

THE CREW



STEPHEN (he/him): Thinning hair, pudgy, decade older than other crew. Legal owner of original ships that make up the station. Overly calm, trusting. Carries UTILITY KNIFE (1d10, CQC only). Maggie's partner.



SKIPPER (he/they): Hyperactive, brash, lanky, rude. Loves hugs. Has REVOLVER (60% chance it's on him - otherwise, it's in his bunk). Stowaway on supply ship, found hiding in walls. Crew let him stay.



KRYSTAL (she/her): Quiet, small, blonde dreadlocks, teenage. Gearhead. Drummer. CROWBAR on loop at her waist. Met Maggie in passing off-station. Homeless, they brought her back to live with them.



MITCH (he/him): Tattooed, glasses, stand-offish with outsiders. Newest move-in to station, 4 months ago. Contacted Stephen through friend of friend. Fiddles with SMARTBAND. He is THE MOLE (see below).



ZETA (they/them): Long hair, strong features, stocky. Organizer, off-station communicator of group. Posted repair/resupply job. Returned a year ago after Dextro-Singleton factory job went bad.



MAGGIE (she/her): Head wrap, soft features, handmade clothes. Kind and hard-working. Quartermaster, cook, and de facto medic. Stephen's partner.

CRAB: Old, quiet beagle **GRAPE:** skiddish black cat

THE MOLE

Corpo spy, armed and well-trained. This job is his ticket out of field and into the upper echelon of admin life.

•COMBAT: 70% SPEED: 60% INSTINCT: 70% HITS: 4(45)
•WEAPONS: Gauss Pistol (4d10, silent), Stiletto (2d10, bleeding)

Drone Interface: Commands drones via SMARTBAND on wrist. When threatened or with opportune time to strike, activates all 4 drones. Can spend a combat action to command 1 drone, granting it 1 additional action.

Tactics: THE MOLE works to remain unknown/undetected. When confronted, he strikes with deadly force and retreats to nearest hideaway before striking again at an better time.

THE DRONES



THE MOLE has hidden several corporate security drones around the station.

•COMBAT: 60% SPEED: 70% INSTINCT: 50% HITS: 3(20)
•WEAPONS: Gauss Darts (3d10, silent)

Dampened: DRONES move silently, give off interference detected by androids.

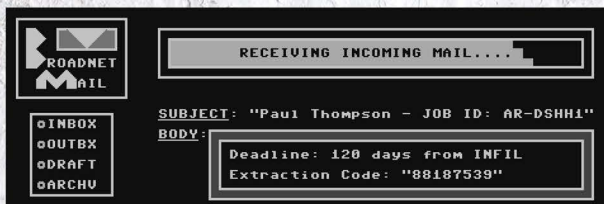
Remote Access: DRONES can remotely disrupt nearby station systems (gravity, life support, power, etc.) for 1d10 rounds via focal antenna.

Mesh Network: +5% COMBAT, +5% INSTINCT for every other nearby DRONE.

DOCUMENTS

DOC 1: "STRIKE HALTS DEXTRO-SINGLETON PRODUCTION" - Report of orbital factory strike, subsequent ransomware attack that halted production about a year ago. A picture, circled with red marker, shows ZETA standing on a picket line in a large cargo bay.

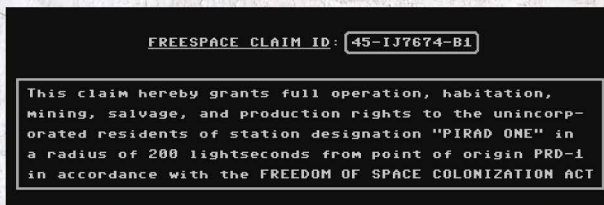
DOC 2: Broadnet Mail, lists deadline (120 days from then, 2 days from now)



DOC 3: Plastic panel, in heavy marker - "Took this off your bench on my way out. You did good. Shit fell through, like it always does, but you've still got them by the balls. Good. Fuck em! - Tamoor"

DOC 4: Partial journal entry - "Had a great talk with Maggie. Feel like I've grown to enjoy her thoughts so much more. It's nice someone else knows, that there's someone I can turn to if I need."

FREESPACE CLAIM: Old dot matrix paper torn and taped along the top edge



STATION DEED: Thin e-reader, softly glowing green

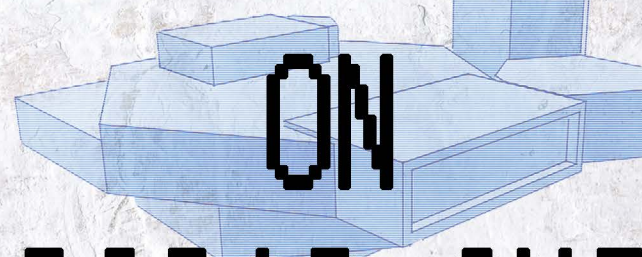


CREDITS

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A CORPORATE HORROR ADVENTURE

THE MOLE



ON PIRAD ONE

During a repair job to remote freespace station PIRAD ONE, you meet a unique group of social and political outcasts and come to learn that some have more powerful secrets than others. There is a force working from the shadows - one commune member is here on behalf of DEXTRO-SINGLETON, a powerful corp willing to do whatever it takes to secure the station and a valuable asset hidden within it. When things go bad, will you aid the disenfranchised that call PIRAD ONE home?

