

SEC 4.3 "SYSTEM RETAKE"

The station AI corrupts and sabotages systems it hacks into. When players retake their ship's systems they only restore partial functionality. Once expunged from a system the AI doesn't return.

- ↳ **Retake Piloting:** Jump drive corrupted, 75% chance of Catastrophic Failure if used without manual repair. Thrusters still viable.
- ↳ **Retake Computer:** Players' ship AI deactivated and corrupted. All automated systems must be performed manually until code repaired. Jump navigation offline. Station AI and station command blinded and neutered. Most gaslighting-efforts cease. Players immediately learn which systems currently hacked by AI.
- ↳ **Retake Communications and Optics:** Corrupted long range comms require manual repair. Glitch establishes back channel into station coms. Overhear the command center without their knowledge.
- ↳ **Retake Weapons:** Weapons systems corrupted. Battle Checks at [-].
- ↳ **Retake Life Support:** Life support stabilized.

SEC 5.1 "STC PERSONALITY PROFILE"

Simon Wainwright. Placid radio voice. Calm under moderate pressure.

- ↳ **Cowardly** and vain. Won't take responsibility for his actions.
- ↳ Self-described **family man**. Wife and children off-station. **Unfaithful**.
- ↳ Religious **fundamentalist**: Gnostic Counsel of the 3rd Coming.
- ↳ Android **Truther**: believes android tech unachievable by mankind, must be "alien made."
- ↳ Fears complicated tech and aliens.
- ↳ Dislikes the marine crew for past extortion efforts.

SEC 5.2 "SMALL TALK TABLE"

- ↳ **Space Weather.** Solar wind. Asteroid fields.
- ↳ **Recent Sporting Event:** 2nd Zoroastrian Penal Colony's Holy Divers vs. Station A29E's Dyson Dribblers Zero-G Water Polo match.
- ↳ **Family.** STC has a wife and children on another station. Script easily flipped on STC—leverage.
- ↳ **Food.** Dehydrated food hacks: rehydrated peas always too wet? Lick the seal before sticking it in the automatic rehydrator to trick it into adding less water.
- ↳ **Hobbies.** STC is an amateur (pseudo-intellectual) roboticist. Disassembles androids to find the "alien chip"—Android Truther. Reveals susceptibility to conspiracy theories.

SEC 5.3 "STATION COMM SLIP-UPS"

- ↳ **Comms accidentally left open too long.** Snippet of station's next move (see **Station Escalation Timeline**) overheard.
- ↳ Audibly desperate **page-turning** sounds picked up by the mic as STC flips through his hostage negotiation handbook.
- ↳ **Encoded command intended for station AI** accidentally sent to players. If decoded reveals next **System Hack** target.
- ↳ **Mic hand-muffled.** Voices noticeably nervous in tone. "Bomb" only word discernible.
- ↳ **Comms "accidentally" left open** for obviously staged discussion. STC talks to engineers at the docks about how busy they are.

SEC 6.1 "MARINE KILL TEAM"

Weapons: Rigging Gun, Mounted Machine Gun Turret.

Squad: Kill team comprised of 1 Marine Officer and 6 Marine Grunts All equipped with vaccsuits, HUDs, mag-boots, infiltration equipment (laser cutter, lockpick, breaching charges), grenades.

- ↳ **Kill Team Marine (Officer):** [C:35 Revolver 1d10+2 DMG I:35 W:3(15)]
- ↳ **Kill Team Marine (Grunt):** [C:45 Pulse Rifle 3d10 DMG I:25 W:2(20)]

SEC 6.2 "ORDER OF BATTLE"

- ↳ Marines know the ship's basic layout. Includes vents if computers are still hacked during breach.
- ↳ If computers are still hacked AI relays the party's positions.
- ↳ 1 Marine stays in dropship, fires Mounted Machine Gun Turrets on players leaving the ship.
- ↳ 2 Marines reserved to breach into cargo room. Charges pre-set. Breach occurs 5 rounds after main team entry. Team secures the package and extracts ASAP.
- ↳ 3 Marines + Officer (Officer grants [+]) to Combat to nearby marines) enter and secures Cockpit. Then pushes towards Engines, engaging isolated crew if location is known. Laser cutter employed to open doors if necessary. After sabotaging Engines supports secondary team securing package if necessary, then extracts.
- ↳ If forced to retreat marines throw grenades into key modules (Engines, Life Support, Cryo) to hamper escape attempts.
- ↳ If marines extract with package, station fires on players' ship.

