

PEST PROBLEM

AN OPEN SYSTEM MODULE SET IN DEEP SPACE



Contents

Author's Note.....	3
Description.....	3
History.....	3
Plot Hook.....	3
General Information about Space Station:	3
Space Station Computers.....	3
Arrival.....	5
Main Level.....	5
Alien Race Embassy:.....	7
Upper Level.....	9
The Hanger or Basement:	9
The Reactor or Sub-Basement:	10

Author's Note

This RPG module is an open system module (meaning it works with any system). I have planned on utilizing it with Fudge, GURPS, or Traveler. This version does not have much art but future versions may have more art. If you wish to contact me about this or any other rpg element I create or should create I welcome comments at: contact@arirpg.com Also, please visit my website which will focus on the game system I am creating along with the rest of my rpg related creations, <http://www.arirpg.com/>. Since this module is open system, it requires a read through and tailoring to make it playable.

Description

This module is about a team arriving to what at one time was an alien diplomatic, trading, and shipping hub. In addition, it served as the home to many inter-species research projects. It was at one time a beacon of inter-species cooperation. Highly advanced, large, and well positioned, it is a mystery as to why this station was abandoned. A mystery that the players need to solve...or die trying!

History

An alien race built the space station as a diplomatic, trading, and shipping hub. Everything was going fine until one day one of the aliens brought an egg on board for study. The egg leads to an infestation of bug-like aliens. The space station was abandoned with the goal of eventual salvage. Robots were left onboard to deal with the aliens but they have not done their job due to another robot on board (see the upper level). Since that time, a meteorite storm impacted the station damaging several sections.

Plot Hook

- Players are part of a salvage crew sent to discover why the space station is abandoned and possibly deal with the problem.
- Players come across the space station when otherwise exploring space.

General Information about Space Station:

All rooms/hallways vary between flickering or low power creating dim lighting (2-11), full lighting (2/12), and no lighting (1/12).

All areas damaged by asteroids range roll 1d12 for hitpoint reduction

1. 1-3 GONE
2. 4-5 $\frac{1}{4}$ of hitpoints
3. 6-7 $\frac{1}{2}$ of hitpoints
4. 7-8 $\frac{3}{4}$ of hitpoints
5. 9-12 Full Hitpoints

Space Station Computers

Computer Ports can be found in every location, they require an electrical check to jury rig a connection to the computer port from a portable computer, followed by a computer check to access. A very difficult computer check is required to activate specific features or a moderate computer check to access one of them randomly. Each attempt takes 10 minutes per roll. Specific features accessible:

1. Security Cameras Cycle through station, 1/3 are disabled or malfunctioning. No working cameras in engineering near reactor area.
2. Access Security Sensors, Alarms can be heard throughout station increasing Bug Alertness by 2 points per hour activated.
3. Access Station Logs: Shows pages and pages of random alien languages, it is interesting to scientists and can be saved but nothing is interpretable as it is filled with debugging information and corrupted data.
4. Access a Video Game: Shows Random shapes and alien languages, it makes no sense, runs for 10 minutes, and then quits when character in game dies.
5. Activate Fire Suppression System: Player chooses area to suppress (GM choice if random) Activates Alarms and releases fire retardant in adjacent areas to area Increasing Bug Alertness by 4 points per hour activated. Chosen area is vented into space. This can end the bug menace if it is done where queen is. The fire retardant is acidic and does 1 point of damage to non-metallic objects including bugs and characters per round.
6. Activate Internal Communications Systems: Player (or GM if randomly) chooses area they want auditory communications to be sent to. Increases Bug Alertness by 1 for each hour of communications that are broadcast down to them.
7. Close-Open Doors: This seals or opens doors in an area.
8. Damage Controls: This allows the player or the gm to identify damaged areas of the station and to reroute power (one way to get elevator working).
9. Emergency Self-Destruct: The self-destruct is set for 1 hour, with alarms blaring. Lights begin cycling colors; space ship roll of 6 recognizes it as a self-destruct mechanism. Due what is happening in the reactor, Bug Alertness becomes maxed out.
10. Depressurize Area: Player chooses area to depressurize (GM choice if random) Activates alarms increasing bug alertness by 2 per hour activated. Chosen area is opened up into space. This can end the bug menace if it is done where the queen is.
11. Deactivate Artificial Gravity: Player chooses area (GM choice if random) to have gravity systems turn off. See space rules for effects of zero gravity. This raises bug alertness by 3 if bugs are in area.
12. System Shutdown: Player activates diagnostic setting on the space station, all systems including environmental, gravitational, electrical and all but emergency lighting (any previously lit area is now dim), are turned off for 1d12 hours while system debugs and repairs internal systems. On the plus side +1 bonus to future rolls for player choices once system is repaired, not cumulative, as there are major issues with the system. A difficult roll electronics can bypass the shutdown and restore the system early, but does not incur the bonus for the system repair. This raises bug alertness by 2. There is no gravity on the space station during this shutdown, but plenty of air. Computer Terminals are scattered throughout the station and require an easy computer roll to access, and difficult roll to activate a specific feature or a easy computer roll to activate them randomly, each attempt takes 10 minutes per roll.

