

GROUND ZERO

A Cthulhu Rising adventure by John Ossoway originally written in February 2001 [Updated August 2004]

KEEPERS INFORMATION 1:

All in a day's work...

After escaping from Test Facility 3188 (CRM01), the marines find themselves plunged back into action when they are picked as one of the strike teams to save mankind from the extradimensional threat pouring from a secret research facility on the dark side of the moon. The adventure starts with the marines already enroute to their LZ.

PLAYERS INFORMATION 1:

Codename: Ground Zero

People often refer to "the dark side of the moon", but there is really no such thing. The sun shines on all sides of it in equal measure. However, there is a "far side of the moon", which is never seen from Earth. It is across this far side that a buglike military dropship races, closely following the contours of the rugged, crater-pocked landscape.

You sit strapped inside the belly of the craft, cold beads of sweat crowding your brows, blood pounding in your ears. The Officer moves from the cockpit into your compartment. He wears the uniform of Military Sciences Division. A Colonel. Without introducing himself, he speaks:

"Ok marines, listen up. We are almost at the LZ. ETA 8 minutes. Sorry we couldn't brief you earlier, but as I'm sure you are aware from your experiences at Test Facility 3188, time is a luxury that we simply do not have.

Our destination is the Tsiolkovsky Crater, location of a secret Motokatsu-Kyono Combine research facility. This is the centre for the corporation's research into Slipgate technology. Motokatsu-Kyono lost contact with it's facility shortly after the military installation on Earth designated Test Facility 3188 was compromised. As you know, this facility was the location of a second Slipgate, the 'receiver' gate to the 'sender' gate located on Luna.

This operation and all details pertaining to it is classified 12 levels above Top Secret. Codenamed: Ground Zero. Hostile forces, extra-terrestrial and of an unknown, possibly extra-dimensional origin, somehow gained access to the slipgates on Earth and Luna.

Before we established a perimeter around

Tsiolkovsky Crater, we were unable to determine whether Motokatsu-Kyono staff at the site were able to shut the slipgate down. We must operate under the assumption that they failed.

The money invested in the technology at Tsiolkovsky Base is considerable. Motokatsu-Kyono Combine must have friends in powerful places, because instead of simply destroying the site with tactical nuclear strike, we have been ordered to send in a strike team in an attempt to shut the slipgate down.

Striketteams Alpha and Bravo attempted a frontal assault on the research lab 20 minutes ago. We have lost contact with both teams. This is why you are going in through the back door.

As Striketeam Charlie, your mission objectives are to enter Tsiolkovsky Base via the Surface Loading Dock, move quickly through the abandoned Helium-3 mines to the bottom of the Novgorod Chasma, where the secret Motokatsu-Kyono Combine research facility is located.

Once at the facility, you are to locate the slipgate, deploy and arm a tactical nuclear device, fire it through the quantum vortex and then shut the slipgate down. Terminate with extreme prejudice any enemy forces encountered. Expect heavy resistance in the research facility, where the majority of the invading forces are located.

Striketeam Delta is to be held in reserve.

I am counting on your success in this operation. If you and the other Striketteams fail to complete your primary mission objectives within 12 hours, we will consider that you have failed and will result in the destruction of Tsiolkovsky Base by tactical nuclear strike."

A proximity klaxon sounds in the cockpit. The pilot interrupts the Officer over the comlink "Colonel, better get your team ready, we're starting our final approach to the Tsiolkovsky Crater."

"Check those suit seals marines. You know the drill. Positions everybody. Good luck."

Luna dust billows in swirling clouds as you drop from the craft and roll out from it's shadow, the crew throwing your kit out behind you. Then it is climbing away, and you are alone on the Lunar surface. Several hundred metres away to the NW you can see the jutting structures that must be the Surface Loading Dock...

PLAYERS INFORMATION 2:

Intelligence

The leader of Striketeam Charlie will have been given the following documents:

1. Satellite imagery of the Tsiolkovsky Crater, with the Motokatsu-Kyono mining base marked on it (CRM02M1).
2. Schematics of the Surface Transport Dock (Map 1) and Helium-3 Storage Facility (Map 2) located directly below it. MiliSci have not been able to obtain schematics of the research facility from Motokatsu-Kyono in time.
3. Documentation on the Slippgate Device, including operational instructions.
4. Radio frequencies for all other Striketeams. Although contact with Alpha and Bravo teams has been lost, there may be survivors.
5. Documentation on Luna (see below).

PLAYERS INFORMATION 3:

Luna, Earth's moon

Earth's moon, Luna, is the most heavily populated moon in all of the Federal Colonies, with over 10 million people living in and around Armstrong Colony, which lies in the crater Copernicus on the Lunar near side.

Luna is 3,476 kilometers in diameter and has a surface gravity one sixth that of Earth. While this entails that objects weigh one sixth of what they do on Earth, it does not entail that people can carry six times what they normally can, since the objects remains just as bulky and cumbersome as they do on Earth. People (and other things) can move about rapidly on the moon by taking bounding leaps, but this can be dangerous and is not recommended. This is not because a person is likely to fly off into space, but because a bad landing could injure a person or damage a suit.

