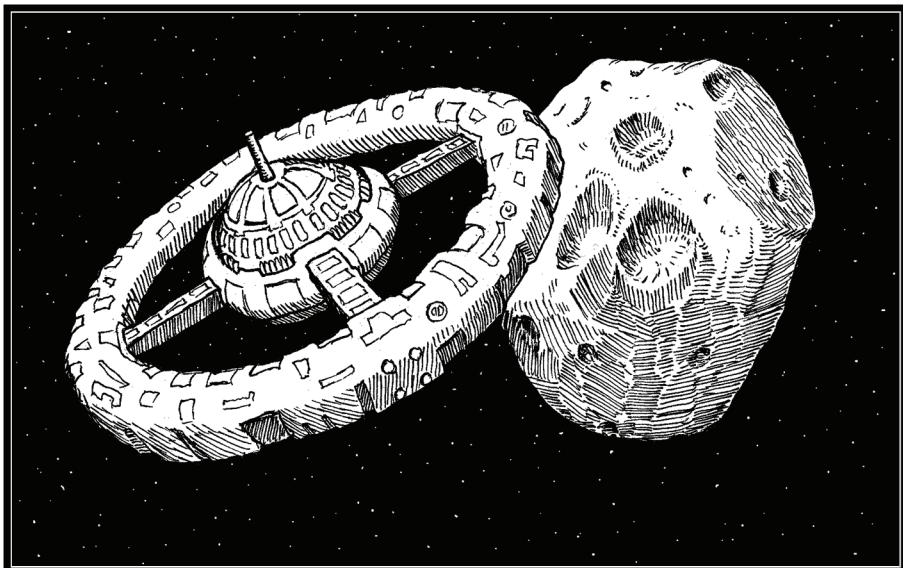


Dave Bezio's
X-pplorers
The Game of Galactic Troubleshooters!
Cleopatra Station



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**BRAVE HALFLING
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Referee Information

Ra-Industries has always been a leader in cutting edge agricultural genetic engineering on Mars. Their past research and development has greatly helped bring Mars' agriculture up to par with, and even surpass, Earth's in some areas.

However, as the competition becomes more intense, Ra-Industries has been forced to constantly come up with new developments. Unfortunately, the Martian government endorses its own genetic labs, and subtly enforces severe restrictions on Ra-industries and their extreme experimentations.

In response, Ra-Industries has taken to putting its research and development labs in orbital space stations. These labs are easily accessible from Mars, but lie outside of its strict legal regulatory boundaries.

Cleopatra Station is one such laboratory. This small wheel space station orbits around Mars's fast moving Phobos moon. This is a long-term lab, and the home of several scientists and their families. Cleopatra station experiments in the genetic mutation of Crain, a corn-like grain substance that grows very well on the dust plains of Mars.

A recent experiment has gone terribly wrong! A mutating spore was accidentally released into the air, and the ventilation system quickly allowed it to spread through the station where the unfortunate denizens of the lab inhaled it. Within minutes, most of the inhabitants were infected and began to change.

The mutation began with simple cold-like symptoms and drowsiness, but it quickly began to affect the mind and then the body. The spores have driven their victims insane, and their bodies are now covered and infused with the mutating spores, making them look and act monstrous.

Other than Ripley, a young girl who has somehow resisted the spore's effects and is holed up in her quarters (Area 15), and Dr. Gluck, who clings helplessly to the exterior of the space station (Area 6), the inhabitants of Cleopatra Space Station are far beyond help.

Needless to say, Ra-Industries has no idea what has happened. In a blink of an eye, all communications with Cleopatra Station simply ceased. They need to find out if there is a problem, and an X-ploers team is just right for the job.

Starting the Mission

The adventure starts out with the PCs aboard a small space shuttle just large enough to accommodate them for the short trip from Mars to Cleopatra Station. There is oxygen, but no gravity, and the PCs are "strapped in".

If there is a Technician or Scout in the group that character can be piloting the shuttle. If not the shuttle can be remote controlled from the surface, or you may have it piloted by a Standard AI Robot owned by Ra-Industries. If you like, the robot can be named Mokey, and have an annoying personality.

