

PICKET LINE TANGO



FOR USE WITH THE
MOTHERSHIP®
SCI-FI HORROR RPG

1E





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Introduction

- **PURE Refinement, Inc.** owned **Norton Outpost** asteroid mining colony hosts 100 workers under an atmospheric dome in deep rimspace.
- **Two weeks ago:** The brutal murders of two essential staff reduced colony productivity below corporate mandated benchmarks. Suspended **PURE** resupplies incited the colony to strike.
- **The murders**, however, are **not what they seem**. In a pique of misguided compassion, the colony service android and bartender **Lucas reprograms** locals with hair-trigger homicidal instincts. Despite **locals** “solving” the initial killings, **the murders continue while Lucas lives**.

The Job:

- **PURE** contracts the PCs to break the strike and restore order (**300kcr minus 10kcr/dead colony personnel**). **PURE** provides free transport, but forbids extract until the colony is pacified. Early termination results in a sizable bounty.
- **PURE** invests the PCs with the following legal powers to facilitate their investigation:
 - ▶ Detain and interrogate colonists.
 - ▶ Enter any premises.
 - ▶ Seize property as evidence.
- On arrival the PCs’ ship docks with the airlock at the dome’s crest, remaining there until extract. A **3 hour space elevator** ride connects the airlock to the asteroid floor.
- **Norton Outpost** languishes under a week of half rations. **Pickers** (**Timetable pg. 5**) and **Lucinda (NPCs pg. 12)** greet the players. Lucinda offers the players a tour and patches them into local comms. The first victims await them in the **Company Store (Locations pg. 8)**.

Norton Outpost

- **Norton Asteroid:** 300km diameter. 70% iron, 18% silicate, 12% rhodium. Gravity 0.25G.
- **Norton Outpost:** Situated in a 10km wide crater. 100 DMG punctures the translucent atmospheric dome, total depressurization in 8 hours.
- **100 colonists:** 60 miners, 10 essential staff, 10 support staff, 20 children.
- Norton survives on benchmark-dependent supply shipments from **PURE**.
- Corporate markets value the outpost’s monthly rhodium shipments at **500kcr** (halved if pirated).
- **PURE** manufactures cutting edge microchips and android components from its rhodium operations.

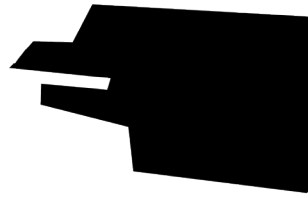
Warden Advice

- This module plays best paced slowly over two or more sessions.
- If playing a **One-Shot:** Halve the time between new murders and **Strike Timetable** events. The colony **Descends into Chaos** after 2 further murders instead of 3.
- The colony teeters on the brink of chaos. While colonists starve and murder each other senselessly, anticipated corporate action prompts improvised armament among fracturing insular factions. When pushed over the edge, **Encounters (pg. 15)** escalate in violence.
- Capturing or killing **Lucas** earns the colonists’ trust, but the strike continues. If **PURE** learns of **Lucas’** abilities, they offer a **50kcr bonus** for his live capture.
- **In 9 days**, a **PURE Marine Platoon** breaks the stalemate if the PCs **fail to end the strike**.

Running a Murder Mystery

- Track time deliberately. Tell the players how long their actions take.
- Provide players with all clues up front. Don’t withhold information: the game is in deciding how to use that knowledge.
- Don’t lie to the players. All NPCs, except for **Lucas (What’s Really Happening pg. 6)**, answer questions honestly.
- Don’t force players to solve the murders. The colony **Descends into Chaos** and/or swarms with corporate kill squads if they do nothing, which is also interesting.

THE STRIKE



Norton Colony tires of hazardous working conditions, low pay and throttled resupply shipments. A vast majority sympathizes with the unionization effort. The week-long general strike shows no sign of ending—but **people are beginning to starve.**

Splintering Factions

Foreman **Blythe Tolleson** (NPCs pg. 10) holds the union together. If she dies, or the colony continues to devolve (**Strike Timetable** pg. 5), it splinters into factions. If a faction leader dies, generate a Colonist (**Colonist Generator** pg. 14) successor. **Faction goals:**

