked movement system stays in contact with the ground, and it thus cannot be trapped. It can carry up to 300 pounds.

Demeanor: Horticultural Robots are often programmed with cyclical tasks, and may only

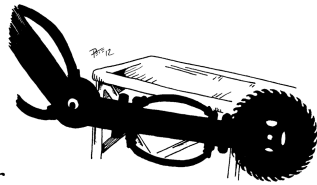
ENTITY DATABASE

be given commands via data uplink. They are unable to respond to verbal commands.

Appearance: This unit is a 4-foot tall tracked triangle, with the tracks encircling the entire side of the machine. Its robotic arm has an articulated appendage that can cultivate, spray, dig, or grasp a number of tools kept in a storage compartment in its base.

Medical Robot: Surgeon (page 51)

Power: 11
Defense: 15%
Health: 12 each
Move: 8
Init: +15%
Damage: surgical laser 1d4 and bone saw 3d6

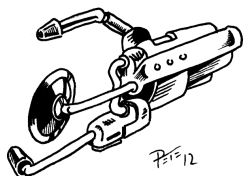


Special: can be fooled by electronic countermeasures since it has senses analagous to humans. Energy weapons of any type inflict full damage to their bodies.

Demeanor: Medical robots will be confused if attacked, and will defend themselves poorly, repeatedly inquiring as to the reasons for an attacker's behavior instead of defending themselves. These units do not understand that they are engaged in unnecessary procedures.

Appearance: Each is a square robot 5 feet tall, with a tracked mobility unit at its base. It has two metal tentacles that can be fitted a variety of implements, many of which are carried in a compartment near the center of its mass. It is covered in a white ceramic finish (as this is easily sterilized) and is programmed with most current medical procedures. All medical robots carry a variety of anti-toxins and disease cures within their central compartments, as well as anesthetics (unused in this case), and all necessary medical equipment required for first aid and non-surgical procedures.

Medical Robot: Vaccinator (page 52)



This unit has the same statistics and appearance as a Medical Robot Surgeon (as above), but has been corrupted as follows:

Damage: by vaccination (see chart page 53)

Demeanor: This unit is single-minded in its effort to continue the inoculation process, and seems not to notice when its 'patients' suffer as a result. It has a nearly unlimited supply of vaccine, and never needs to reload.

Appearance: This robot's two extended tentacles are equipped with hypodermic syringes for administering inoculations.

Security Robot (pages 14, 17, 30, 61)

Power: 30%
Defense: 30%
Health: 36
Move: 9 (anti-grav levitation)
Init: +30%

Damage: rubber bullets (x3) for 2 points (each) to subdue, and either taser tentacles 1d2 +special (x2) or capture tentacles 1d4+special (x2)

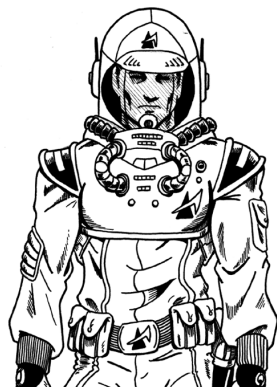
Special: Two taser tentacles can render a victim unconscious (when touching bare flesh), or two capture tentacles can wrap around a victim to prevent movement. It can attack with only one pair of tentacles during any combat round.

Demeanor: Once a Security Robot has determined that an adversary must be captured, it will not stop until the adversary is in custody.

Appearance: The unit is a 6-foot tall metal egg floating inches off the floor. As it moves,



the appropriate tentacles flow outwards from the shell of the robot. A soft white glow at the lower end of the egg comes from the anti-grav propulsion unit.



Target Robot (page 62)

Power: 1%
Defense: 0%
Health: 1
Move: 1
Init: -10%
Damage: light laser pistol 5



Special: These robotic targets are programmed to be poor shots in order to preserve the number of security applicants. As such, they incur a -10% penalty to both initiative and attacks.

Demeanor: The robotic targets fire until destroyed, but move very little and lack the ability to leave the practice range.

Appearance: The unit is a robotic mannequin made to resemble a bald criminal thug, dressed in cliché black striped clothing and with an eye-covering mask. It holds a light laser pistol in one hand which it will fire every round until it is destroyed.