The moon, as is well known, is extremely hostile to human life. The day equatorial surface temperature is 127 degrees centigrade and the night equatorial surface temperature is -173 degrees centigrade, making the moon a place of extremes. The moon also lacks an atmosphere. These factors will spell a very quick death for any inadequately protected human on the lunar surface. Additional information and precisely detailed maps of the lunar surface can be found at your local library.

PLAYERS INFORMATION 4:

The Tsiolkovsky Crater

The large, ancient crater Tsiolkovsky, is home to one of only two lava-filled basins to be found on the far side of the moon. Tsiolkovsky's central mountain is characteristic of large impact craters, and results from the dynamics of the high-speed impact of the meteor that formed the crater. Tsiolkovsky Crater is 118 miles (190km) in diameter, and almost 1km deep.

In the late 21st Century, survey teams discovered sizeable deposits of Helium-3 at the bottom of Novgorod Chasma, a 300m deep series of trenches east of the central mountain range. Motokatsu-Kyono mined the site until 2216, when the mine was closed due to the Helium-3 yield dropping below viable levels.

KEEPERS INFORMATION 2:

Rules conventions while on Luna

The physical environment:

Space is an extremely dangerous place for humans. The primary danger in space stems from the fact that space lacks sufficient oxygen and pressure for humans. A human exposed to vacuum without a suit will die extremely quickly (there is no need to roll dice). A leak in a pressurized vehicle, structure, or suit will result in a loss of air and pressure. Such situations should be carefully handled by the Keeper based on the conditions of the situation and plot requirements. If the life support systems of a structure, vehicle, or suit fail, those inside will suffocate when the air runs out.

The low gravity on the moon and the zero gravity of space make human activities a bit difficult. Such operations are governed by the skill of EVA.

Combat:

Combat in space or the moon is extremely difficult and hazardous. All relevant combat skills are averaged with the character's Zero G Combat skill. Further, weapons that recoil (all kinetic based firearms) may cause a loss of control. Each time a character fires a weapon, he or she must check the roll was also below his or her Zero G Combat skill. A failed roll will cause the character to lose control and he or she will be pushed backwards (how far and to what result is left to the Keeper. The character will be out of control, and unable to act, until he or she can make a successful skill roll using EVA.

A being vulnerable to the effects of vacuum who has the misfortune of being damaged while in a space suit, will suffer the following effects in vacuum. The initial damage will be normal. If the damage does not exceed twice the suit's armour rating, it will seal itself if it has that capacity. If the damage exceeds twice the suit's armour rating, the suit will be unable to seal itself and the being will suffer damage equal to half the original damage each round, until the character is dead, patched the damage, or gets to shelter.

KEEPERS INFORMATION 3: The Surface Loading Dock (Map 2)

The white and grey seamed metal and plastic structures of the loading dock are arranged around the central hub of the loading platform. The whole structure is approximately 140m (420ft) across and 5m high.

1. Vehicle Sheds:

Arranged around the southern side of the Loading Dock are a series of four vehicle sheds.

Vehicle Shed A:

30m wide and 30m deep, this building is unpressurised, with 20m wide doors in the southern wall. There is also a small personnel hatch on the NW side. Inside the dim outlines of an OCM tractor can be discerned. The tractor is 3m high and 10m long, and is used for prospecting on the Lunar surface. It has a pressurised cabin.

Search: in the driver's cab is a motley assortment of personal effects and equipment: rosary beads, media player, naked pictures; cigs, tools, postcards from Mars etc.

Occupants: None

Vehicle Sheds B-D:

Each of these buildings are 20m wide and 30m deep. All are unpressurised, and contain a motley assortment of ground vehicles, such as ATVs, small buggies, etc.

Occupants: None

2. The Landing Pad:

When the mine was still operational, this is where transport ships were filled with refined Helium-3 for transport to Armstrong Colony. 70m across, octagonal, with a 20m wide cargo lift in its centre. There is a 5m wide walkway around the edge of the landing pad.

Search: There are controls for the cargo lift set into the landing pad, inside an armoured recess. A *Computer Security* roll can activate the lift, raising it from the Storage Area below. The cargo lift has an integral airlock just below

the surface.

Occupants: None

3. Reception:

10mx25m, this building houses the personnel lift which leads into the Storage Area below. There is an airlock that provides access to the lunar surface (actually onto the walkway around the landing pad), and the lift down into the Storage Area is also within an inner airlock. A corridor leads to the Observation Lounge (6). *Search:* There is emergency equipment such as vacc suits, medical equipment etc, stacked in crates against one wall.

Occupants: None

4. Emergency Vehicle Sheds:

Both these 20mx30m buildings contain vehicles designed to deal with emergencies such as clearing debris from the landing pad, towing or repairing damaged ground vehicles etc.

Occupants: None

5. Observation Lounge:

This series of interconnected buildings have large observation windows for viewing the lunar surface. It is used by Motokatsu-Kyono staff during free time. There is comfortable seating, tables and even a small bar area.

Occupants: None

6. Command Module:

Accessible either via a lift from below or an airlock out onto the Landing Pad (2), this is the command area for all surface / aerospace traffic. Within are banks of computer consoles, touch sensitive screens, consoles, desks, screens. All appear to be in stand-by mode and running on emergency power only.