Bug Alertness Level	Description
12	Bugs are at full Alert, and are actively trying to kill the characters. They know where the players are and will send waves of heavy soldiers to kill them. Alertness level will not go down until characters are "gone" for a day.
11	
10	
9	Bugs are aware of something trying to kill them, start actively looking for characters, will send heavy soldiers (difficult encounters) to deal with
8	
7	

	them. Killing a bug increases Alertness Level by 1. Alertness level will not go down until characters are gone for 1 hour.
6	Bugs start sending Patrols, moderate encounters.
5	Killing a bug increases Bug Alertness Level by 1.
4	Alertness level will not go down until characters are gone for 30 minutes.
3	Bugs start sending small scouts, easy one hit kill creatures.
2	Killing a bug increases Bug Alertness Level by 1. Alertness level will not go down until characters are gone for 1 minute.
1	
0	Bugs are in a dormant state.

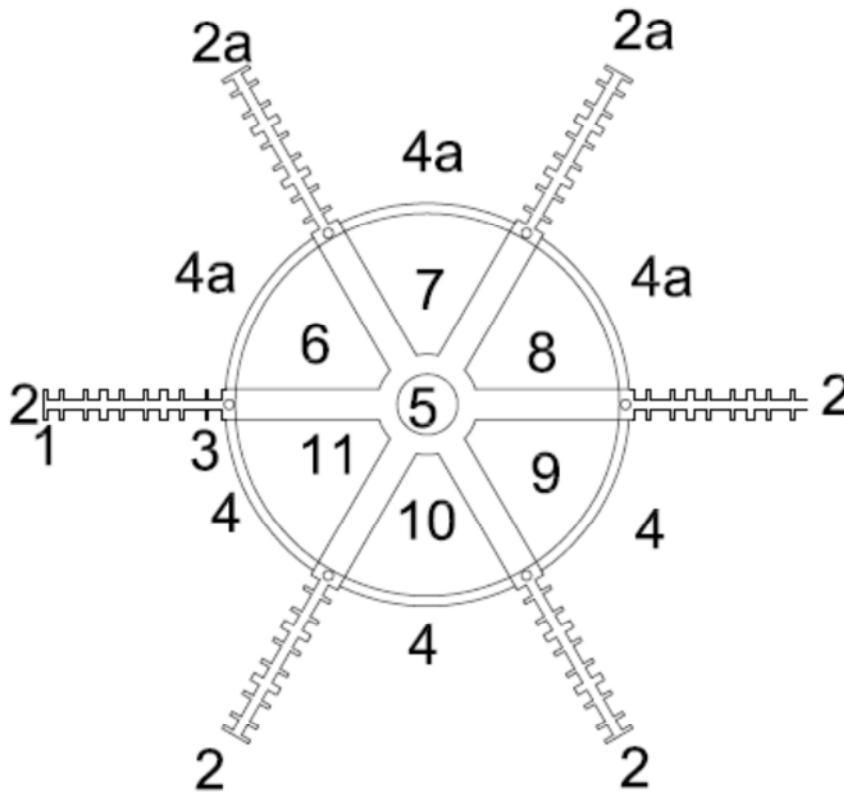
Arrival

Arrival: Once the ship is in place, the dull sounds metal rubbing against metal echo throughout the ship as the space station clamps automatically attach to the ship.

- **Opening Ship door:** The airlock door slowly slides open to reveal a worn metal door through the tinted plastic of the external ship airlock door. One of the multi-color lights in the airlock is lit green to indicate that it has an airtight seal with the outer hatch.
- **Examining the Space station Hatch:** The external airlock plastic door slides open to reveal the smooth metal station door has numerous scratches and indentations. (Micrometeorite and space debris collisions)
 - A small panel (security or spacecraft or aerospace roll: moderate roll) contains controls to open the door.
 - The door could also be forced open (very difficult)
 - The door could also be cut open using tools on the ship (takes 1 hour)
- **Opening Space station door:** With the controls activated, and the sound of air being released the door sluggishly slides open, revealing a flickering metal and glass hallway beyond. The space station has gravity.

Note: Areas marked as 1a, 2a, etc... are identical to the ones marked 1, 2, etc... except they are the ones damaged by the meteors. This means they provide poor to no illumination, may not have gravity, will not have atmosphere and are probably exposed to space. Use them as you see fit.

Main Level



Main Level