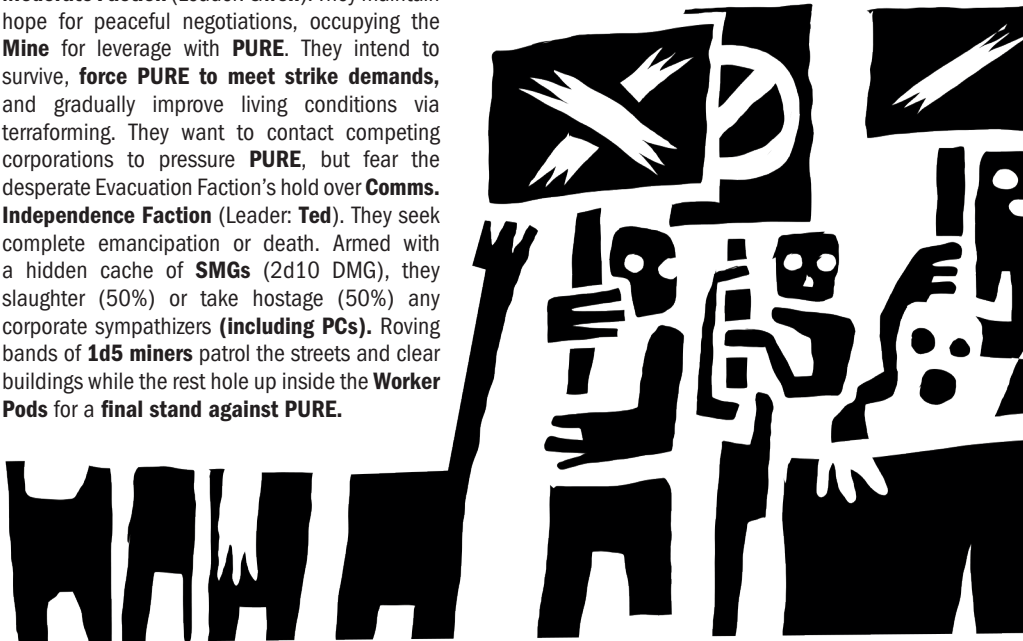
- 1. Evacuation Faction** (Leader: **Lucinda**). The party's over, they're abandoning the colony. 10 miners ascend the space elevator with a cache of rhodium (200kcr market value), intending to **breach the airlock** and **storm the docked ship**. Small teams (2d5 each) occupy the elevator's base and **Communications Array** respectively, the latter attempting to secure transport should the elevator ambush fail.
- 2. Moderate Faction** (Leader: **Gwen**). They maintain hope for peaceful negotiations, occupying the **Mine** for leverage with **PURE**. They intend to survive, **force PURE to meet strike demands**, and gradually improve living conditions via terraforming. They want to contact competing corporations to pressure **PURE**, but fear the desperate Evacuation Faction's hold over **Comms**.
- 3. Independence Faction** (Leader: **Ted**). They seek complete emancipation or death. Armed with a hidden cache of **SMGs** (2d10 DMG), they slaughter (50%) or take hostage (50%) any corporate sympathizers (**including PCs**). Roving bands of **1d5 miners** patrol the streets and clear buildings while the rest hole up inside the **Worker Pods** for a **final stand against PURE**.

Striker Demands

- **Recognition** of the **PURE Refinement Miner's Union (PRMU)**.
- **Working condition improvements:** Vaccsuits for each miner, safer mine infrastructure, terraforming equipment, etc.
- **Wage increase** and hazard pay.
- **Supply shipment benchmark** penalties gone.
- **Explain the recent deaths** to their satisfaction.