Scan: A narrow corridor leads around to the NW to the FTL Comms Array (7). There is also a private office with a nameplate 'Col. Togama'. Inside is Colonel Togama's Ready Room. Usual office furnishings, plus suit of Samurai armour on a stand, samurai swords on display stand.

Search: There is a bottle of good quality saki in desk drawer in the office.

Occupants: None

7. FTL Comms Array:

20m high tower with a jumble of communications pylons jutting up a further 15m. There are maintenance accessways that are reached via the command module (6).

**KEEPERS INFORMATION 4:
The Storage Area (Map 3)**

8. Loading Area:

The storage area is dominated by a vast, subterranean chamber where Helium-3 from the mine is unloaded from monorail cars onto the cargo lift (2). At present it is in darkness, the only lighting coming from blinking computer consoles and red emergency lighting. This chamber is presently so empty and still, it amplifies any sound the PCs make. The chamber is littered with crates and discarded equipment. Powerloaders stand around, some still holding cargo crates. To the south lie a large set of armoured doors. To the east are the yawning entrances to storage hangars. There are many doors to the west.

Search: a search of the main loading area may yield equipment of use. Each PC who spends 20 minutes searching may roll on the following table 1d3 times.

1d100:	Item:
01-05	Weapons case containing a M95A1 Plasma Rifle (no ammo)
06-15	Discarded bandoleer holding 2d3 grenades and 1d3 plasma gun magazines.
16-30	Helmet from Combat Armour (8 pt armour)
31-35	Case of thermal charges (x12)
36-40	Case of flares (x48)
41-45	Smart Rocket pods (1d4)
46-55	Ammunition case – 500 rds 10mm
56-60	Weapons case x4 M41 machine guns in grease
61-65	Ammunition case – 4x plasma gun magazines.
66-75	Crate of M-Rations.
76-80	Discarded canteen.
81-85	Portable Comms Uplink (damaged)
86-90	Case of grenades (12x smoke)
91-95	Discarded medical supplies – 1x Medkit and 1d6 stimpacks
96-00	Flak jacket (4AP)

9. A Grim Reception:

This room contains a lift to the surface. 2x corpses of soldiers wearing Motokatsu-Kyono shoulder badges lie here, both contorted into grotesque positions of agony.

Search: Both corpses have bloodied hands and a cursory examination reveals that they appear to have mutilated their own faces and ripped out their own eyes. SAN 0/1d3.

Occupants: None.

10. Storage Hangars:

Vast subterranean storage areas, piled high with aisle after aisle of crates containing

medical supplies, electronic components, cold stored food, technical and scientific equipment. These hangars used to be used to store refined Helim-3 in torpedo like gas canisters awaiting transport from the mine to Armstrong Colony.

Occupants: None.

11. Cargo Lift:

Behind heavy armoured bulkhead doors, stencilled with 'Motokatsu-Kyono Helium-3 Mining Facility – Authorized personnel only' in large stencilled lettering, lies the huge cargo lift that descends into the rock of the Tsiolkovsky Crater to the abandoned Helium-3 Mine below. A *Computer Security* roll is required to open the doors manually.

Occupants: None, although on the lift lies a bloodied corpse, dressed in the uniform of a Motokatsu-Kyono security trooper. *First Aid* reveals that the trooper bled to death, and has burn marks around a large wound on his lower back. A welder lies next to the body.

12. Personnel Lift:

This room Contains a personnel lift down into the mining facility, as well as stacks of crates containing mundane items e.g. machine parts.

Search: The lift isn't working. The shaft is buckled about halfway down. An *Electronics* roll can get it started, but it will get stuck about a third of the way down, and PCs will have to climb either up or down the lift shaft to escape. The lift shaft is approximately 250m deep.

Occupants: None.

13. Server Room:

The door to this room is locked, and requires either the correct 4 digit PIN, or a successful *Electronics* roll to open. Within, dim blue lighting illuminates a large room, which is full of aisles of computer servers. All are on standby.

Occupants: None.

14. Infirmary Admin Office:

Medical admin office. Papers and plastic datasheets are strewn all over the floor (patient records, stock orders etc). There are several desks, computer consoles.

Occupants: None.

15. Doctor McDowell's Office:

A cluttered office. Desk with computer terminal, plants, papers strewn across floor.

Search: The good doctor appears to have recently deleted a lot of files from her computer.

Occupants: None.

16. Corridor:

In this corridor sit medical gurneys, and crates of medical supplies.

Occupants: None.

17. Infirmary:

A small medical infirmary. There is presently no power to the main lights. 3x beds, computer consoles, medical machinery and instruments.

Search: Lying on one of the operating tables is the inert body of a Grunt. On the floor behind the table lies the bloody corpse of a medical orderly. She has been shot in the back.

Occupants: The Grunt has a gunshot to the head, and is not dangerous.

18. Office:

Cold coffee sits in a pot on the desk, ½ eaten doughnut, pack of cigarettes (2 missing). A sign on the door reveals that this office was the home of a Goran Kozlowski.

Occupants: None.