Aliens & Hybrids

Creature	Encounter page
Alien Master Fungi	16
Alien Fungi, Young	26, 32
Black Fungus	(various)
Crystal Pine	25
Green Barrel Fungi	18
Puffball Mushrooms	24
Robot Prototype	37
Scout Ship Horror	71
Truck, Killer	66
Yellow Fungus	66
Zombie Fungi	45, 73

Alien Master Fungi

Power: 10%
Defense: 10%
Health: 12
Move: 3
Init: 0
Damage: tentacle strike 1d10 (x4) to 30-foot range
Special: This alien emits a cloud of fungal darkness to 5-foot radius, making it impossible to see the alien or detect it with any type of gear.



The fog can be dispersed by a strong wind. If wounded, the fungus exudes a horrific smell that makes it difficult to breathe within 20 feet of it.

Demeanor: When the alien is discovered by the characters, the creature attacks anyone staying in the area with intent to kill. It will not chase those who flee.

Appearance: Master Fungi resemble lacy ropes of dark green Spanish Moss coiled into a 10-foot tall mass. Four tentacles protrude from this mass to 30 foot range, and are constantly in motion. Bits of fungi are constantly falling from the main body and floating to the ground.

ENTITY DATABASE

Alien Fungi, Young (pages 26 & 32)

Power: 5%

Defense: 30%

Health: 6 each

Move: 3

Init: 0

Damage: tentacle strike 1d6 (x4), 30 foot range

Special: Fog cloud and stench as Master fungi (at left). However, being young they remain hidden, always striking within their darkness.

Demeanor: Young aliens are frightened when discovered by intruders but will attack and try to kill them. They do not pursue any who flee.

Appearance: As Master fungi (at left).

Barrel Fungi Colony (page 18)

(Alien Fungi Master with Black Fungi Spores)

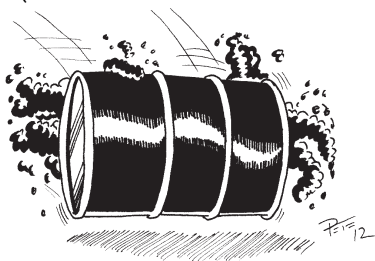
Power: 7%

Defense: 15% (outer barrel shell adds 5%)

Health: 8

Move: 8

Init: +40%



Damage: 20 (impact)

Special: With each 5 points of damage it takes the barrel spews a jet of thick liquid fungus, which will affix itself to a victim and begin growing into the skin. In the first hour it only inflicts 5 health points of damage, but the damage doubles every 15 minutes if the fungi are not carefully cleaned off.

Demeanor: This creature continues to attack until it is destroyed. Its only desire is to get some of its spores onto its targets.

Appearance: This is a jet-black 50-gallon drum that rolls on its side straight toward the characters. It is almost invisible in the distance, but a clear rolling sound can be heard before it is seen.

Black Fungi (various locations)

Power: 1

Defense: -15%

Health: 1

Move: 1/2

Init: 0

Special: Black fungi are a fungal form used by the alien to both transport spores and to communicate with separate fungi colonies. They are unaffected by impact-based (kinetic) attacks, but easily destroyed by energy attacks (full damage) or decontamination chemicals. This fungus is also a source of nourishment for all other types of alien fungi.

Demeanor: none (not sentient)

Appearance: This fungus resembles a pile of dark dust.

Crystal Pine (page 25)

Power:

Defense: -10%

Health: 3

Move: 0

Init: +30%

Damage: 1d6 crystalline spears per combat round, launched to 10-foot range and each inflicting 3 points of damage. Any spears not launched are easily broken.

Special: +10% bonus to attacks

Demeanor: none (not sentient) but will fire spines at anything that comes within 10 feet

Appearance: Crystal pines are 6-10 feet tall and are spear-shaped, of course having a crystalline appearance.

Puffball Mushrooms (page 25)

Power: 1

Defense: -15%

Health: 1 each

Move: 0

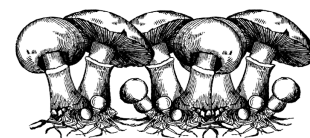
Init: n/a

Damage: special

Special: if touched, these mushrooms erupt in a red cloud of highly poisonous fungi spores that pour out of the mushroom like a fire hose squirting water. If taken into the lungs it results in a terrible death that only the best of medi-kits can heal. Only characters in sealed spacesuits will be immune to this deadly spray.