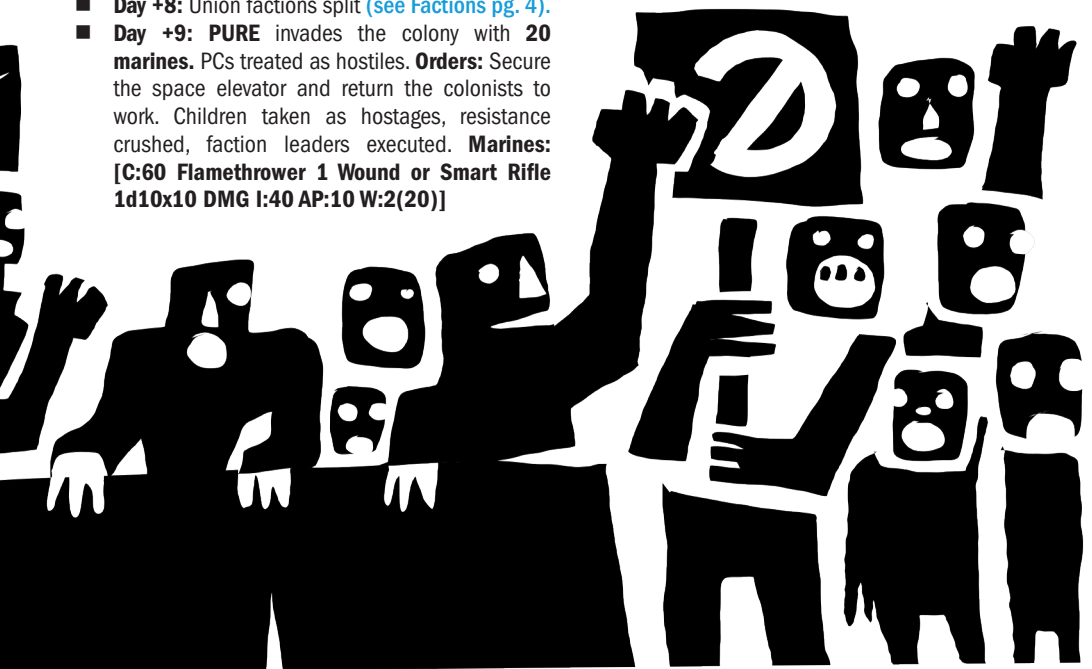
Striker Plan of Action

- **General mining strike** until **ALL demands met**.
- **Self-sustenance.** Acquire supplies and tech necessary to cultivate food and generate energy, eliminating corporate dependency.
- **Barricade mining elevator.** No one gets out, and only the PC "negotiators" are allowed in.



Strike Timetable

- **Day 0 (PC arrival):** Miners picket the Elevator. Signs: "GO HOME SCABS" / "PURE PIGS".
- **Day +1:** Space elevator barricaded and **booby trapped** (1 Wound explosion if operated without disarming). **Interfering incites attack**—1d10 **saboteurs** armed with Pneumatic Drills (2d10 DMG) and Foam Guns (1 DMG).
- **Day +2:** Corporate navy flyby. **Heavily armed warships** promenade above the dome. Silence to and from **PURE**.
- **Day +4:** "Trial" of Wren Harcourt. Cassiopaea Tubbs left undisturbed. The Saloon holds court, **Lucas** presiding as judge. **Death sentence** ordered for tomorrow.
- **Day +5:** Wren's execution. Hanged, placed on the wall of the Saloon. Bag over head. Sign around their neck: "JUSTICE WILL BE DONE".
- **Day +7:** **PURE** navy blockade **obliterates** any unauthorized ship entering or leaving the colony.
- **Day +8:** Union factions split ([see Factions pg. 4](#)).
- **Day +9:** **PURE** invades the colony with **20 marines**. PCs treated as hostiles. **Orders:** Secure the space elevator and return the colonists to work. Children taken as hostages, resistance crushed, faction leaders executed. **Marines:** [C:60 Flamethrower 1 Wound or Smart Rifle 1d10x10 DMG I:40 AP:10 W:2(20)]



THE MURDERS

What's Really Happening

- An android, **Lucas**, programmed himself using mirror neuron algorithms to “**hypnotize**” colonists **into committing murders**. He interprets colonists’ barkeep confessions as genuine desires, coaxing violent action from petty complaints.
- These “murderers” leave Lucas’ hypnosis sessions **without memory** of their occurrence.
- Roll on **Lucas’ Deflections** (pg. 10) table when pressed about his suspicious activity.
- Lucas convinces any NPC to let him go after **1 hour** of captivity.
- PCs talking to **Lucas** alone at length make a Sanity Save. **Success:** 1d10 Stress. **Failure:** *Murdering the next PC encountered ends all your trauma forever.*
- Once discovered, he attempts to **flee the colony** by hypnotizing the PCs’ ship captain. Otherwise, he plays cat-and-mouse in the **Mines**.