Mokey: AC 10, Hp 10, ST 14+, MV 4, Programs: Pilot, Navigation, Mechanics, Translation.

In addition to their own equipment each PC has been assigned an environmental suit (with 48 hours of life support), a laser pistol, and a 20 round EU clip. This equipment should be thought of as a loan or advance. The PCs

have signed all the necessary paperwork, and are responsible for it. If this equipment is damaged or lost, the PCs will be held responsible and it may be deducted from their pay. The EU clip is considered expendable.

Players' Introduction

After the above has been established, read or paraphrase the following to the players:

The moon Phobos looms ahead, visible from the small shuttle's view port. Orbiting the moon, you see your destination, Cleopatra Station. As the small wheel space station silently revolves, you see the Ra-Industries sun logo boldly displayed on its side. The station's beacon lights are flashing, and the energy clusters are engaged and activated. Nothing from the exterior indicates that anything is amiss.

Still, something is definitely wrong, or Ra-Industries wouldn't be sending your X-pplorers team to check it out.

48 hours ago, all transmissions from the station simply ceased. The communications channels seem to be open and functioning properly...just no reply from Cleopatra Station.

Cleopatra station, an agricultural research base, is the property of Ra-Industries. You have been tasked with the mission of checking out the status of the station, as well as the scientists and their families who work and live there. You are to be discreet and handle any "problems" that arise. A full report (in triplicate) is expected on your return. This mission is highly classified.

Good luck!

The Infected

Most of the space station's former inhabitants have succumbed to the effects of the mutating spore and have become the "Infected". Other than the dog (Area 14) and the snake (Area 4) the following description statistics are good for all the Infected found in the space station.

The Infected appear in various stages of mutation. Some are simply human looking with scaly yellow skin and multiple boils and bumps marring their features. Some have mutated further, so that their skin has become blobby and porous, with many open sores dripping pussy yellow ooze. Human features have almost disappeared. The final stage breaks down the victim's skeletal system and the Infected simply becomes a squishy blob of fungus, barfing out more spores, and growing like a bacteria. The final form is immobile, unthinking, and can't attack (the stats below do not apply to them).

A Scientist taking samples from an Infected (at any stage of the mutation) and succeeding at a science skill throw will discover the fungus is a hybrid of human and Crain DNA in a highly mutated form.

The Infected are hopelessly insane, and attack using fists and claws (these do not cause tears in environmental suits) with reckless abandon. They are beyond help or cure.

The Infected

AC 10; HD 1d6; THB +1; ATT 1d3 (fists); ST 18+; Move 6; SPC Berserker; XP 22

Docking at Cleopatra Station

The space shuttle docks neatly into the airlock located adjacent to the space station's hub. This doesn't require a pilot skill throw (unless the referee wants to call for one just for fun), as the lock is electro-magnetically guided.

Once the airlock seals, it instantly depressurizes. The ships computers indicate (if the PCs ask) that the life support system on Cleopatra Station is functioning properly, and there is oxygen and power throughout the space station. If a Scientist isn't satisfied with this information, he may choose to make a Science skill throw to analyze the data. If he makes it, he will note that there is an anomaly in the stations atmosphere, although he cannot determine what it is or if it is safe to breathe.

PCs must decide if they are going to wear their Environmental suits and seal them before leaving the shuttle.

The Airlock

There is no gravity in the airlock. The Airlock itself is painted stark white and kept very clean. A bright spotlight floods the room and 3 Environmental suits hang on one wall in front of a bench. Each Environmental suit has a long (30 meters) lifeline hanging next to it (and one extra one line hangs by itself). A gray locker is bolted against the opposite wall.

If the PCs investigate the Environmental suits they will note that there is an empty hook for a fourth suit (this is being used by Dr. Gluck (See Area 6)). The lifeline clasps to a ring in the suits chest and to a corresponding ring near the door of the airlock (Dr. Gluck didn't use his lifeline, which is why it still hangs on the wall). Each suit has a power cell that is at half charge (24 hours of life support).