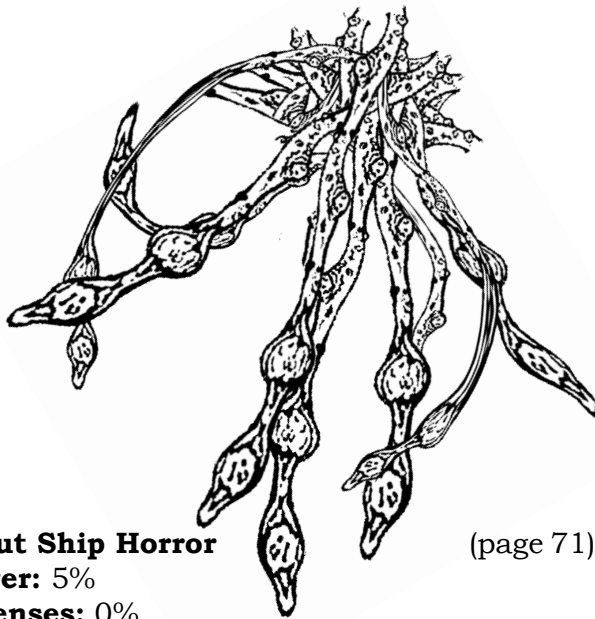
Demeanor: The creature doesn't want to attack, but will if provoked.

Appearance: Puffballs are tree-sized round mushrooms reaching up to 25 feet in height. The ground surrounding these strange mushrooms always bares a reddish hue.



Robotic Alien Prototype (page 37)

Power: 10%
Defense: 25%
Health: 13 each
Move: 8
Init: +55%
Damage: bladed arm strike 1d6
Special: These units can be fooled by electronic counter-measures since they have human-type senses. Energy weapons of any type inflict full damage to their bodies.
Demeanor: The robot will follow the characters, constantly attacking with its whirling blades and fighting until destroyed.
Appearance: This primitive robot is a 7-foot tall metallic silver humanoid. Its three-bladed arms are in constant motion.



Scout Ship Horror (page 71)

Power: 5%
Defenses: 0%
Health: 7 per tentacle (x10)
Move: 0
Init: +80%
Damage: tentacle lash 1d6+1 (x10)
Special: energy weapons inflict double damage to the tentacles
Demeanor: This fugal variant is a part of the Alien Master Fungi that occupies the space suits in the command cabin. As such it will defend the sleeping quarters until it is destroyed or until opponents depart the area.
Appearance: Each of the tentacles is thick and 20 feet long. It can whip forward with its entire length and inflicts crushing damage.

Truck, Killer (page 66)

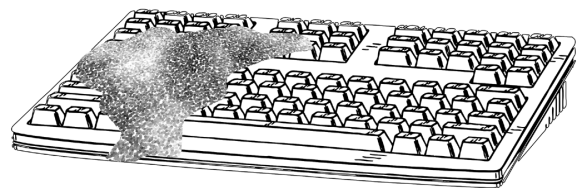
(with Yellow Fungi controllers)

Power: 10%
Defense: 35%
Health: 72
Move: 16
Init: +75%
Damage: Smash 4d10
Special: Energy weapons inflict double damage to the truck. The tires are extra-thick, and each can withstand 100 points of damage before flattening.
Demeanor: The vehicle wants to run down the characters, but will not put its body in jeopardy to do so.
Appearance: This is a large flatbed truck, designed to carry heavy loads. Its engine roars and can be heard throughout the area.



Yellow Fungi (page 66)

Power: 10%
Defense: 10%
Health: 1
Move: 3
Init: +75%
Damage: electronic takeover of equipment
Special: Inflicts no damage, unaffected by impact-based (kinetic) attacks; can form a pseudopod 20 feet long to search for equipment containing a data processor. A successful hit indicates that fungi has gained control of the equipment. (The Game Master should then use whatever attack form seems appropriate to simulate the equipment attacking a character.)
Demeanor: This alien fungus seeks data processors to use to control its environment. It views all moving objects that are neither fungi nor data processors as enemies.