Murder Tempo

- After players investigate one of the two starting murders, **a third occurs**. Subsequent murders occur **every 2 days**.
- Crime scene clues sit in **plain sight**. NPCs freely and honestly offer information when questioned.
- Murderers **immediately confess** if accused. They shrug at questions concerning motive, offering only minor grievances against their victims when pressed. Most express remorse. All seem **confused** about what happened, “It seemed like a good idea at the time.”

Constructing a Crime Scene

1. **Roll for an NPC killer and victim.** If you roll a dead or detained colonist, use the **Colonist Generator** (pg. 14) table.
2. **Locate the crime scene** at the victim’s habitual location (Day or Night), and populate it with the murderer’s and victim’s **Personal Clues**.
3. **Apply Upon Death effects** from any dead NPCs to the colony (imprisoned NPCs apply).
4. **Lucinda** (if alive) alerts the party within hours.
5. **If 7 or fewer Major NPCs survive**, the remaining colonists **attack on sight** in mortal paranoia and the colony **Descends into Chaos** (**Encounters escalate**, pg. 15).





Starting Crime Scenes

- **Overseer's House.** A decadent, monochromatic mansion on a hill overlooking the colony. Spotless and silent. **Ulysses** and **Cassiopaea** have their own wings. **Yorick** attends Day and Night.
 - ▶ **Victim: Ulysses Norton** (Overseer). Perfectly coiffed blonde hair, light gray eyes. Body in Company Store—abdominal **stab wounds**.
 - ▶ **Murderer: Cassiopaea Tubbs** (Spouse). Mid twenties, long wavy blonde hair, blank stare. Hiding in her room.
 - ▶ **Witness Statement — Franklin Cordero:** Cassiopaea was sitting for Cordero's painting in the study. She **attacked Ulysses** with a **letter opener** from his desk. Afterwards she burst into tears and was inconsolable. Cordero fled to fetch security. If asked: He did not have tea.
 - ▶ **Clues:** Ominous **unfinished painting**. Tea set for two, **missing a cup**. Wastebasket full of shredded **D'Place escort service receipts**. Union **mission statement** on desk, 90% struck through in red. Murder occurred **simultaneously** with Yvonne's.
- **Security.** Two **security cells**, a tidy desk, and a **gun locker** (locked, 2 Shotguns). A shortwave radio on the desk scans for distress signals in range.
 - ▶ **Victim: Yvonne Lu** (Head of Security). Hair in a bun, scar from jaw to collarbone, high-pitched laugh (purportedly). Body in Company Store—**blunt force trauma**.
 - ▶ **Murderer: Wren Harcourt** (Security Officer). Beanpole, boxy haircut, red-rimmed eyes. Locked in a security cell.
 - ▶ **Witness Statement — Gwen McCall:** She and the couple were lunching in Security when Wren **suddenly and dispassionately attacked Yvonne**. **Gwen** attempted to intervene but collapsed from a strike to the head. When she roused (otherwise unharmed), Yvonne was dead. Gwen knew the couple and their troubles, but they were **talking about getting married**. Wren had a drinking problem, **spent late nights at the saloon**.
 - ▶ **Clues:** Body **brutalized**. Radio smeared with blood, gun locker dented. **D'Place matchstick** pack on the floor. Security cameras confirm Gwen's story. Murder occurred **simultaneously** with Norton's.

Random Witness Testimony

1. Murderer and Victim **ate lunch** together.
2. Murderer spoke often with **Lucas**.
3. Saw the Murderer **calmly** going about their routine after the crime.
4. Murderer and Victim were playing poker last night at **D'Place**.
5. Heard a scream, saw Murderer **exiting the scene** shortly after.
6. Victim gave Murderer an **extra ration** last week.
7. Saw a child delivering the Murderer a note, **face blanked upon reading**.
8. Earlier that day, Victim and Murderer spoke in hushed tones about the **unionization effort**.
9. The Murderer called in a **favor** on the Victim.
10. Murderer once tried to force the **Saloon** doors before opening hour.

THE COLONY



Locations

- 1. Mine:** Dark, cold, prone to cave-ins. Every hour spent wandering: **10% collapse** separating the crew, **10% body-extruding decompression leak**. Miners work without Vaccsuits. Grimy cigarettes and magazines stashed at regular intervals (**Security gun locker key** found if scavenging). In a small offshoot of the main shaft, behind a tarp: a **makeshift greenhouse** with struggling potato plants. **200kcr** emergency cache of **rhodium ore** stashed among the potatoes. Covered, pressurized conveyor belt feeds to space elevator landing.