19. Office:

On the floor of this office lies a dead MK employee. The body is face down. Turning him over reveals a face locked in a scream of terror – it looks like he died of *fright!* SAN 0/1.

Occupants: None.

20. Office:

Empty office. Nothing of interest here.

Occupants: None.

21. Emergency Equipment Locker 1:

Locked, requiring 10 pts of damage or an *Electronics* roll to open. Inside is the following:

- Weapons rack: 7x Combat Rifles
- Weapons rack: 3x Shotguns
- Weapons rack: 5 Pistols
- Weapons rack: 2x Shock Rifles
- Ammo case: 5000x 10mm
- Ammo case: 500x shotgun
- Emergency Medical Kit
- 4x Rescue Balls
- 4x Sets of Personal Body Armour
- Any other equipment the Keeper sees fit to include.

22. Emergency Equipment Locker 2:

Locked, requiring 10 pts of damage or an *Electronics* roll to open. Inside is the following:

- 4x Standard Vacc Suits
- 4x Rebreathers
- Suit repair equipment

23. Locker Room:

Rows and rows of lockers, each with a name,

rank and serial number on it. Within is staff equipment and personal effects.

Search: Nothing of interest here.

24. Rec Room:

Comfortable chairs, TV Portals, Computer terminals, minibar, mini-gym.

Occupants: None.

25. Showers:

Occupants: None.

KEEPERS INFORMATION 5:**The Abandoned Helium-3 Mine (Map 4)**

The Helium-3 mine is located at the bottom of the Novgorod Chasma, 300m below the surface of the Tsiolkovsky Crater. From the Storage Area (Map 3), the PCs can either use the cargo lift from (11) or climb down the lift shaft from (12). The mine was closed in 2216, 55 years ago. The only personnel passing through here are Motokatsu-Kyono personnel heading to/from the research facility (map 5).

Conventions:

Unless otherwise stated, all tunnels in the mine are 5m wide x 5m high, the walls fused smooth by the intense heat of laser cutters. Power cables run along the walls with lighting at regular intervals. The gravity in the mine itself (beyond the airlocks in 26) is Lunar standard (1/6 that of Earth). The mine is unpressurised.

25. Cargo Lift:

The cargo lift from (11) descends at a 45o angle for almost 250m before finally stopping with a resounding boom. There are heavy armoured bulkhead doors here, stencilled with '*Motokatsu-Kyono Helium-3 Mining Facility – Authorized personnel only*' in large lettering.

Search: Bloody handprints are smeared all over the door controls. It appears that the dead soldier (11) sealed the bulkhead by fusing the control circuits, and then welded the doors shut. The doors will have to be cut open, or blown open using det-cord and a successful *Combat Engineer* roll.

Occupants: None, although on the lift lies a bloodied corpse (see 11 for details).

26. Mine Entrance:

20m² room. Including the cargo lift bulkhead, there are 6 exits: 1x cargo lift bulkhead (20m across), 3x normal sized doors, and 2x large airlocks (5m across). In centre of the room is a monorail car, pointing north, sat on a junction in the monorail, with track heading N, E and S. There are several corpses lying on the floor.

The Airlocks:

The two airlocks provide entrance to the mine tunnels. The mine tunnels aren't themselves aren't kept pressurised, and all traffic in/out must pass through these airlocks. Inside each airlock is a 5m² area, with emergency equipment lockers (rescue balls, first aid kits etc).

The Cargo Lift Bulkhead:

Heavy armoured bulkhead doors, stencilled with 'Upper Storage Area'. Burn marks on the doors here appear (INTx3%) to have been caused by a powerful electrical discharge.

The Normal sized doors:

3x normal sized doors. They are each marked 'Motokatsu-Kyono Authorised Personnel Only'.

The Monorail Car:

The monorail car does not appear designed for carrying Helium-3 pods from the mine. It has seats for 6 passengers, and a driver – although it can be set to autopilot too.

The Corpses:

The first body is female, badly burned. It looks like she crawled here before she died. The other looks like it *once* was a MK employee. Closer examination reveals his skin is slightly decayed, and a complex, bio-mechanical device is attached to the back of his neck.

27. Corridor:

Featureless corridor leading to a personnel elevator. See (12) for details about the lift. There is a corpse on the floor about halfway up the corridor.

Search: the headless corpse of a MK soldier lies here. Lots of blood. His head sits on the floor about a metre away from the body.

Occupants: None.

28. Storage:

5m² room with equipment lockers on walls.

Search: The equipment lockers are empty.

Occupants: None.

29. Mine Control Room:

Banks of consoles in here give readouts and information about the mine status: power, pressure, etc. The airlocks that lead into the mine can be locked from here, and monorail cars can be controlled. During the mine's operational period, this room was also the administration centre for Helium-3 pods being loaded and transported to the storage facility above. It also allows the lighting in the mine to be activated (although the power grid shows that certain tunnel sections have power

failures). Another door is marked 'Duty Office'. *Occupants:* None, although a trail of dried and congealed blood leads to the Duty Office door.

30. Duty Office:

The walls and floor of this room are covered in bloody writing (INTx3%: Latin). Lying in the centre of a pentagram drawn in blood is the body of a MK scientist. His name badge reads 'Professor Kendrick'.