Appearance: Yellow fungi appear as a powdery yellow film coating, usually covering 4 to 8 square feet. The pseudopod is about 3 inches in diameter, and has the same powdery yellow appearance.

ENTITY DATABASE

Zombie Fungi (pages 45 & 73)

Power: 30%

Defense: 30%

Health: suits 35 each, fungi 12 each

Move: 7

Init: +10%

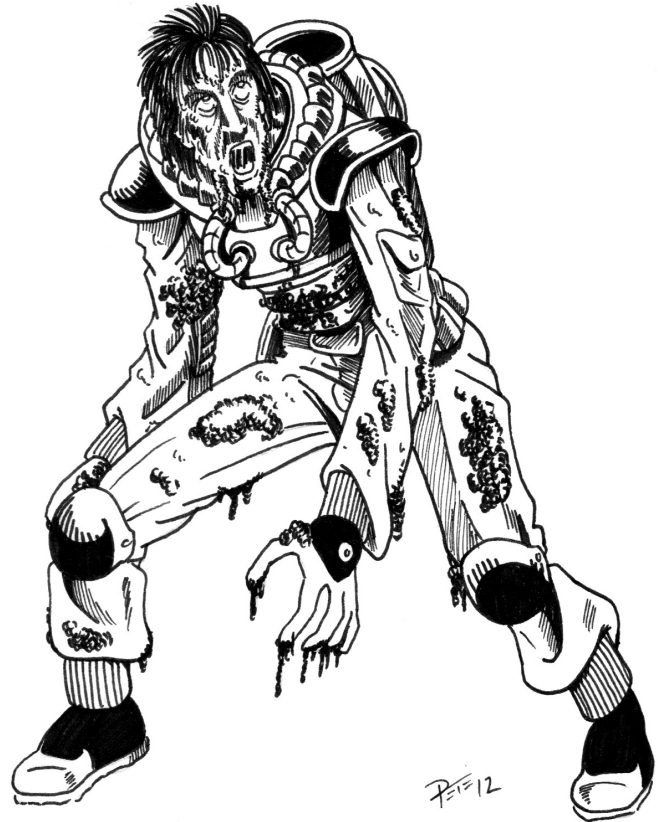
Damage: rail pistol 1d12 and tentacle 1d6 + chance of infection (25% suggested)

Special: Energy weapons do not damage the creature. If wounded, it exudes a horrific smell that makes it difficult to breathe in a 20-foot area around it.

Anyone infected by the spores of the fungi will gradually become a new colony of fungi in 3 days. The only remedy is to cut the infected flesh from the victim, or to douse the victim in cleaning fluid (used by Decontamination robots), which inflicts 4-24 points of damage.

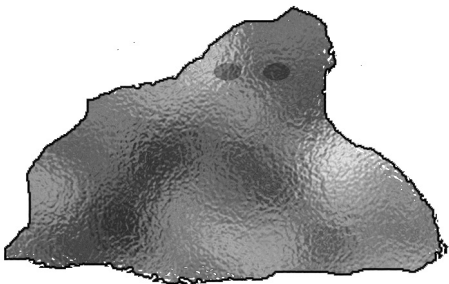
Demeanor: Fully intelligent, these creatures use the rail pistols to kill characters so they can inhabit more space suits.

Appearance: When suited, the creature appears and moves like a human. When the helmet is opened or removed, the lichen-like head of the zombie is revealed. The suit is filled with this fungus and it used it as an armored exoskeleton, flowing out only when the suit nears destruction.



Other Creatures

Acid Monster	55
Cyborg (Insane)	54
Spider, Mutated Crystal	43
Tiger, Giant	42



Acid Monster (page 55)

Power: 40%

Defense: 0

Health: 200

Move: 1

Init: +40%

Damage: 10 acid damage (x2 pseudopods)

Special: Physical impact (kinetic) attacks inflict no damage to the acid

Demeanor: This creature considers all humans to be a threat to its existence. It will constantly attack while any remain in the area.

Appearance: This is a 10-foot tall humanoid creature which menaces with two rope-like arms, each 10 feet long. It attacks in great slashing movements. Acid sizzles from its body and burns into the metal floor and surrounding area as bits fly off its body.