Area 1 (Docking Hallway): The hallway is 10 feet wide, 50 feet long, 10 feet tall, metal hallway with glass panels revealing the outside. Every 20 feet contains a main light on the ceiling which is flickering (the lights are providing dim light). At end of the hallway is a similar door to the space station hatch. (The space station has been locked down to trap the aliens as well as prevent space pirates from trying to take the station over).

- An easily noticeable small panel (security or spacecraft or electrical roll: moderate difficulty to activate) contains controls to open the door.
- The door could also be forced open (very difficult)
- The door could also be cut open using tools on the ship (takes 1 hour)

Area 2 (Boarding Hallway): The hallway is 50 feet wide, 1000 feet long, 20 feet tall, metal hallway with glass panels revealing the outside. Every 70 feet is a door (leading into docking hallways like Area 1) on both sides of the hallway. Every 20 feet contains a main light on the ceiling which is flickering (the lights are providing dim light). At end of the hallway is a nearly 50 foot wide, by 20 foot tall garage door made of thick metal.

- An easily noticeable small panel (security or spacecraft or electrical roll: moderate difficulty) contains controls to open the door.
- The door would be very difficult to force open (very difficult)
- The door could also be cut open using tools on the ship (takes 5 hours)

Area 3 (Main Airlock): This room is 150 feet wide by 70 feet long. There are identical garage doors on each wall. The room is lit by wall lights and ceiling lights providing good illumination. In the center of

the room is a large clear tube with a platform on it. The platform is 40 feet in diameter; the platform has a pedestal on it. (The platform and tube are an elevator). These elevators do not have power and require electrical of moderate difficulty to reroute the power to them. If the power is not activated rungs can be found inside the tube that allow someone to climb up or go down. The doors follow same rules as Area 2.

- The door to the north and south both lead to Area 4.
- The door to the east leads into the city.
- The door to the west leads back to Area 2.

Area 4 (Outside Hallway): The hallway is 50 feet wide, 1000 feet long, 20 feet tall, metal hallway with glass panels on the outside of the curve revealing space. The inside of the curve is smooth metal. Every 20 feet contains a main light on the ceiling which is flickering (the lights are providing dim light). At end of the hallway is a nearly 50 foot wide, by 20 foot tall garage door made of thick metal.