The writing: If any PC can read Latin, the writing deciphers as below:

"Let it be known that in the moment our Master brought forth, from beyond the void of order and light, a new existence of glorious darkness. His mighty hands fashioned this world of chaos, violence and pain.

Our past, present and future will be moulded by the seeds he has sewn. Through his wisdom he has given us Ancient Guardians to tend the Chain of Time. Their suffering is our link and lineage throughout time and forever."

31. Locker Room:

Rows and rows of lockers, each with a name, rank and serial number on it. Within is staff equipment and personal effects.

Search: Nothing of interest here.

Occupants: None.

32. Mothballed Mine Head:

The tunnel opens out into a roughly octagonal chamber, 30m across and 15m high. In the centre of the chamber stands one of the Fusion Mine Heads that was used to mine Helium-3 from the rock of the Tsiolkovsky Crater. Moon rock is baked by the fusion beams in the mine head, and the gas isolated and stored in pods that are removed from the mine head and shipped to Armstrong Colony for delivery to Earth and the Sol Colonies. The mine head is pitted and covered in dirt.

Occupants: None.

33. Mothballed Mine Head:

As (32), except that a corpse lies on the west side of the Mine Head.

Search: Examination reveals the corpse to be a MK soldier. She is dead and has been for at least 48 hours. She carries a torch, climbing equipment, flares and an assault rifle. She appears to have died from some form of energy weapon burning a hole right through her abdomen.

Occupants: There are several shadowy figures crouched over the body. 4x Ghosts.

34. Cave In:

Explosive damage has brought the ceiling of the northern half of the room down, burying it in tons of metal, plastic and moon rock. The monorail tracks here are buckled and torn in two, one of which has been thrust up into the air where it was hit by falling boulders.

Search: There is a narrow path through a partially collapsed tunnel heading NW. There are also several points of interest in the cave in chamber:

Corpse:

A MK soldier's corpse lies at the entrance to this chamber. He appears to have been burned by an electrical discharge of great power.

Another Corpse:

Half buried by rubble that has collapsed in on the northern half of the room. Legs and abdomen are crushed beneath tons of rock and metal. There is a look of terror upon his face.

Yet Another Corpse:

Only the legs of this soldier are visible from beneath the rubble.

The Claw:

Protruding from the rubble here is a huge bloody claw and part of an arm, which is covered in bloodstained white fur. It twitches slightly.

35. Partially Collapsed Tunnel:

Halfway up this tunnel the PCs will be attacked by Ghosts.

Occupants: 3x Ghosts.

36. Equipment Cache:

Only the SW corner of this chamber is accessible, the rest buried under tons of moon rock. On the wall are several equipment lockers.

Search: In compartments in the eastern wall are 3x emergency search and rescue kits. Each contains: 1x Compression Suit; 1x 50m coil of rope; 1x grapple gun and 150m of monofilament cable; 1x flare pistol with 3x rocket flares; 1x medkit; 1x medium range comlink; 1x locator device; 1x inertial tracker; 1x light; 1x backpack.

37. The Fissure:

A narrow pathway runs along the north side of a dark fissure. If the PCs head down the path, about half way along the walls start to shake and a rumbling fills the air. A huge slab of rock breaks away from the ceiling behind them and

falls towards them, loosening more rock in its path. DEXx5% to avoid the falling debris. If this roll is failed, the PC takes 3d6 damage to 1d3 random hit locations. Once the dust settles, it becomes clear that the way back is blocked, and trying to blast the rock fall out of the way could bring down the whole ceiling.

Occupants: None.

38. Mothballed Mine Head:

As (32), except that there are several space suited figures in this room.

Occupants: 6x Grunts in damaged and bloody combat armour guard the NW tunnel entrance. They will attack immediately.

39. The Tunnel:

Corpses of dead military personnel litter the tunnel here. As the PCs pass them they rise as zombies.

Occupants: 6x Grunt corpses will animate.

40. The Chasm:

The tunnel floor has collapsed into a yawning chasm 10m across. Amazingly, the monorail track continues straight across to the other side, although it is bent and buckled.

Search: The chasm is about 20m deep with jagged rocks at the bottom.

Occupants: 2x Type 1 Fiends hide in the pit. They will leap and attack any PCs attempting to cross.

41. The Other Side of the Chasm:

Across the chasm is another mothballed mining head., with a tunnel leading north.

Occupants: 2x Type 2 Fiends hide in the shadows, waiting to attack.

42. The Tunnel and Blasted Airlock:

A tunnel heads north for 20m, ending at the twisted and burned remains of an airlock. As the PCs head up this tunnel, the ground begins to shake and great cracks and fissures begin to appear. Within 2 rounds a full 10m section of the tunnel floor has fallen away, revealing a yawning chasm 20m deep. PCs must make a DEXx5% roll to get clear, or a Jump roll, whichever is higher. The mine tracks stay up, so allow anyone who fails a DEXx2% chance to grab one before they fall.

Occupants: None.

KEEPERS INFORMATION 6:

The Secret Research Facility: Ground Floor (Map 5)

43. The Approach:

Beyond the mine, you emerge onto the dark floor of the *Novgorod Chasma*, a flat, open expanse broken occasionally by a juted column of moon rock. Towering above you are the cliff like walls of the chasm.