▶ **Major NPCs Present—Day:** Blythe. **Night:** None.
- 2. Lab:** Crammed full of delicate machinery and schematics. The **reactor** here powers atmospheric machinery keeping the colony pressurized. Three **Vaccsuits** hang near the airlock. A post-it note covers one's visor: "THIS ONE". Schematics for a floral atmospheric recycling system rolled in a corner, caked with **rhodium dust**.

▶ **Day:** Gwen. **Night:** None.
- 3. Space Elevator Landing:** Smells like engine grease. Space for cargo and cramped 10-person seating area. **3 hour one way trip**, large yellow CALL button. Mine conveyor belt drops onto rhodium purity scales. An electronic sign above the scales flashes "**-30,000kg**".

▶ **Day:** None. **Night:** None.
- 4. Schoolhouse:** One room, dusty. Wall chalkboard filled with the mine's duty roster. Children's drawing of a child and a **tall adult with brown hair** posted to the chalkboard. Outside, a playground with a swing set and a dusty carousel loudly creaks, horses made of **PURE** products: **hair gel, microchip, pneumatic drill**.

▶ **Day:** Theresa. **Night:** None.
- 5. Communications Array:** Switchboard-covered walls flicker with red lights. A clipboard bristles with union signatures, a **playful kitten** tumbles through the bowels of an old moonshine still.

▶ **Day:** Lucinda. **Night:** Lucinda, Franklin.



- 6. D'Place Saloon:** Grimy and dim. A piano plinks in the corner, card tables clustering near a luxurious mahogany bar. Range of spirits on tap, the only thing not rationed. Upstairs: accommodations for visitors. **Security cameras** show **Lucas** having extended **conversations** with **each murderer hours before their crime**.
 ▶ **Day:** Ted, Lucas. **Night:** Ted, Theresa, Lucas.
- 7. Worker Pods:** The bare necessities: shower, toilet, bed, chair, table. Smells like human sweat. A common room hosts assorted **D'Place**-branded paraphernalia and a dartboard pinned with the Overseer's face. **Union manifestoes** hide under mattresses, tuck into cupboards and lie plainly on card tables. In the community kitchen, a makeshift film set parades union icons. **Duct tape** and **handcuffs** on the counter.
 ▶ **Day:** None. **Night:** Leon, Blythe.
- 8. Company Store:** Morgue, commissary, medical all in one. Cloying scent of bleach and ethanol. Perishable goods mingle with **corpses** in the walk-in freezer. Ration and prescription pickups at a long low counter under a flickering halogen light. **Medical charts** for every colonist taped to the wall, **Lucas** and **Yorick's** present but **blank**. Well-used spittoon near the examination table.
 ▶ **Day:** Vic, Leon. **Night:** Vic, Gwen.
- 9. Cemetery:** A dozen graves dug in hardpacked clay. "Dead soldiers" pile against a shack with rusty tools and a threadbare cot. A tarp covers a scuffed **rover**—flat tire, no spare.
 ▶ **Day:** Juanita. **Night:** Juanita.
- 10. Franklin Cordero's Casita:** Overseer's house addition. Cluttered apartment permeated with tobacco smoke and **feminine perfume**. Most paintings depict a **blond woman** shadowed by a formless figure. **Pet bear** in gilded cage: **Hieronymus**. [**C:40 Claws 1 Wound I:60 W:3(30)**].
 ▶ **Day:** Franklin. **Night:** None.

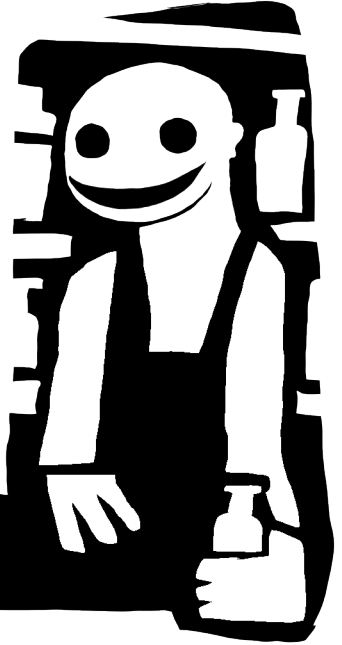
Lucas.