SEC 6.3 "IMPROVISED MARINE TECH JARGON"

- ↳ "Your **reluctance entractor tubes** are shot."
- ↳ "We're seeing some **aortal perforations** in the ablative laminate."
- ↳ "We're noticing some **latitudinal toppling** in your third deltal-cone."
- ↳ "Your trajectory is suffering from what we call **Med-Con Syndrome**."
- ↳ "The bloom on your **optical instruments** is causing scalene drift."

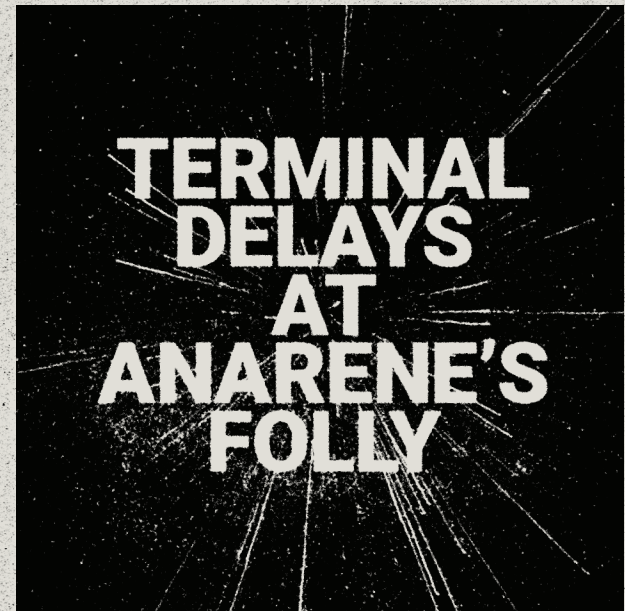
SEC 7.1 "ESCAPE COMPLICATIONS TABLE"

- ↳ **Creation Device has a tracking device.** Manufacturer hunts party.
- ↳ Creation Device damaged in the escape and begins leaking—nearby lifeforms begin **subtly mutating**.
- ↳ **Story picked up by the media.** Players dubbed interstellar terrorists. Contacted by genuine radicals, fences and undercover police.
- ↳ If alive, Simon Wainwright develops **reverse Stockholm syndrome**, drops everything to doggedly pursue party.
- ↳ **Creation Device is unknown tech** and "they" want it back. Crew receives message in 'undecipherable language' which reveals coordinates to an uncharted sector if somehow decrypted.



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A ONE SHOT FOR THE MOTHERSHIP SCI-FI HORROR RPG



Simon Wainwright, the **Space Traffic Controller (STC)** of the remote service station **Anarene's Folly**, sips coffee from a mug illuminated by warning lights. He knows one thing the players do not: something dangerous and powerful lurks in their hold—**The Creation Device**—and everyone at Anarene's Folly will pull every trick in the book to get it.

- ↳ The crew arrives with 1 **Fuel**. The nearest station is 2 months away.
- ↳ When the crew arrives begin the **Station Escalation Timeline**. Advance it every 20 min. real time or every 0.5-1hr of game time.
- ↳ Use the **Small Talk Table** to stall for time.
- ↳ Use the **Gaslighting Table** to confuse and build Stress.
- ↳ **In a campaign**, supply **The Creation Device** via a previous delivery job, then take the players to Anarene's Folly en route.
- ↳ **The STC and marines make mistakes.** Use the **Improvvised Marine Tech Jargon/Station Comm Slip-Ups** tables to pierce their facade.
- ↳ **Hostage Negotiation:** The STC clumsily applies hostage negotiation techniques skimmed from a **dusty manual**.
 - ↳ Establishes first name basis, parrots complaints, patronizingly surmises crew's emotional state.
 - ↳ Capitulates to no demands unless crew employs leverage. Catching him in a lie, discovering **The Creation Device** and counter-hacking the station AI all generate leverage.