Cyborg, Insane (page 54)

Power: 12%
Defense: 0%
Health: 13
Move: 11
Init: +35%

Damage: claw rakes 1d10 (x2) to 6-foot range

Special: The arms and legs of the cyborg are quite tough and only take half damage if struck.

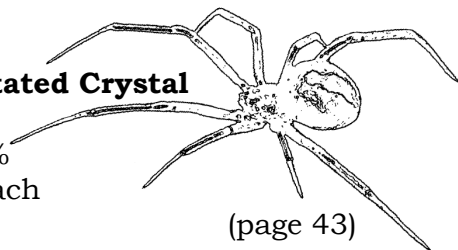
Demeanor: Driven to a berserk rage by the unnecessary operation that made it into an insane cyborg, this creature suffers from homicidal mania. It will continue to attack, chasing or attacking the closest opponent. Only death can stop it.

Appearance: The arms and legs of this former human were removed and replaced with robotic devices. It stands seven feet tall, and its arms hang down to below its waist. Its human face is always a contorted mass of pain and hatred, irrevocably mad.



Spider, Mutated Crystal

Power: 3%
Defense: 5%
Health: 4 each
Move: 6
Init: 25%



(page 43)

Damage: Bite 1d6 + poison

Special: The spider's venom is a long-threshold paralytic, causing a loss of mobility and motor skills that increases with the number of hits scored:

	Onset Time	Mobility Lost	Duration of effect
Bite 1	1 turn	25%	1-3 hours
Bite 2	1-3 turns	50%	1-6 hours
Bite 3	1-6 turns	100%	2-12 hours

Additional bites decrease the onset time by 1 turn each. Each effect naturally dissipates 2-12 hours after the duration ends.

Demeanor: The spiders are hungry and view humans as food sources. However, they will retreat from the battle if several of their number are shattered in combat, regrouping to strike an easier target, or the same one if they can achieve a new position and attack

with surprise. The spiders are not intelligent, and will not pursue a victim for more than 25 yards beyond the safety of their web-like nests.

Appearance: Crystal spiders are 18-36 inches in diameter and stand 1-2 feet tall. Their bodies appear to be made of crystalline glass and are difficult to see, but are easily damaged. They are capable of spinning webs, but prefer to attack from stealth, leaping upon prey that passes by.

Tigers, Giant (page 42)

Power: 29%
Defense: 30%
Health: 34
Move: 12
Init: +75%

Damage: bite 3d6 and claw 4d6

Special: will always retreat from nearby explosions (such as rockets or grenades)