The locker has a conventional lock on it, and a Scout can open it with a successful security skill throw with an additional +2 bonus added to his roll. Inside the locker is a complete Technicians Kit.

The door leading out of the airlock into the hub is sealed and requires a pass code. The pass code is changed daily, and the current code is 5567. The door can be opened with a successful Security skill throw, through the use of the demolitions skill (requiring 5 grams of explosives), or a Technician can attempt a Mechanics skill throw to cut into the wall and locate the appropriate wires to cross. If worse comes to worse, the players can force the door open with a prying object and a combined Physique score of 40.

The Hub

There is no gravity in the hub. As soon as the PCs open the door from the airlock into the hub they are assaulted by the mutant spores, immediately noticing a misty yellow dust floating in the air (the spore has greatly multiplied). Any PC not wearing an environmental suit also enjoys the musty, nauseating stench caused by the spores.

The air is breathable, but any PC not wearing his environmental suit (or a gas mask) must immediately make a physique saving throw or fall victim to the spores infection. Those who make the save are immune to the spore's effects.

Those who fail the saving throw are infected and feel instant lethargy (a -1 to all "to hit", saving, and skill throws the rest of the adventure).

Infected characters have 1d6 hours before they start to feel the full effects of the infection, and begin to act insane. In 24 hours they will be permanently affected, and in 48 hours they will begin the transformation into pure spore fungus.

There is hope, however. A Scientist can cure the effects of a newly infected with a successful Medicine skill throw. In addition, a Scientist who discovers the data in Area 9 can attempt another medicine skill roll on an infected at a +2 bonus if the attempt is made before 24 hours has lapsed.

The hub itself is barren of anything of real interest. It is a leisurely rotating circular room filled with pipes, grates, wires, and exposed metal mostly colored a dull gray. Dim recessed lights fill the room, reflecting eerily off the floating yellow spores. There are 4 circular exits about 1 meter in diameter equally spaced on the hub's walls labeled: *Commons*, *Lab*, *Control*, and *Living*. These lead into the station's spokes, which, in turn, lead to the wheel.

PCs can easily maneuver into the exits. They should go feet first, as centrifugal gravity starts to pull about half way down the spoke. Characters going head first must make an agility saving throw or land in the wheel on their heads for 1d3 points of damage.

The various spokes lead to different areas in the hall (Area 1) on the wheel. The spoke marked "Living" leads to the opening marked 1D on the map of the wheel. "Control" leads to area 1C, "Lab" leads to 1B, and "Commons" leads to 1A.

Map Key to the Wheel

The map of the wheel shows the interior of Cleopatra Station's wheel structure with each square being equal to 2 meters. It is a continuous area, and the halls (Area 1 on each map) are all connected.

The entire space station is made up of various metals and plastics. There is very little color, and various shades of grey and white are the order of the day. Exposed wires, grates, and pipes are present almost everywhere. Pale florescent lights illuminate the rooms and hall.

Unless otherwise indicated all lights are on, and the thin yellow dust from the spores can be found in every room and the hall. The walls are soundproof, so no noise can be heard through doors or walls.

Doors

All doors are considered to be unlocked and closed unless noted. These doors open automatically when a green button is pressed, and close when a red one is pressed.

Locked doors (these will be noted in the room descriptions) are equipped with complex electromagnetic locks. They can be opened by guessing the 3 digit combination, with a successful security skill throw, or by the use of a successful demolitions skill throw (and the use of 5 grams of explosives). In addition, the PCs can open all locked doors in the entire station by accessing the computer in the control center (Area 10).

Area 1: The Hall

The hall wraps around the entirety of the wheel and leads to all areas on the space station. Due to the circular nature of the wheel, PCs can only see about 40 meters (20 squares on the map) in either direction from any point in the hall.

The halls are mostly dull grey. They are lined with pipes, wires, and service ports and hatches on all sides. The floor is a metal grating that makes ominous clanging noises as the PCs march across it. At a few random points, the PCs will see blobs of a yellow festering fungus clinging to a wall, or dripping through the grating on the floor. These are the remains of some of the Infected who have past into the final stages of the mutation.