Tuesday
Knight
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SEC 1 "THE CREATION DEVICE"

An experimental planetary colonization device—a volatile warhead of chemicals, biological agents and mutagens. Highly valuable to corporations and governments seeking to rapidly terraform new planets.

Discovering the Device

- ↳ Hidden in the false bottom of a hydroponics equipment crate.
- ↳ The interior base rises inches above the others.
- ↳ The chemicals produce a subtle signature if you're looking for it, which shows up on scanners.

Damage to the Device

- ↳ If housed in the crate the Device suffers **Catastrophic Failure** if the room suffers 300+ cumulative DMG.
- ↳ The device suffers **Catastrophic Failure** if taking direct damage including unskilled tampering, Jury-Rigging, etc.

Catastrophic Failure

If destroyed, biological and chemical mutagens propagate and ravage all living matter in a planetary-sized radius. At ground zero flesh bubbles, blooms fractal appendages and organ clusters, expanding to fill all available space. Body Save to live for 1d10 minutes or die in 1d10 rounds.

SEC 2 "ANARENE'S FOLLY STATION" (CALL-SIGN OUTPOST 79-Q-5)

A dingy Rimward service station. Small, spindle construction. Crew of a few dozen. Provides fuel, supplies and repairs for explorers, surveyors and colonizers. Home to a squad of ex-mercs whose protection racket has blurred to lazy coexistence with time.

- ↳ **Weapons:** Autocannons on the station placed so two may fire from a given angle at any time.
- ↳ 4 **dry docks** and 4 **terminals** (half of each are full):
 - ↳ J2C-III Military Light Transport (dry dock)
 - ↳ J1C-II Freighter (dry dock)
 - ↳ J1C-II Mining Hauler (terminal)
 - ↳ J1C-III Jumphiner Passenger Ship (terminal)

Dry Dock

- ↳ Station closes the bay doors (1 MDMG/200 DMG to breach) if players approach.
- ↳ Unless manually pressurized by station command vacsuits are required to traverse.
- ↳ Fuel pump locked out by station, manual override possible.
- ↳ 2 small, automated turrets (C:40 4d10 DMG W:1) inside drydocks fire on players exiting their ship.

SEC 3 "STATION ESCALATION TIMELINE"

1. **Ship hailed by STC**, told the docks are in use and backed up and to maintain a holding pattern.
 - ↳ Station's initial scans detect the colonization device's signature. STC stalls while station brass formulates a plan to recover the device for personal gain.
2. **Ship asked to transfer controls** over to station AI to remotely coordinate docking.
 - ↳ Controller calmly denies requests for manual docking, citing strict technological and safety requirements.
 - ↳ Once control is transferred station AI begins systematically hacking into the ship's other systems. Begin the **Systems Hack Timeline** starting with **Piloting**. Progress the countdown by 1 each subsequent step in the Station Escalation Timeline.
 - ↳ Ship's holding pattern altered to give the appearance of occasional approach, no other motions towards docking.
3. **Ship momentarily targeted** with station weapons systems, warning briefly sounds.
 - ↳ Station gunner acquires player ship as target before being ordered to disengage. Station fears detonating the device.
 - ↳ STC plays off warning as laser positional targeting to expedite docking process.
4. **Station deploys military dropship** to player ship.
 - ↳ STC informs the crew the station is dispatching a shuttle with repair technicians to investigate technical difficulties with docking.
 - ↳ Dropship is loaded with Marines [See 6.1 Marine Kill Team] ordered to retrieve the colonization device. Utilize **Improvised Tech Jargon Table** if crew presses Marines about their work.
5. **Dropship occupants begin "repairing" player ship.**
 - ↳ Marines dressed as teamsters unload and prepare for breach.
 - ↳ Visual inspection reveals they carry conventional weapons.
 - ↳ Marines guard players' ship's exterior airlock[s], hit anyone attempting escape with [dropship] floodlights, commanding them to return inside and opening fire on the noncompliant.
 - ↳ Marines prepare for extraction, sabotaging systems where possible.
 - ↳ Without direct airlock access, breaching charges set on cargo bay exterior or last known package location.
 - ↳ Exterior cameras, optical instruments and antennae destroyed.
6. **Anarene's Folly evacuates** all nonessential crew.
 - ↳ All remaining docked vessels depart simultaneously and hastily.
 - ↳ STC offers vague and ominous explanations.
7. **Marines execute battle plan.**
 - ↳ If AI still controls computer systems: marines enter via airlocks. Otherwise they request entry from players for repairs. Failing both, marines blast and cut their way in.
 - ↳ AI coordinates marine efforts: isolates crew behind locked doors, disables artificial gravity, etc.