Directly opposite you, 100m away, concrete and plasteel walls jut out of the rock of the cliff face: the Secret Research Facility. At the base of the structure, huge armoured doors stand closed.

About halfway across the chasm floor lies the twisted and blackened wreckage of a UEAF dropship.

Scan: If the PCs use vision enhancement to view the entrance to the research facility, they will see many corpses littered around the armoured doors. Some wear military clothing, others appear to be scientific personnel. Around the dropship are the blackened and charred bodies of either Striketeam Alpha or Bravo.

Note: If you need to introduce new PCs, survivors of Alpha and Bravo teams could be hiding out there if necessary.

Defences:

2x Robot Gun Turrets above the main entrance to the research facility track any movement within 1km, using a MK Identity Friend or Foe transponder signal.

Each turret is mounted with twin railguns, capable of crippling most types of aerospace vessels at this range. In addition to this, each also mounts a minigun for dealing with ground attacks.

For damage purposes, the turrets have 12 AP and 30 HP each.

Entrance:

This is the entrance to the research facility. A huge set of armoured pressure doors, that are pitted and stained by countless micro-meteorite strikes. An *Electronics* roll can bypass the security lockouts and open the doors.

44. Docking Bay:

Beyond the entrance all is in pitch blackness in the reception area. Wires and cables hang from the ceiling, and spark intermittently, giving

glimpses of the room. About 40m long and 20m wide, the room is a vast airlock, obviously designed to accommodate transport craft. At the far end of the room stand another huge set of armoured pressure doors, flanked by two normal sized doors in the W/E walls.

Search: A corpse of a scientist lies on the floor here, blood trails lead into the facility. Green name tag reads 'Theodore Goddard: Technician'.

Occupants: As the PCs enter the chamber, the outer doors rumble closed. At the same instant, the far doors open, revealing 4x Sarges (Zombie Mk 3).

45a/b. Security Control:

Accessed by airlocks, both rooms either side of the Docking Bay contain computer consoles, desks, chairs, facility maps on walls., lots of bullet holes and dried blood. From here, security staff can scan incoming vehicles and personnel for any restricted items (weapons, explosives etc).

Idea: a Comtech could possibly plug into the Research Facility network from one of these PCs. Much of the facility has no power, and other areas have emergency power at best. Security Control has power, as do the lower labs.

Occupants: 4x Grunts and 1x Sarge occupy 45b.

46. Reception:

40mx20m chamber. A large square central column has large screens, all currently showing static. Broken glass from overhead lights crunches underfoot and spent shell casings litter the floor. Those lights still working flicker erratically. There is a big map of Luna on one wall, and a semi circular receptionist desk juts out from the near side of the central column.

There are 3x personnel elevators on the W wall, all going up to Security Control. All the doors are buckled and jammed. Security Control has been destroyed and is inaccessible.

Search: the central lift contains the corpse of a security guard, the flesh on his skull melted away by acid. The maintenance hatch above him is smashed and rubbles lies on top of the corpse.

Occupants: None.

47. Outer Office:

When not at the reception desk, the current duty officer can be usually found in here. Filing cabinets, desk for secretary, plastic plants,

shelves of books and disk and such.
Occupants: None.

48. Inner Office:

Much the same as outer office. Cold cup of coffee on desk, coffee maker in corner, map of level on wall, duty roster pinned to back of the door.

Occupants: None.

49. Corridor:

Green line on wall marked 'Laboratory Level'. The corridor ends at smashed glass doors.

Occupants: None.

50. Administration:

Large waiting room. Lots of low comfortable-looking chairs, low tables. Circular reception desk in centre of the room. Lots of broken glass, bullet casings and dried blood too.

Search: bloody drag marks lead up the wide corridor opposite (the green line points this way too). Smashed glass doors lead left and right into open plan offices.

Occupants: None.

51. Offices:

Open plan offices. Lots of desks, swivel chairs, PCs, filing cabinets.

Search: a pair of legs stick out from one of the desks – corpse of woman lies here.

Occupants: None.

52. More Offices:

As (51) with bathrooms accessible in N wall. In the bathroom lies a corpse. Captain Weaver – shot in head at point blank range.

Occupants: None.

53. Staff Canteen:

All is quiet in the staff canteen. Cold food sits on plates, Microwaves, drinks machines, food vending machines.

Occupants: None.

54. We Got Hostiles:

Octagonal corridor. The green line goes along the wall of the to the left. The corridor is big: 10m wide. Floor, ceiling and walls are all white, with power conduits and cables running along them. Splashes of dried blood, bullet holes, burn marks and spent shell casings show evidence that a vicious battle took place here.

At the north end of the corridor is a security checkpoint directly opposite an armoured door in the south wall. A guard usually sits here, to check the authorisation of visitors and to issue the correct security clearance passes.

Search: behind desk is drawer containing green, yellow and red visitors passes. Locked wall safe holds security passes.

Occupants: 2 Sarges sit here, guarding both corridors to the Elevator. They both wear bloodstained and blackened Battle Armour. Whatever the PCs do, these two hombres will be ready for them. The first attack will be with grenade launcher and SMART gun.