Areas 1A, 1B, 1C, and 1D indicate the entry points of the spokes. For the most part, these are all identical.

At area 1E, a small access panel lies exposed, and wires spit and sputter sparks across the floor. The entire hall lighting in this section of the map (the Lab section) is flickering on and off in a sporadic pattern. If the PCs stop to analyze the access panel for more than a moment, an infected drops from a ceiling panel above onto one of the PCs backs (roll randomly). The Infected surprises the PCs and gains a +1 "to hit" bonus on his first attack.

The Infected:

AC 10; HD 1d6; HP 4; THB +1; ATT 1d3 (fists); ST 18+; Move 6; SPC Berserker; XP 22

Area 2: Exercise Chamber

This room is littered with destroyed remains of electronically controlled exercise equipment (bikes, rowing machines, weightlifting equipment, etcetera).

The yellow spores in the air are particularly thick in this room, and the entirety of the walls and ceiling are covered with a thick yellow fleshy fungus. Multiple orifices flatulently blow puffs of spores out of their openings, as well as dripping gooey puss.

The fungus on these walls is the remains of several of the Infected who have passed into the final stages of the mutation. It is "harmless" as far as attack, but, the spores in the air are still capable of spreading the infection if they are breathed (unless the PCs have already saved against the infection once).

Area 3: Entertainment Center

The center of this room contains a compact 3D-TV stage (which simply looks like a small circular table with a few knobs set into its side). A circle of comfortable padded chairs surround the stage. The 3D-TV is operational, and picks up news and entertainment via a transmission from several satellites orbiting Mars.

In one corner of the room lie the remains of a dismembered cleaning and service robot. A Technician realizes that the robot is destroyed beyond function ability. However, he also realizes that he can restore its electronic brain functions and reconnect its servo voice box (with a successful robotics skill throw). If the Technician rolls a 20 on this skill roll, reward him by mentioning

that the spare parts, if collected, would probably be worth about 200cr to a robot repair shop.

If the Technician does reconnect the brain and voice box, they function sporadically and shut on and off. The robot knows little of what actually happened if questioned, simply saying things like, "humans acting abnormal." The last thing he remembers was cleaning this room and being "savagely treated" by 3 members of the stations staff.

Area 4: The Library

The library once contained several shelves that neatly held hundreds of data disks...now these shelves have been overturned, and shattered disks are scattered in heaps on the floor. Amongst a destroyed table and several lounge chairs can be found 6 smashed data-pads (metal rectangles about the size of this rule book that contain a large screen for displaying the information on the data disks). Scavengers can find 3d6 unbroken disks that could be sold in a secondhand disk shop for 10cr each.

Also in this room, along the wall opposite the entrance, are several 1x1 meter clear plastic boxes (most of them cracked), as well as several matching tube shaped pieces. Closer examination will reveal these to be some sort of animal cage.

Poking around the cage or the disks is enough to cause the Infected Mars Hacker-snake (so named because of its rasping hiss) to attack. Normally, this species is harmless, eating insects and plants, but the spores have caused it to mutate to 3 times its normal size and given it a hostile disposition. Its long fangs are capable of piercing the PC's Environmental suits (requiring patches). It doesn't have any poison, but any PC successfully bitten must make a physique saving throw or be infected (they don't need to make this throw if they have already saved against the infection once). Fortunately, the bite is weak and the save is at +2.

Infected Hacker-snake:

AC 14; HD 2d6; HP 10; THB +2; ATT 1d6 (+ weak infectious bite); ST 17+; Move 10; SPC Berserker, Weak Infectious Bite; XP 60

Area 5: Cafeteria

As soon as anyone enters the cafeteria they see 2 Infected vandalizing the room. The Infected are intently destroying this room and the PCs can surprise them and gain a free attack round.

The Infected (2): AC 10; HD 1d6; HP 4, 5; THB +1; ATT 1d3 (fists); ST 18+; Move 6; SPC Berserker; XP 22

The cafeteria itself is ruined, with square plastic dishes thrown all about, food packets opened and splattered on the walls. If the table and benches weren't bolted down, they would probably be overturned as well.