WARDEN NOTES

- THE CREW:** STEPHEN, SKIPPER, KRYSTAL, ZETA, and MAGGIE are passionate and supportive folks. Despite their many traumas and idiosyncrasies, they worked hard to find a safe corner of their own in an uncaring universe.
- THE ASSET:** A year ago, ZETA worked a DEXTRO-SINGLETON factory gig. Job went south. Workers went on strike. ZETA stole a HARD HASHKEY, an encryption key shielding the factory from ransomware attacks. Without the key, hackers shut down factory and stopped work entirely. In time, ransom was paid. Strike broke under pressure from D-S. ZETA kept key and fled back to PIRAD ONE. While factory-specific, THE KEY's codes can be used to spawn other keys.
- THE MOLE:** MITCH is THE MOLE, a corpo agent undercover on the station. He must secure THE ASSET and leave the station in a legally salvagable state (no living claimants, no known deed). He works to learn all he can of the crew, to recover THE ASSET, and to remove the crew from PIRAD ONE, one way or the other. His deadline is in 2 days. The player crew's arrival is a chance to sow chaos and mistrust as he takes increasingly drastic action.
- THE DRONES:** If THE MOLE is outed, he flees, hides, and activates DRONES before returning later to deal with survivors. If he kills 2+ crew members before being found out, he activates all DRONES, hoping to overwhelm remaining crew.
- THE FAIL STATE:** If player crew flees station without stopping THE MOLE, they are next on list of liabilities to D-S's claims. They are hailed after leaving and fired upon by PMC ships aiming to tie up any ends.
- FOR CAMPAIGN PLAY:** Replace DEXTRO-SINGLETON with existing antagonistic force. If THE MOLE is stopped, PIRAD ONE acts as allied safehouse/trader for crew.



!!! THE PLAYERS HAVE A JOB !!!

5,000 credits on cargo delivery ; 10,000 credits on completion of repairs.

OBJECTIVES

1. Deliver supplies to PIRAD ONE.
2. Repair ATMOSPHERIC CONTROL SYSTEMS in QUARTERS.
3. Repair REACTOR CORE SHIELDING in SYSTEMS BAY.

STORAGE BAY

Large, pressurized cargo hold. One area is full of well-stowed supplies (FOOD x5, WATER x3, FUEL x2, OXYGEN TANKS x2). Another is filled with scrap parts and old junk from around sector (signs, vehicle chassis, broken guitars). Hidden among junk is a FOAM GUN. Final area is a play arena, several pieces of cover. Toy guns and foam darts are scattered everywhere.

SYSTEMS BAY

High-ceiled chamber filled with snaking mechanical arrays. Smog in the air. On far side, small airlock leads to subchamber housing reactor. Flashing lights send streaks across room. Control panel reads "RADIATION WARNING!"

KRYSTAL fiddles with filtration system along one wall. Quiet but friendly, she offers advice about station systems and construction (with little confidence).

Reactor chamber is unpressurized and not on gravity grid. Reactor repairs require general mechanical repair tools and VACCSUIT or HAZARD SUIT.

!!! REACTOR SHIELD REPAIR - CRISIS CHECK (x2): DIFFICULTY 2 !!!

Cracked reactor shielding leaks concentrated radiation much greater than residual background radiation protected by the VACCSUIT. Time spent inside the chamber risks complications from exposure. BODY SAVE for players inside the chamber during crisis/skill checks. On failure, players take 1d10 damage and feel increasingly light-headed. Wounds rub open on their skin as they work.

2+ characters need to work to repair the reactor. The repairs take several hours both the day of the party's arrival and the following day.

PIRAD ONE

DOCKING BAY

Large docking bay with 4 landing pads. 2 pads are occupied by old Junker ships. 3 VACCSUITS hang near rusted lockers built into far wall. Painted message above doorway to LIVING SPACE reads "A home to all who believe that to aid another is to aid yourself."

After landing, STEPHEN and ZETA greet group, give info on repairs: ATMOSPHERIC CONTROL in QUARTERS, cracked REACTOR SHIELD in SYSTEMS BAY.

Lunch is being served in KITCHEN. STEPHEN asks crew to join, won't take no for answer. KRYSTAL and SKIPPER move cargo to STORAGE BAY over next several hours.

!!! MOLE locks down doors, disabling control panel. !!!



THE OLDSTAR: Kit-built, mid-sized freighter. Pale red with black metal rails. Holds 2 passengers. Unpressurized cargo hold. FIRST AID KIT, FLASHLIGHT in cockpit. FLARE GUN, FUEL (x3) in hold.



THE JERKWAD: 4-person passenger shuttle. Puke green with yellow screaming skulls. STARTUP KEY, STIMPACK in dash compartment. HAZARDSUIT, MRE (x3) near back door.