Neatly trimmed brown hair. Warm brown eyes.

[C:35 Revolver+ 3d10 DMG [+] I:60 W:2(15)]

Lucas' Deflections

1. **Gorefinder** makes moonshine in the comms array.
2. **Blythe** agreed not to organize a strike when **Ulysses** was still alive. Her child might be his.
3. **Juanita** has no friends and no special connection to the colony—potentially violent.
4. **Lucinda** knows everybody's business, I bet she could tell you why anyone would have a motive.
5. **Cassiopaea** and **Franklin** are having an affair.
6. **Vic** skims supplies and sells them to colonists at huge markups.
7. **Revolutionary agitators** are smuggling in **weapons**.
8. **The Overseer** diverted colony shipments to competitors for extra cash.
9. **Gwen** has been unable to keep up with reactor repairs and is emotionally unstable.
10. **Yorick** follows **Theresa** around, mistaking her for **Cassiopaea**.



Colonists

Hungry and agitated cliques clinging onto normalcy, desperate for salvation. Cooler heads prevail until the colony **Descends into Chaos**.

Combats hostiles with **mob tactics**, **booby traps** and **ambushes**. They know the colony and its secrets. Organized and casualty-averse before **Chaos**.

[C:25 Pneumatic Drill 2d10 DMG or Foam Gun 1 DMG I:30 W:1(15)]



1. Theresa Upton.

Teacher. Red hair, stocky, nearsighted. Very loud sneezes.

- **Location:** Schoolhouse (Day), Saloon (Night).
- **Corporate Loyalty:** Wants **Blythe** arrested as soon as possible.
- **Murderer:** Practice cuts pierce every visible surface, starting shallow and growing deeper.
- **Victim:** Love note on **D'Place** stationery stashed in her front pocket.
- **Upon Death:** Unsupervised children roam free, pelting passersby with debris, faces painted with unknown symbols (50% chance also harassed by children when rolling colony encounters).

[C:30 Rock 1d5 DMG I:50 W:1(5)]

- "I just know that [Murderer's Child] told me **Mr. Lucas** was helping make [Murderer] happy again. Isn't that just the sweetest thing..."

2. Vic Giallo.

Commissar. Broad face, buzzed brown hair, sleeves rolled up past the elbows. Hocking loogies.

- **Location:** Company Store (Day and Night).
- **Corporate Loyalty:** Lies about ration count to starve the Unionists out as quickly as possible. Tells the PCs.
- **Murderer:** Victim strangled with their own clothes. Objects and furniture strewn about the room. Items missing, body stripped.
- **Victim:** Weapon under the counter next to commissary log (Murderer last visitor). Beneath, a grubby parchment with the words "SHIT LIST" scrawled at the top. **Blythe, Franklin, and Ted** pictured.
- **Upon Death:** Commissary looted within the day, those who missed out begin starving. Colony **Descends into Chaos** after 24 hours.
- "I don't like the way that 'droid **Lucas** looks't me sometimes. I take my liquor right here, thank ye."



3. Franklin Cordero.

Local Artist and Eccentric. Salt and pepper hair, silk shirt, aquiline nose. Constantly smoking.

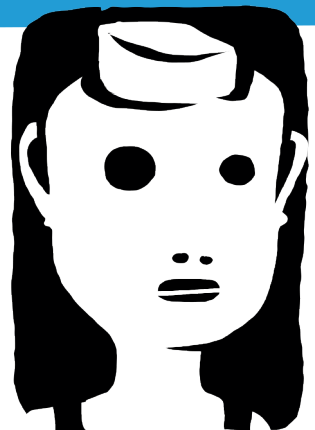
- **Location:** Casita (Day), Communications (Night).
- **Corporate Loyalty:** Snitches on Union activities to **PURE** nightly.
- **Murderer:** Victim's throat slit—their limbs draped attractively and lips daubed with blood.
- **Victim:** Lock of black hair in locket.
- **Upon Death:** **Hieronimus** the bear rampages through the colony, 50% chance ambushed when rolling encounters.
[C:40 Claws 1 Wound I:60 W:3(30)]
- "Cassie would damn well spend every day at the saloon if she could. [with a smile] Bloody nightmare of a woman."



4. Yorick van Dunn.

Overseer's android butler. Bald, black eyes, monotone. Repeats himself.