- An easily noticeable small panel (security or spacecraft or electrical roll: moderate difficulty) contains controls to open the door.
- The door would be very difficult to force open (very difficult)
- The door could also be cut open using tools on the ship (takes 5 hours)

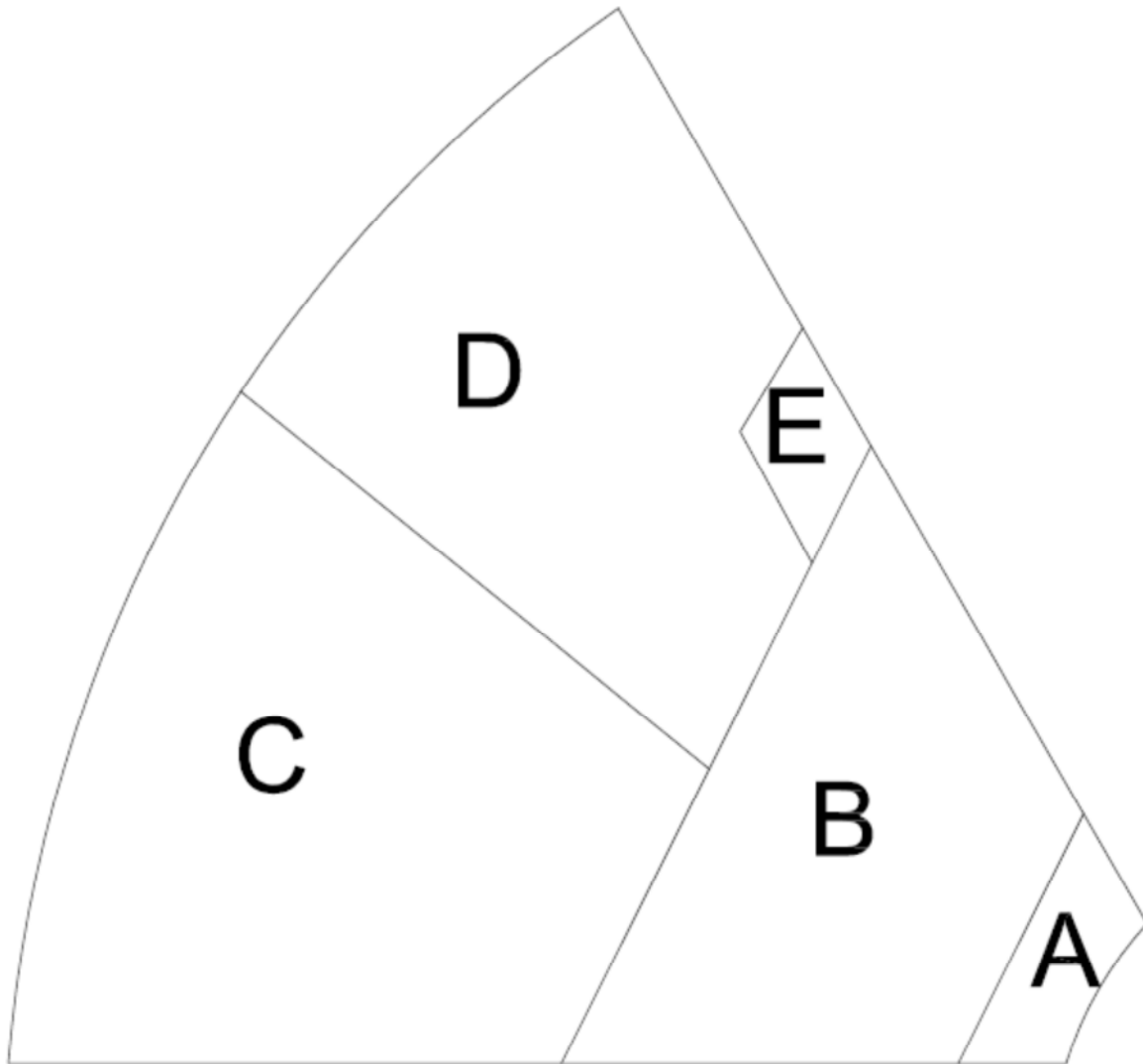
Area 5 (Main Concourse): The door slides open to reveal the main concourse, the city in the glass jar. The room is large and circular has a diameter of about (2500 feet). The room is also separated into 6 different miniature cities separated by walkways, with a statue in the center. Upon closer examination the statue in the center is a dry fountain, it appears to be a symbol of several balls attached to a 7 pointed star (a unity symbol used by the runners of the station). The room is lit by a large set of lights, hanging from the ceiling, like an artificial sun. Each of the "cities" consists of one large, oddly shaped building that is separated into multiple sections. The glass panels on the dome reveal the stars beyond. A large cracked section is apparent in one of the panels.