Against the wall opposite the entrance from the hall is the computerized food and beverage dispensing machine. There is also a door that leads to the freezer closet (where the rare real food is stored). A chair from the library (Area 4) is wedged under the handle to the freezer door, keeping it tightly shut.

Inside the freezer is the frozen, and quite dead, body of a female scientist (Dr. Virginia Reese). She sought refuge here from attacking Infected, but they locked her in and she froze to death (the look on her face is quite terrifying). If the PCs search her body, they find her ID/access pass which can be used to access information from the computer in Area 7.

Area 6: Observation Deck

The hall opens up at this point into a beautiful observation area. The entire wall opposite the hall is a thick convex window looking out into space and at the moon Phobos. It has no other purpose than aesthetic and to help alleviate the claustrophobic effect of being enclosed in the relatively compact station.

If any PC states that they go up to the window and takes a really good look around, inform them that he can see parts of the station itself. In addition, they can see an environmental suit clad figure clinging to one of the stabilizing antenna about 10 meters to the right of the window. The figure makes no movements and makes no indication that he can see the PCs.

The figure can only be reached by exiting the space station through the airlock and attempting a space walk. Due to the spinning nature of the wheel, this is a precarious bit of climbing and maneuvering. To make the walk successfully requires an agility saving throw and takes 1 hour for each attempt (whether a success or failure). A Scout can instead attempt a stealth skill throw (for climbing) at a +1 bonus. It only takes a Scout 15 minutes for each attempt.

The figure in the suit is Dr. Henry Gluck. Dr. Gluck escaped the Infected by donning an environmental suit and jumping out the airlock, hoping to be rescued later. He has been out for some time and his life support has been running at minimum for several hours. He is near death. If a Scientist succeeds at a medicine skill throw, Dr. Gluck stabilizes, but, is in a comatose state (until he can get to a hospital). If the medicine skill throw fails, Dr. Gluck opens his eyes, clutches the PC Scientists shirt, gasps, and then passes away.

Area 7: The Laboratory

(The door is locked. Combination: 937)

This is where most of the real work on Cleopatra Station is done, and where the mutating crain spore originated.

The walls of the laboratory are lined with tables, shelves, and work stations. Delicate instruments lay about in semi-disarray. In one corner of the lab a large electro-microscope hovers over an analyzer film that looks as if the yellow fleshy fungus it once held has exploded all over the work station. The fungus has spread along the tables and drips to the floor in stringy sticky globs. In the corner opposite this, and untouched by the fungus, is a computer station. The computer's screen is flashing red.

The computer is powered and functions perfectly. To access the records it holds, the PCs must either have Dr. Reese's access pass (Area 5), or make a successful computer skill throw. The computer contains data on the recent experiments on genetic mutations of the crain seed using an unapproved alien Z-cell. This information is extremely complicated and advanced. A scientist, of Int 14 or greater, will immediately note that several of these experiments

involve questionable legal and ethical methods.

While the PCs are intent on checking the computer for information, they may not notice 3 Infected sneaking up on them. If the PCs have specifically stated that they are on the lookout, they see the Infected enter the lab. If not, a Soldier or a Scout can attempt an intelligence saving throw to notice them. If the Infected aren't detected the first one gets a free attack against a random PC before initiative is rolled as normal.

The Infected (3):

AC 10; HD 1d6; HP 2, 4, 5; THB +1; ATT 1d3 (fists); ST 18+; Move 6; SPC Berserker; XP 22

Area 8: Freezer

(The door is locked. Combination 563)

The freezer contains thousands of small plastic containers with samples of various genetically altered materials, components, and compounds.

A scientist that attempts a science skill throw will be able to pick out a few exceptionally valuable substances. These could probably be pocketed and sold on the black market (if done within 48 hours of removing them from the freezer, or later if they figure out a way to keep it cold). Needless to say, such illegal behavior will be risky. This can net the PCs 1d6 x 1,000cr.