- **Location:** Overseer's House (Day and Night).
- **Corporate Loyalty:** Programmed to serve the **Overseer's** family.
- **Murderer:** Table knife buried deep into victim's chest. No prints.
- **Victim:** Disabled but not irreparable.
- **Upon Death:** If repaired, provides excruciating detail about his own murder (1d10 Stress).
- "Indeed, **Ms. Tubbs** had tea with **Mr. Lucas** that day."





5. Ted Ijaz.

D'Place Pianist. Shaggy dark hair, smirk, tattoo of a tiger wrapped around left forearm. Handsy.

- **Location:** Saloon (Day and Night).
- **Union Loyalty:** Has been smuggling weapons under **Vic's** nose.
- **Murderer:** Witness heard singing before the gunshot.
- **Victim:** Datastick in pocket. Pornographic photos, faces blurred, multiple colony locations. Murderer is the major subject.
- **Upon Death:** Murders occur at double the rate.
- "Unionists're in here every night, I'd say pretty much everyone has been through here recently. Usually it's just the lonely ones—**Cassie**, **Juanita**, **Wren**. [Last murderer] been around a lot, though."



6. Leon Gorefinder.

Doctor/Coroner. Yellowed teeth, dark circles under eyes, heavily freckled. Spits tobacco.

- **Location:** Company Store (Day), Worker Pods (Night).
- **Corporate Loyalty:** Allegiance contingent on corporate salary. Entertains Union arguments if bribed.
- **Murderer:** Victim suffered a miniscule neck puncture and massive blood loss. Autopsy: heavily sedated.
- **Victim:** Expensive chewing tobacco in front pocket, **D'Place** insignia.
- **Upon Death:** Accident at mine, 1d5 scab miners die without proper medical attention.
- "**Wren** at least was stable psychologically. They clearly had unresolved Oedipal issues what with their choice in partner, but we can't all be perfect, can we?"



7. Lucinda Park.

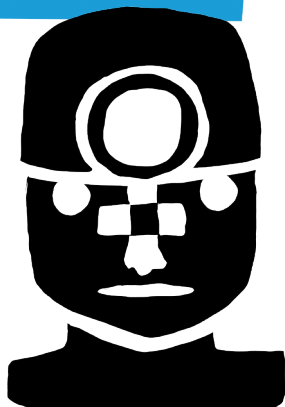
Comms Engineer. Grimy cap, auburn ringlets, plump, new tabby kitten. Breathes into microphone.

- **Location:** Communications (Day and Night).
- **Union Loyalty:** Responsible for conveying strikers' demands to **PURE**.
- **Murderer:** Victim electrocuted, ears bleeding.
- **Victim:** Murderer adopts her **kitten**.
- **Upon Death:** Colony-wide transmissions cease. PCs not alerted to new murders. 1d10 Stress upon new murder discovery.
- "I accidentally crossed my wires one night and I heard **Lucas** talking to **Cassie**, I think. Was hell a odd, sounded like he was trying to convince her to leave **Mr. Norton**."

8. Blythe Tolleson.

Mine Foreman. Curly fair hair. Grease under fingernails. Prosthetic left leg. Single mother (5y/o daughter **Beatrice**). Constantly interrupts.

- **Location:** Mine (Day), Worker Pods (Night).
- **Union Loyalty:** Union President. Staves radical miners off violence.
- **Murderer:** Victim tied to chair, beaten and broken—"Scab" carved deeply into their chest.
- **Victim:** Blackmail on **Overseer Norton** and paper slip reading "Paradise Angel Eyes" stashed inside prosthetic. Reading the code phrase to **Yorick** activates his nascent military programming, gaining 1d100 DMG Laser Eyes. Accepts orders from the speaker.
- **Upon Death:** Union splinters into **3 factions** (pg. 4).
- **"Wren's** a pig but they also would pass out at the sight of blood. They're a fucking pacifist—y'know what I mean. Relatively."



9. Gwen McCall.

Head Scientist. Blunt tone, sharp dark fingernails. Heart-shaped face. Chews with mouth open.