- The crack is noticeably weaker than any of the other panels. It is very easy to hit, It also has a ¼ the strength of most of the panels, most of the other panels are strong. If enough damage is done, the panels causing everyone and everything to have to make a difficult roll (if not tied down) or moderate roll (if tied down) to avoid being sucked out into space, every round for 10 rounds, at which point the area would be considered in vacuum.
- The cities are areas 6, 7, 8, 9, 10, 11.

Alien Race Embassy:

This is a large complex approximately (600feet by 600 feet) that consists of numerous small rooms.

- This room is an airlock room. It consists of a handful of consoles a numerous airlock doors into the rest of the complex. There is also empty lockers and restrooms, and this also served as a security checkpoint for the rest of the embassy. It is approximately 40x40.
- These are numerous hallways filled with the equivalent of clear plastic enclosed offices with futuristic plastic desks covered with computers. There are approximately fifty 30 by 30 offices.
- These are mix of private rooms, and barracks. The only difference between the private rooms and the barracks is that barracks have rows of triple bunk beds. The entire area has 100 40 by 40 rooms, and 10 50 by 50 rooms
- These are laboratories that conducted everything from biology, to mineralogy. They have 50 50 by 50 rooms, that contain numerous tables, holding containers, and built in tools.
- This is the security at the embassy; it consists of a desk with a computer, and a single large holding cell. The entire security section takes up 50x50.



Sample Embassy

Area 6 (Alien Race Embassy 1): This is a large complex approximately (600feet by 600 feet) that consists of numerous small rooms. Refer to the sample embassy section for generic embassy information. This particular one was for a spiritualistic humanoid bear-like race. They are all gone, but tribal patterns adorn the embassy. The differences are the office area has synthetically made prayer mats scattered throughout, the doors are slightly larger. The laboratory area is built like a large church with forest theme, although there is evidence that any organic vegetation has been eaten.

Area 7 (Alien Race Embassy 2): This is a large complex approximately (600feet by 600 feet) that consists of numerous small rooms. Refer to the sample embassy section for generic embassy information. This particular one was for a humanoid race that lived in a toxic environment. They are all gone, but a toxic atmosphere permeates through the embassy, it will deal 1 point of damage every round breathed in.

Area 8 (Alien Race Embassy 3): This is a large complex approximately (600feet by 600 feet) that consists of numerous small rooms. Refer to the sample embassy section for generic embassy information. This

particular one was for a Robotic Humanoid Alien race. They are all gone, but all of the bedrooms have charging stations.

Area 9 (Alien Race Embassy 4): This is a large complex approximately (600feet by 600 feet) that consists of numerous small rooms. Refer to the sample embassy section for generic embassy information. This particular one was for an alien race that is similar to the Greys. They are all gone but there is one scout bug trapped in a container in the laboratory. There is evidence that the bugs originated here and broke out to invade the rest of the space station. (Basically they discovered an egg sack and brought it on board for study; several scouts burst from the egg sack and managed to escape before quarantine could take effect. There is sticky webbing throughout the laboratory area.