55. Elevator:

Beyond the armoured door (security pass to open, kids) lies a short tunnel into a large (10m across), octagonal elevator that leads down to the laboratories.

Occupants: None.

KEEPERS INFORMATION 7:

The Secret Research Facility: Sub Level 1 (Map 6)

56. Arrival:

The elevator drops into the earth before finally arriving at the upper laboratory level, emerging into a dark corridor lit only by low emergency lighting and the flickering light from electrical fires. The once white walls and floor here are blackened, but 3 coloured lines can still be discerned through the carbon scoring....

The green line is marked 'Personnel Locker Rooms'; the yellow line is marked 'Upper Laboratory Complex'; the red line is marked 'Access to Lower Laboratory Complex'.

There is a security checkpoint identical to that at (54), but this one is blackened and burnt. 3x charred human bodies lie here.

Occupants: See below.

Best Defence?:

At the corridor to the lower labs (West), there are signs of another battle. Spent shell casings litter the floor, and 2 sentry guns lie on their sides, their gun barrels crumpled and crushed by a powerful force. In front of the guns lies the upper torso of a security guard's corpse. His legs are nowhere in sight. He is charred and burned.

Scan: beyond the corpse and the autoguns, the walls, ceiling and floor of the corridor have a strange features about them – they have ripples, like in water. Its almost as if for a split second, everything became liquid.

Unearthly Guardians:

Blocking the corridor to the Laboratory Complex (South) are 2 Type 2 Fiends.

Zombies:

6x Zombies mill about in the corridor leading to the locker rooms.

57. Personnel Recreation Rooms:

Tables, chairs, drinks & snacks vending machines, computer consoles, microwave, magazines, etc.

Occupants: None.

58. Locker Room:

Rows of lockers and low benches fill this room. Each locker has the name of a member of the science team. Including: Professor Lumley, Doctor Carpenter, Professor King, Professor Ashton-Smith.

Scan: there is a great deal of dried blood on the floor in the middle of the room.

Occupants: 6x Zombies.

59. Equipment Store:

Hanging up in here are 6x Environment Suits. In a first aid box on the wall are 3x medkits and another box next to it holds 6x cellpacks for the environment suits (can easily be used for weapons though).

Occupants: None.

60. Showers.

Occupants: 2x Zombies.

61. Entrance to Lab Complex:

At the end of this corridor lies the upper laboratory complex, comprising experimental weapons research, medical research and slippage research. The corridor ends at three airlock entrances; one to the left (*Extraterrene Matter Vault*), one straight ahead (*Experimental Weapons Testing*) and one to the right (*MedLab*). A security code and retina scan is required here normally, but something appears to have shorted out all the circuitry. (*Electronics* roll at -10% to run a security bypass). The airlocks contain emergency respirators, environment suits and medkits.

Occupants: Sat blocking the way to these airlocks are 2x Sarges and 2x Grunts.

62. MedLab:

The airlock opens into a large, open-plan room. All surfaces in here are white plastics or polished metals. There are desks, examination couches, wheeled multi-level trays of medical instruments, computer consoles, positionable lighting on large metal 'arms'. There is a reinforced plexi-glass window in the east wall looking into what looks like an operating theatre.

Scan: through the window, a pair of legs can be seen sticking out from behind the operating

table, and medical instruments are scattered about on the floor. Splashes of dried blood fleck the window's other side.

Occupants: None.

63. Theatre:

Operating table in middle of room. Semi-circular section of wall at the head of the bed houses the interface for the research facility medical computer. Beside in stands a deactivated medical orderly. A tray of medical instruments is scattered across the floor.

Search: The corpse is that of Dr Montoya. He appears to have been strangled with a length of cable, and has a scalpel clutched in his hand. His face is a terrible colour., and dried, congealed blood covers his chin and neck. In his pocket he has a data pad. Most of the files are encrypted, but the latest entry still sits on the screen.

Occupants: None.

The Data pad:

"Subject HF13 – converted adult female. Age approximately 23 years. Caucasian – origin probably Federal Europe. Recovered by Bravo Team on 15/01/71 (that's 2271) during recon mission into what Colonel Sizemore likes to call 'The Ebon Fortress'.

Exploratory surgery commencing as of22:16 hrs."

64. Outer Office:

A small reception area/office. It is in disarray, with chair and desk overturned. Bloody handprints are smeared on the door to Dr Montoya's private office.

Occupants: None.

65. Dr Montoya's Office:

The desk is covered in smeared congealed blood and most of its contents have been knocked onto the floor. A map of the level is on the wall behind the desk. Plus photos of the doctors friends and such stuck up on a bulletin board.

Search: Behind the bulletin board is an electronic safe. To open requires an *Electronics* roll at ½ chance. Inside the safe are some computer disks, some papers covered in some unintelligible equations (*Idea* roll: quantum physics combined with temporal displacement theory) and two stasis jars containing implants successfully removed from their human hosts. There is also a blue security key and a pistol.

Occupants: hiding underneath the desk is a naked female, hands covered in dried blood,

armed with the equivalent of a vibro-blade. She is a Zombie.