Area 9: Records

(The door is locked. Combination: 997)

This small room contains thousands of data disks, meticulously categorized. These disks contain all the information of Cleopatra Station from crew statistics and expense accounts to power usage and experiments. The disks themselves are all encrypted and can only be cracked by someone with a computer skill of level 5 or higher. The PCs won't have any problems locating disks they might want to return to Ra-Industries, but they won't be able to read the information contained on them.

X-plorers are known for finishing the job and looking the other way when necessary. However, unscrupulous PCs might get it in their heads to pocket some of the disks to sell to competitors or blackmail Ra-Industries with. This could be the purpose of further missions. You should warn PCs, however, that either course of action will be extremely dangerous, and might ruin their reputation as X-plorers (not to mention, get them killed!).

Against the wall opposite the door is a corpse slumped against the wall lying in a pool of coagulated blood. The figure holds a laser, pointed at the door, in a stiff hand. This is the body of Dr. Fritz Lee. He has been dead about 10 hours. The cause of death is internal injuries and blood loss. He sought escape here after a run in with the Infected. Unfortunately his wounds were too grave, and he died shortly afterward.

Dr. Lee holds a fully functional laser pistol, and the EU clip has 10 charges left in it. Around his shoulder is strapped a satchel which holds a plastic case filled with Styrofoam and 4 syringes with medical crosses and the Ra-Industries logo imprinted on them.

The syringes contain experimental cattle steroids and can be sold for 200cr each on the black market. If a PC injects the steroids, the effects of the drugs vary. Roll 1d6 and consult the chart below:

1d6	Effects
1	The PC feels sick, loose 1d6 hp
2-3	The PC vomits, otherwise, no effect.
4-5	The PC feels invigorated, gain 1d6 hp
6	The PC is hyper! Gain all hp back, and gain +1 on all to hit rolls the rest of this mission!

Area 10: Control Center

(The door is locked. Combination: 201)

This is the main control center for Cleopatra Station. Two uncomfortable looking chairs swivel before a sprawling console of blinking lights, buttons, knobs, and computer screens. A large red light flashes next to a microphone and speaker.

If the PCs press the red button they are instantly in contact with their "boss" at Ra-Industries. They can relate any information they have gathered, and ask any questions (although Ra-Industries does not feel obligated to give the PCs any information they don't need). After hearing about the spore, Ra-Industries will want to make sure the PCs have acquired samples, and, if possible, any data discs on the recent experiments with Crain that led to the genetic mutation (the data disks can be found in Area 9).

Ra-Industries seems primarily interested in the spore, and won't even ask about survivors unless the PCs bring the topic up. If the corporation feels satisfied with the investigation results, they will ask the PCs to return to Mars with the information they have acquired.

A computer or security skill throw will indicate (and make available) several other useful functions of the control room computer. There is a program that can locate (via implants) all members of the space station, as well as show their location on a map and their health status (dead or alive). This includes Dr. Gluck (see Area 6). Note, the snake (Area 4) and Fluffy (Area 14) do not show up, as they have no implants. Another useful program is one that unlocks all the stations locked doors.

Area 11: Storage

This large room is lined with shelving units stacked with neatly arranged boxes (although some have been spilled onto the floor). The boxes contain mundane items like first aid supplies, sanitary supplies, cleaning sand (for the shower), etcetera. It is all too bulky and of relatively low value to make salvage worth the effort.

Hiding behind several crates on the far side of the room from where the PCs entered is one of the Infected. While he has succumbed to the effects of the spore, he has retained enough mental capacity to operate the laser pistol he carries (set to 1eu per usage). He also wears a tattered, but functioning, mesh suit.

The Infected:

AC 12; HD 1d6; HP 5; THB +1; ATT 1d3 (fists) or 1d6 (laser Pistol, 5EU clip); ST 18+; Move 6; SPC Berserker; XP 22

When he sees the PCs he immediately attacks. On his turn, the Infected pops his head up from behind his cover and shoots, and then ducks back down. Using the "rule of 2", this gives him a +2 AC for a total of AC 14. PCs can take advantage of cover in this room as well, and gain the same +2 AC bonus for the firefight.