Area 10 (Alien Race Embassy 5): This is a large complex approximately (600feet by 600 feet) that consists of numerous small rooms. Refer to the sample embassy section for generic embassy information. This particular one was for a humanoid race of vampires. They are all gone, but a gothic theme can be found throughout the embassy.

Area 11 (Alien Race Embassy 6): This is a large complex approximately (600feet by 600 feet) that consists of numerous small rooms. Refer to the sample embassy section for generic embassy information. This particular one was for a humanoid feline race. They are all gone, but their embassy is otherwise normal.

Upper Level

Area 12: A smaller dome atop the main dome is where the controllers of the station would have lived. The center room is the center command area. In this room, numerous computer consoles hang open, with various screens displaying raw data from various systems from around the station. In the center of a pile of robot pieces is a floating metal sphere about the size of a basketball, working with wirey arms on building something.

- An easily noticeable small panel (security or spacecraft or electrical roll) contains controls to open the door.
- The door would be very difficult to force open.
- The door could also be cut open using tools on the ship (takes 5 hours)

The Floating Basketball is a robot named Max. Max was built during an illegal experiment in artificial intelligence. The robot is crazy and childlike and wants off of the space station, but knows if the other robots completed their job it would likely be destroyed. It proceeded to deactivate and disassemble the robots in order to build a space ship. It does not know how to build a spaceship, but it is making the attempt anyway. If the characters offer the basketball a chance to come with them, it will.

The Hanger or Basement:

The room is massive has the look of a massive hanger or garage. There are no ships here, just the discarded pieces that were deemed not worth taking. There are pieces of wings and frames, metal crates full of burned out, crushed, or otherwise destroyed computer modules and components. There is enough junk that it feels more like a junkyard than a hanger. There are numerous large metal doors that lead into open space. If the doors to the outside are open, failsafe doors will close from the ceiling, approximately 20 feet away from the opened door. Anything in the way will take damage from the door and damage every round from the door trying to close.

Items of interest:

Explosive Barrels: There are 10 barrels scattered around the room. These barrels contain a liquid fuel for space fighter craft that can't have large reactors. This fuel is highly toxic, highly radioactive, and highly explosive. They are currently sealed and pose no danger. If they are opened they will vent toxic radioactive gas, which will do damage every round for 1d12 rounds for anyone standing within 10 feet. After that, they will do damage every round to anyone within 5 feet. If they are ruptured violently, they will explode like a miniature nuclear bomb. Everything in the room including the walls will take massive damage from the blast and damage every round after that from radiation.

If multiple barrels are detonated at the same time the damage will be additional. These barrels are large and heavy the size of 55 gallon drum barrels and 200 pounds. Detonation of one of these barrels increases Bug Alertness Level by 4.

Elevators and Ladders to Lower Level: There are elevators to the lower level but they require electrical work to activate. There are ladders that have no problem going to lower level. Activating the ladders will increase Bug Alertness level by 1.

The Reactor or Sub-Basement:

The room contains a large reactor for powering the station, as well as all of the support computers. The reactor is suffering from lack of maintenance and other issues, moderate skill check will reveal that the reactor requires severe maintenance or will detonate spectacularly in 1d12 months. All of the maintenance computers are damaged or destroyed, requiring at least a skill of moderate skill check to repair. There are two large metal doors that lead into open space. If the doors to the outside are open, failsafe doors will close from the ceiling, approximately 20 feet away from the opened door. Anything in the way will take damage from the door and damage every round from the door trying to close. There are 150 large gooey green balls (eggs) around the room. Each egg has few hitpoints. The queen has formed a nest on the top of the reactor. She will send her drones to attack the players the moment she senses them. She will only attack if her drones suffer heavy losses, she is attacked personally, or the bug alertness is at 12, at which point she will hunt the players (classic boss battle horror scene). The alertness of the bugs is raised by 4 once they enter, it will max out if they attack her. If they are using pheromones or some other method to disguise themselves, the alertness will not raise and they will not attack the players unless they attack first.