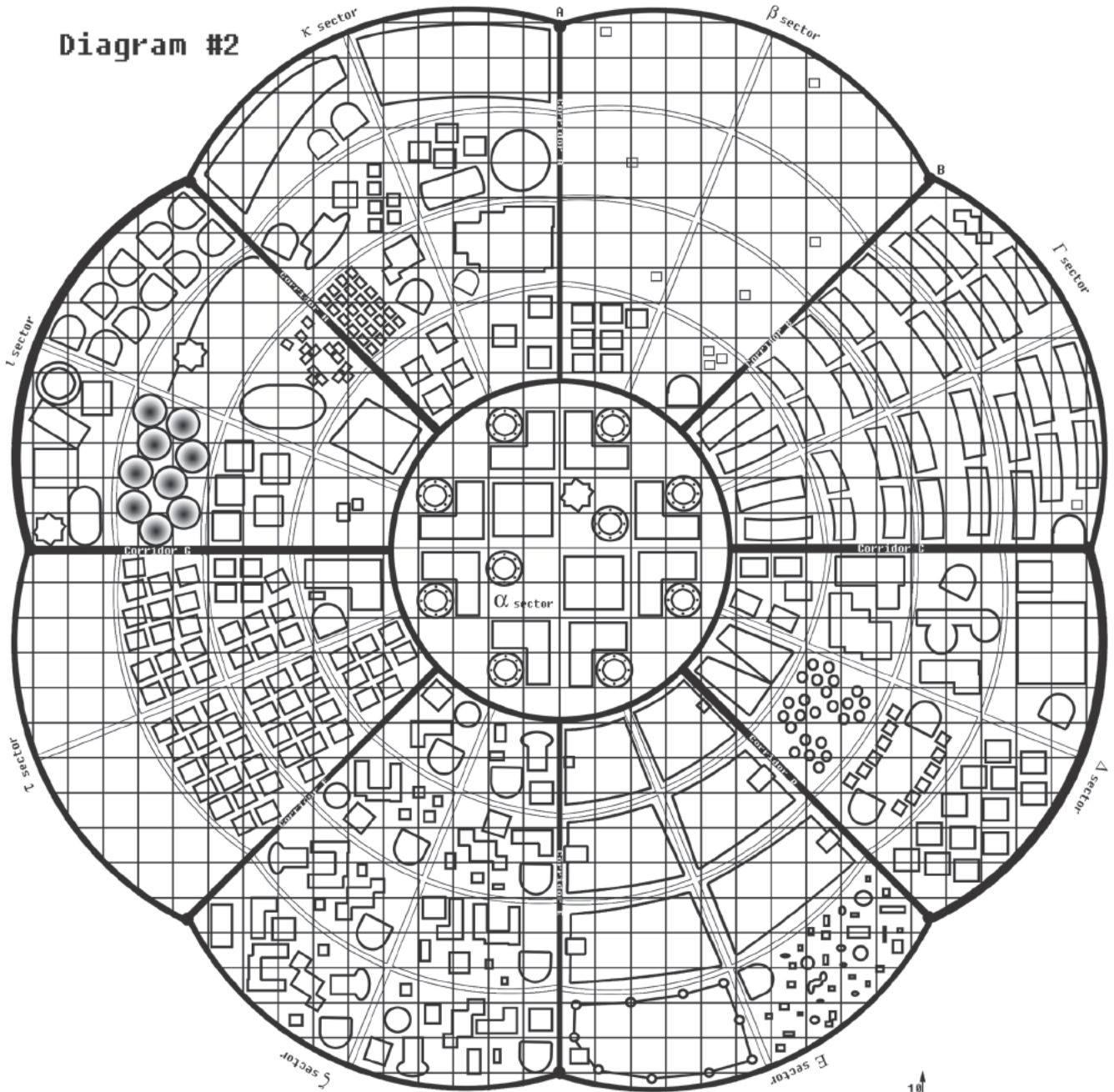
Demeanor: These intelligent tigers often work together in pairs or teams. When hungry, they consider humans to be food sources. However, a pair will retreat from the battle if either takes 30 or more points of health damage.

Appearance: These are huge beasts, 10 feet long and 5 feet tall. Each clawed paw is larger than a man's head.


Planet Kask Outpost Station

Players' Map

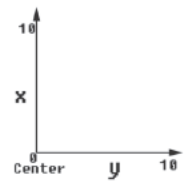
Diagram #2



One square is approximately 100 yards.