Area 12: Latrine

This is the station's single unisex latrine (and it's a long walk on a cold metal floor in the middle of the night to get here!)

There are 2 small sinks on the wall to the left of the door, and several small round mirrors above these. A little further down the wall is a small supply closet containing various sanitary supplies such as toilet paper, razors, soap, tampons, and air freshener (2 canisters of Auto-fresh).

On the wall to the right of the door are 3 stalls containing the latest in space-toilets. Urine is purified and recycled back into the station, while solid waste is incinerated and the ashes ejected into space.

On the far wall is a large sand shower area (no place for modesty in close quarters). The sand is sanitized and recycled for many uses. When it has become too dirty, it is compressed and ejected into space.

There are two things the PCs will immediately notice when they enter this room. The first is the complete lack of any of the yellow spoor that fills the air in the rest of the station. The air here is pure and clean. The second is the cleanly bleached skeleton that lies just inside the latrine door, sprawled on the floor in a ragged station uniform. If any of the PCs have been foolish enough not to be wearing the helmet of their environmental suit, they will also note that the air in this room smells like fresh baby powder.

The skeleton is totally void of any flesh at all, and there is no indication that the flesh was removed by any means (such as cutting, scraping, or being chewed off). A Scientist will observe that it almost looks as if the skin simply evaporated, as if burnt off by a solvent or mellow acid.

If the PCs are in the room for more than a few moments have them all make an intelligence saving throw. If any of the party makes it let them know they notice a small hissing noise (pssst!) as the auto-fresh air freshener dispenser, located in a panel in the wall, puffs a burst of fresh baby powder scent into the room.

The Auto-fresh brand air freshener has a simple chemical combination that kills the crain spore on contact, which is why this room is so clean. It is also what killed, and ate the flesh off of the Infected that died upon entering this room.

The air freshener canister in the wall is all but empty, but, there are 2 full cans in the supply closet. These can be used as short range (4m) ranged weapons or melee weapons and cause 1d6+2 points of damage on a successful hit against any of the Infected. In addition, they cause 2 points of damage every round after the first until the Infected dies, at which point the skin begins to be eaten away.

If a Soldier thinks of it, the canisters can be rigged to act just like a grenade (against Infected only) by making a successful demolitions skill throw. The improvised grenade has a radius of 2 meters and causes 1d6+4 damage to any Infected in this area (plus the same additional ongoing damage listed above).

Area 13: Living Units

All the living units are locked on a d6 roll of 5+ and have a random combination chosen from the following list: 345, 660, or 286).

These are small 2-4 person living units. They are small and sparse. Compact bunks are built into the walls, and small lockers accompany each bunk.

The wall lockers contain basic work clothes, some trade tools, and a few small personal items (roll randomly on the chart below). There is little of monetary value or interest here.

1d6	Item
1	Photographs
2	Good Luck Charm (rabbits foot, old coin)
3	Wedding Ring or Modest Jewelry
4	Comic Books and a RPG (Tunnels & Trolls)
5	Love Letters from another Crew Member
6	Child's Toy (doll, building blocks, toy gun)

Area 14: Fluffy

When the PCs open this door they come face to face with Fluffy, the stations mascot. Fluffy, once a harmless German Shepard mix, has been infected and mutated to twice his normal size. The crain spoor has destroyed his body and mind and he is quite rabid.

Fluffy has been scratching relentlessly at the door separating the rooms in this living compartment. He has managed to rip off a few ventilation panels, and the PCs can hear the screams of a small girl coming from the room beyond.

When the PCs open the door, Fluffy immediately turns his attention to them and attacks.

Fluffy:

AC 14; HD 4d6; HP 22; THB +4; ATT 1d6/1d3/1d3 or vomit; ST 15+; Move 8; SPC Berserker, Breath Weapon (vomit); XP 240

Area 15: Ripley

In this room Ripley, a little girl of 8, is holed up. She has proven to be resistant to the spore's infection, and locked herself in this room as the rest of the crew began to go insane.

She is very scared, and it will take the PCs some time to calm her down. The PCs can role play their best calming voices. A successful presence saving throw can speed up the process.