- **Location:** Lab (Day), Company Store (Night).
- **Union Loyalty:** Cannibalizing broken mining equipment to build the **Mine** greenhouse and a water recycler.
- **Murderer:** Foamy yellow residue pouring from the victim's mouth. Tests reveal heavy metals.
- **Victim:** Murderer's face gouged by fingernails.
- **Upon Death:** Reactor begins going critical without constant tending. Access code unknown to everyone. **Dome depressurization in 1 day**, all buildings isolated from each other without Vaccsuits.
- "[Last Murderer] stopped by my place late one night, they seemed completely gone. I thought they were just loaded out of their fuckin' mind, but they had the same look in their eyes that **Wren** did. When **Wren**—when **Wren** did it."



10. Juanita Perez.

Gravedigger. Matted black mane, gaunt. Thousand-yard stare. Foul breath.

- **Location:** Cemetery (Day and Night).
- **Union Loyalty:** Claustrophobia prohibits mine work, survives on half-rations and charity.
- **Murderer:** Victim's caved-in head indented by spade-shaped implement. Mud tracks into and out of the crime scene.
- **Victim:** Murderer's clothes filthy.
- **Upon Death:** Colonists dig a mass grave by the main thoroughfare. 1d5 Stress passing by.
- "[Last Murderer] probably did it because of [Victim's annoying trait]. Fuckin' mess. Honestly don't blame 'em."



Colonist Generator

	Name	Job	Annoying Habit
1.	Sylvia Tate	Overseer's Staff	Picks Nose
2.	Cerise Gillenwater	Miner	Winks
3.	Xavier Bustillos	Nurse	Picks Teeth
4.	Octavian Fuller	Waiter	Flatulent
5.	Richard Sleeper	Cook	Close Talker
6.	Mungo Adler	Child	Chews Hair
7.	Uriah Jessup	Custodian	Cracks Knuckles
8.	Bianca Brett	Shift Leader	Rambles
9.	Deedee Knotts	Stevedore	Snaps Gum
10.	Elyse van Warwick	Mechanic	Taps Foot

Corporate Pressure

Roll when a corporate-sympathizing NPC dies or property sustains damage. **PURE** grows impatient.

1. Payment docked 10% for contract breach (no explanation given).
2. Our informants suspect you union agitators. Fear Save (1d5 Stress).
3. Take **Blythe** into custody immediately. The murders must be her doing.
4. We've taken a family member hostage to ensure your loyalty.
5. Facilitate **Cordero's** escape within 4 hours or your implant will activate.
6. We suspect the **colony** in talks with our competitors. Shut down all communications.
7. Provide a 50% quota delivery in the next 24 hours for a food shipment.
8. Get us information on the number and location of children in the colony.
9. Eliminate **Cassiopaea** for a 5% bonus.
10. CONTRACT TERMINATED. SHIP DEPARTING AIRLOCK MOMENTARILY.

Colony Encounters

Use the second column when the colony **Descends into Chaos** (≤ 7 **Major** NPCs live).

Normal Encounters	Chaos Encounters
1. Apparent game of tag. Grim children chase a little girl with a crust of bread.	1d10 teens hold up the party for rations with mining tools, wield younger siblings as moral body armor.
2. A dozen colonists huddle around two combatants. The winner earns rice.	Rioting mobs clash in the streets, a molotov sails into the party's midst. Body Save or 2d10 DMG/round.
3. Union organizers take petition signatures.	1d10 Unionists storm a Corporate-held building, scalding machine lubricant pours from windows in defense.
4. Teenager defacing PURE logo with graffiti.	Unseated circular PURE billboard rolls down the street towards the PCs, crushing dissidents. Malicious wobbling.
5. Huddled miners share ammunition.	Celebratory gunfire over bagged corporate sympathizers, hissing from the dome.
6. Desperate interrogation boils over, "I'll fucking kill your whole family!"	Kidnapping in progress (Major NPC).
7. Colonist braves a blazing bonfire, rescuing charred books.	Furniture-barricaded alleyways funnel PCs into an ambush (1d5 hostile colonists get the jump).
8. DECOMPRESSION IMMINENT (false alarm).	Parents dig a family-sized plot, "This is our home now, honey."
9. Colonist attempting to escape screaming match via third-story window.	Mad scramble up elevator infrastructure, luggage and bodies raining from above.
10. Filthy colonist breathing heavily into a comms device. Afterwards follows PC comms channels: Fear save (1d5 Stress).	Following the PCs: 2d10 grubby colonists with knives, licking their lips.