 Airlocked Cargo Elevator

 Power Generator



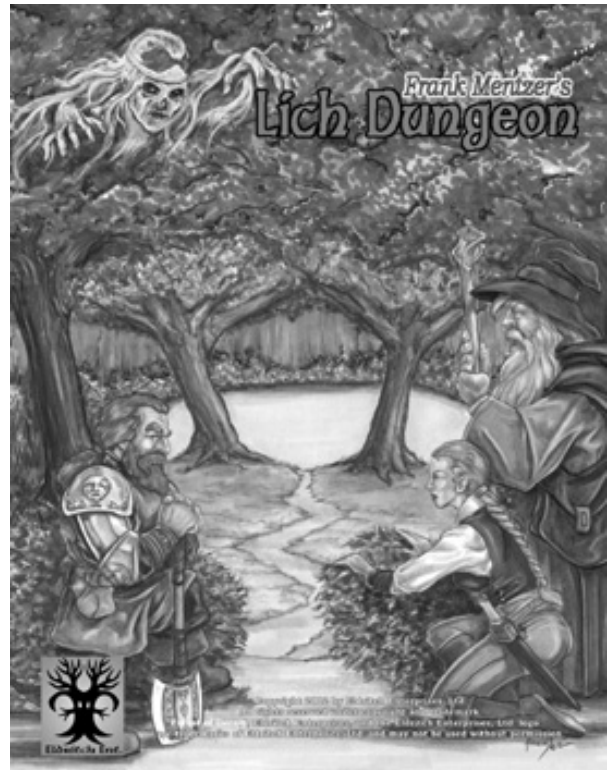
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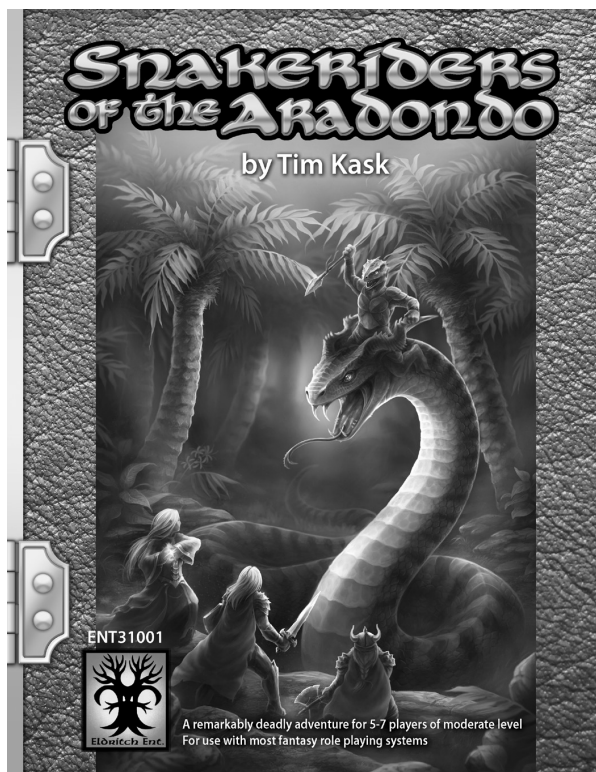
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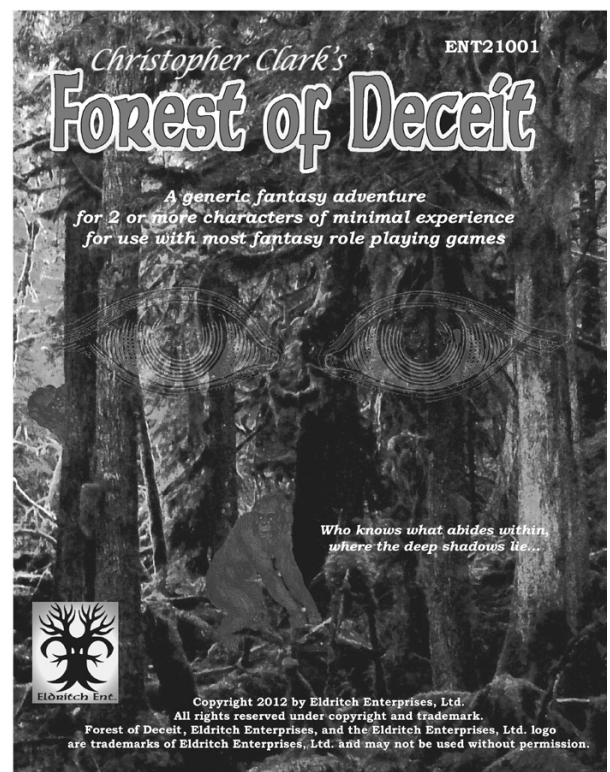
Frank Mentzer's **Lich Dungeon** Level One



Tim Kask's **Snakeriders** of the Aradondo



Christopher Clark's **Forest of Deceit**



A World To Be Won...

Fleet had discovered a new world! It was suitable for terraforming, if harsh, a breakthrough. Experts quickly designed and robots rapidly built the newly designated Planet Kash Colony.

The Planet Kash Outpost would support and train thousands of colonists. Exhaustive testing confirmed that all features of the station were nominal, and the first shiploads of staff - mostly trainers and administration - prepared to move in.

Then, suddenly, all telemetry and communication from the station fell silent.

"Fleet, this is Sigma One Delta. We have a problem."

"Planet Kash Station is silent... We have a Dark Outpost."

Dark Outpost is a science fiction adventure designed for use with any role playing system involving space travel. Developed by the noted master of science fiction gaming, James M. Ward, Dark Outpost is designed for exploration by parties of two or more characters of moderate experience level.

It is recommended for ages 9 and up.



Fatality Rating: 70%