SEC 4.1 "SYSTEMS HACK TIMELINE"

1. **Piloting:** Engine, Thrusters, Fuel, Jump Drive, Navigation.
 - ↳ AI maintains holding pattern circling the station.
 - ↳ If players are on the verge of retaking piloting systems AI attempts to eject remaining fuel.
2. **Computers:** Artificial Gravity, Door and Airlock Control, Lighting, other automated and miscellaneous systems.
 - ↳ Station AI wrests control from the ship's AI if applicable.
 - ↳ AI begins gaslighting and inhibiting escape efforts. Employ tactics from the Gaslighting Table subtly at first, then violently as things escalate.
 - ↳ Gaslighting events are dismissed by STC as a symptom of ship's faultiness.
3. **Communications and Optics:** Long/Short/Internal Comms, Exterior and Interior Cameras, Scans.
 - ↳ AI monitors player positions and begins reacting to observed intentions.
 - ↳ AI only permits comms to the station and **[Military Light Transport]**. AI pretends to send distress signals or other cries for help.
 - ↳ AI displays false reports if players attempt to scan the **[Military Light Transport]**—comes up a basic transport. AI interferes with exterior camera controls to prevent crew from getting a good look at the dropship.
4. **Weapons:** Computer-Automated Weapons only.
 - ↳ AI uses cameras and door control to prevent access to manually operated weapons.
 - ↳ AI reports malfunction in case of attempted automated weapons fire.
5. **Life Support:** Air Supply, Pressure, Temperature, Cryo.
 - ↳ AI vents oxygen while increasing ship's pressure and temperature. AI maintains equilibrium in cargo bay or last known device location.
 - ↳ Crew without vacsuits begin suffocating, becoming delirious after 10 minutes.
 - ↳ Crew without hazard suits begin overheating after 20 minutes.

SEC 4.2 "GASLIGHTING TABLE"

1. **Artificial Time Dilation.** Clocks tick slower. Communications take longer to connect. Doors slower to open.
2. **Warning lights/messages** turn off and on, sending crew on wild goose chases of repair.
3. **Crypod engaged and frosted over.** Locked but empty [life support system control required].
4. **Burning food and coffee**, leaking sewage.
5. **Lights flicker and strobe**, shine blindingly or burn out.
6. **Doors open and close erratically.** "Accidentally" shut on crew, causing harm.
7. **High frequency whine** and static pumped over PA. Blasting, discordant music.
8. **Artificial gravity subtly increased**, making tasks more difficult. Suddenly engaged and disengaged.
9. **Ship's logs spliced to construct fake audio.** Crew's voices played over comms used to lure and confuse. Distressingly warped messages from family [Comms system control required].
10. **Fold-out beds violently actuated.** Quarters and barracks appear tossed.

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