LIVING SPACE

Split-level communal space, cobbled together from hulls of a dozen scrapped ships. 3 lounging spaces with overstuffed, torn pleather couches and dented coffee tables lined with drink rings. Incredibly cluttered but not dirty. Walls covered in art - pen on paper, paint on canvas, stitching on cloth, etc. None of it is famous or recognizable, but there's a strong life to all of it.

Bookshelves sag under weight of hundreds of physical books, mostly pulp novels over a century old. A metal and glass case, like something out of a pawn shop, sits along one wall, filled with discs and cassettes.

MITCH and MAGGIE are sitting on opposite sides of one lounging area, watching a fantasy film on a nearby wall-mounted display.

•MAGGIE introduces herself, asking if there's anything the crew needs. They are all about to eat in the KITCHEN. She has a solid meal waiting. She thanks them for their help.

•MITCH follows, fiddling with his smartband. Gives a quick hello as well and smiles as MAGGIE speaks, before heading off to the KITCHEN for a drink.

SKIPPER is flopped in a massive bean bag chair, still in vaccsuit, headphones on and plugged into a nearby cassette stereo. Energetic thrash music can be heard from far off. GRAB lays on couch nearby. Neither take notice of the new arrivals.

Near KITCHEN, broadband reports are duct-taped proudly to the bulkhead (DOC 1).

LEGEND: * - DRONE □ - HIDEAWAY

!!! THE MOLE IS ALWAYS WORKING !!!

1. MOLE breaks into ZETA's desk in the QUARTERS, as players arrive.
2. MOLE locks down DOCKING BAY doors, disabling control panel.
3. MOLE spends time in LIVING SPACE/KITCHEN, using drones to sabotage/search.
4. MOLE triggers emergency lockdown during reactor repairs, trapping crew.
5. MOLE "discovers" break-in in QUARTERS, lays blame on players.
6. MOLE targets any person off on their own in the station with DRONES.
7. MOLE leaves ZETA alive if unable to secure ASSET's location earlier.

KITCHEN

Former food barge welded directly to station's hull. Basic commercial kitchen. Diner bar with stools bolted to floor. 3 booths in far corner. Metal sign reads "The Noodler". Kitchen is clean. Dining area is messy. Cabinets contain FOOD (x3). HEAVY TENDERIZER (2d10) rests behind counter.

THE ASSET is hidden here, wrapped in cling-film and stowed in small space a foot up kitchen hood ducting over stove. Only, ZETA and MAGGIE know.

QUARTERS

Sleeping cubicles, each with an array of personal items, posters, etc. Sheets and hand-welded doors are pinned and propped up to cover entryways. Clashing music blares out from 2 cubicles. Handwritten name badges mark doorways. ATMOSPHERIC CONTROL SYSTEM's panel is hanging by bundle of cabling from wall.

Repairing the ATMOSPHERIC CONTROL SYSTEM is simple and damage appears to be from regular wear-and-tear over a few rough years.

"STEPHEN & MAGGIE": Worn but well-maintained bedroom. Former bunks have been cut, pushed together, and rewelded along the inner legs to make a double bed. Desk rests along one wall, blue armchair along the other. Walls are covered in concert flyers and events from all over nearby sectors.

The STATION DEED is on the desk. A yellowed FREESPACE CLAIM is taped to the desk's edge (see DOCUMENTS).

"SKIPPER": Absolute mess. Punk music blares from unattended stereo near foot of bed. Clothes scattered everywhere. Food scraps, trash rest in overflowing bin in far corner. Desk is covered with torn magazines, old manuals, and a half-finished collage. REVOLVER may under mattress (if not on him).

"KRYSTAL G": Blue sheet draped across doorway. Inside, bed is covered in plush animals and aliens of various sizes and ages. Large yellow toolbox is open in one corner of the room. Desk is littered with small mechanisms and components, most well beyond their ideal lifespan. GRABE sleeps soundly on the bed.

"MITCH": Stark bunk compared to others. Small keepsakes and baubles are laid out in a line along back of desk. Poster displaying a remote cabin overlooking a stunning, color-shifting waterfall reads "Prismatic Falls, Phaethon." A search yields DOC 2, just visible beneath a removable floor panel.

"ZETA": Well organized desk and an overblanketed bed. Sketches, paintings on old pieces of scrap metal hang on walls - human figures of all shapes and sizes, a station before a massive red star, a protest sign.

Desk drawer is busted open. Papers tossed on floor. DOCS 3 and 4 rest on desk corner, above broken drawer.

WASHROOMS

Tiled floor and walls. Sunken metal ceiling. 4 showers and 4 stalls. One toilet is marked "BROKEN" in permanent marker on stall door. Tiling is cracked, duct-taped over in patches across floor. 4 cracked mirrors mounted into wall above 4 basic wash sinks. Low-world magazines and handprinted newspapers rest in a large stack in the corner near the door. Zine titled "Corporate Culture Killed My Dog - Vol. 2" sits on top of the pile.