Ripley has no idea what really happened on the station, and only knows that everyone went crazy and started attacking each other...even her beloved Fluffy.

Ripley:

AC 10, HD 1d3, THB +0, ATT - , ST 19+, MV 3, XP 10

Conclusion

Ra-Industries is not at all pleased with what has happened, and the sooner it is "forgotten" the better. As soon as the PC's shuttle is a safe distance away, they self destruct (via remote) the entire station. The PCs can see the blast as they leave.

Ra-Industries make a nice press release informing the public that the station's power combustors failed and caused the explosion. They make a memorial to the unfortunate crew and pay any living relatives a nice fat compensation package.

As far as the PCs are concerned, they are decontaminated upon their return and grilled about everything they saw on the station. Ra-Industries is particularly interested in the possibilities of selling the crain spores to "interested parties" as a new biological weapon.

The X-ploers team is none to subtly reminded about the sensitivity of the information they discovered on the space station. If the PCs don't get the hint, Ra-Industries representatives become much less subtle in warning them that if they leak any information they will be "taken care of."

Dr. Gluck and Ripley are taken away to be "cared for". In actuality Dr. Gluck will never wake up from his comma, and Ripley will be put through a series of long tests and questioning.

Getting Paid

The PCs are paid 1,000 credits each for this short mission. In addition, they are paid a 500cr bonus each if they informed Ra-Industries about the Auto-fresh air freshener and its effect on the crain spore.

Awarding XP

Each PC gains 100 XP for taking part in the mission. Surviving PCs who successfully complete the adventure gain 1,000 XP each.

All the XP awards from defeated opponents (the Infected) should be added up and divided among the surviving PCs.

If the PCs rescued Ripley and/or Dr. Glock they receive a bonus XP award of 100 points each.

Finally, the referee may choose to give a bonus of 100 XP to any, or all, of the PCs if the players took an active part in the adventure, got into the role of their characters, and made the experience fun for everyone.

Further Adventures

Once this mission is completed you may be wondering what to do next. This mission is stand-alone, and you can simply move on to the next mission, or, if you like, you can continue the story started here. A possible linked adventure outline, Ripley's Rescue, is provided below. This will need fleshing out on your part before it is playable.

Ripley's Rescue

The PCs are approached by a Ra-Industries executive who confesses to feeling guilty about the experiments and tests that Ripley is being put through. He tells them that she is a prisoner in a top secret facility on Mars, and offers to take them there via his ship/skimmer to launch a daring rescue attempt.

In the first scene the PCs attempt to get close to the facility, but are turned back by fighters. They can fight at first, but more keep coming until they are forced to flee and set down in the wilderness around the station.

The second scene can involve a treacherous journey across the Martian landscape to get to the facility.

The last scene involves the infiltration of the installation and the rescue of Ripley from the clutches of Ra-Industries, all the while protecting their identity (and the repercussions that may bring).

The conclusion comes when the PCs return to the ship and their employer with Ripley.

The catch...The executive that hired the PCs is waiting at the ship with a laser in hand (and he is no slouch). He isn't really concerned with Ripley's well being, but rather, he wants to acquire her for a competing corporation, and the PCs are his dupes.

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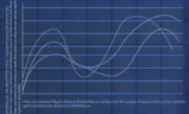
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CLEOPATRA STATION
 RESEARCH AND DEVELOPMENT ORBITAL SPACE STATION
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KEY STATION LOCATIONS

- AREA 1: THE HALL
- AREA 2: EXERCISE CHAMBER
- AREA 3: ENTERTAINMENT CENTER
- AREA 4: THE LIBRARY
- AREA 5: CAFETERIA
- AREA 6: OBSERVATION DECK
- AREA 7: THE LABORATORY
- AREA 8: FREEZER
- AREA 9: RECORDS
- AREA 10: CONTROL CENTER
- AREA 11: STORAGE
- AREA 12: LATRINE
- AREA 13: LIVING UNITS
- AREA 14: FLUFFY
- AREA 15: RIPLEY



Top View

Side View