66. The Cryo Vault:

Heavy pressurised door leads into a decontamination airlock. Hanging in here are 3x Environment Suits. The inner door is marked 'Project Hermes Morgue: Top Secret Authorised Personnel Only Beyond This Point'. To open the inner door the PCs require the blue security key from Dr Montoya's office (65).

As the inner door slides apart, there is a hiss of escaping air. The external temperature gauge on the PCs suits drops to nearly freezing. The cryo-vault is dark and cold, and everything is covered in a fine layer of frost. The only light comes from a computer console in an office off to the left of the door. Directly ahead is a long chamber with polished metal walls and a tiled floor. Into the side walls are metal drawers, some with a blinking computer readout. There are 30 drawers, 7 of which contain corpses (according to the readouts).

The Office:

From the computer console in here, the emergency lighting can be activated, revealing the vault properly to the PCs. Also on the computer is a password protected (Computer – 20%) file entitled 'Guest List'. This has details on the current 'residents' in the cryo-vault.

The Guest List:

Drawer 3: (male) Gunnery Sergeant Hawkins 20889912-H. 2nd degree burns 67% coverage. Died during surgery. Project Hermes Recon.

Drawer 8: (male) PFC Blakowski 21018815-H. Multiple GSW. DOA. Project Hermes Recon.

Drawer 9: (male) PFC Winter 20988316-H. 3rd degree burns 88% coverage. DOA. Project Hermes Recon.

Drawer 13: (female) Cpl Oakes 21029918-H. Multiple cranial fractures and shrapnel wounds. Died during surgery. Project Hermes Retrieval.

Drawer 18: (male) PFC Westerman 20912217-H. Cause of death: at this time unknown. DOA. Project Hermes Retrieval.

It's in the later pods that things start to get really interesting:

Drawer 22: Subject HM12 – converted adult male. Age approximately 31 years. Caucasian – origin probably Western UA. Recovered by Bravo Team on 15/06/08 during recon mission. Spinal Implant removed during exploratory surgery.

Drawer 26: Subject HM14 – converted adult male. Age approximately 34 years. Afro American – origin probably Western UA. Recovered by Bravo Team on 15/01/71 during recon mission. Spinal Implant irretrievable due to damage from small arms fire.

Drawer: 30: Subject HX01 – Alien lifeform recovered by Bravo Team on 15/01/71 during recon mission. (it's a Ghost corpse).

67. Extraterrene Matter Vault:

This is where Motokatsu keeps the power-source for the Slippgate device: nine dimensional matter. The room is large, and at it's centre stands a circle of containment rods, crackling with green energy. Within the field, a black, sphere can be seen floating about 2m from the floor. This is nine-dimensional matter. The consequences of it escaping the containment field could be catastrophic, or possibly it could just disappear with a lacklustre 'pop'. I leave that to individual Keepers.

Search: At the top of a flight of stairs is a control room.

Occupants: None.

68. Weapons Research Lab:

This is where MK analyse test results from its experimental weapons programme, linked to Project Hermes. The room is filled with banks of computer servers, desks with terminals etc.

Occupants: 2x Grunts are trying to break down a door in the West wall.

69. Doctor Miyazaki's Office:

Hiding under the desk in here is Doctor Miyazaki, one of the Project Hermes research team. She is a Japanese woman in her mid-40s. She is also quite insane, covered in the blood of her colleague Dr Carpenter, who lies disembowelled next to her.

Occupants: Doctor Miyazaki.

70. Armoured Door:

A security code and retina scan is required here. An *Electronics* roll combined with the help of either Doctors Miyazaki or Carpenter can open this door.

Occupants: None.

71. Experimental Weapons Testing Lab:

Long chamber (approx 60m) that looks like a futuristic indoor shooting range. Along the north wall is a row of Lockers, containing medkits, overalls, protective eye goggles etc.

There are three shooting galleries, and at the far end of each is a chained Zombie. All are in a state of disrepair. At the top of the farthest

gallery is a fusion gun sat on a firing stand (easily detachable). The zombie at the end of this gallery has no legs – cut off by the fusion gun.

Occupants: 3x chained zombies.

KEEPERS INFORMATION 8:

The Secret Research Facility: Sub Level 2 (Map 7)

72. Final Approach:

The Lift opens out into a chamber lit only by the crackling blue energy that is arcing between two ruptured power conduits, blocking the way to a corridor that leads north. PCs can attempt to crawl under the arcing energy but must make a *Luck* roll. If they fail, they are struck by a tendril of energy, dealing 2d6 damage.

Occupants: None.

73. The Collapse:

The corridor has partially collapsed here. It will not fall, but serves more as a tension builder – will the corridor collapse and trap them beneath the Lunar surface for all eternity?

Occupants: None.

74. Entrance to the Slippgate Lab:

Large blast doors stand open here. Beyond is the outer slippgate lab. The lighting inside flickers constantly, half revealing shadowy shapes.

Occupants: None.

75. Slippgate Lab:

25m across, this large room is filed with crates of equipment, power cables etc. Wide flights of steps lead N/S, and to the east stands a huge set of blast doors.

Occupants: Hiding in the shadows are 2x Type 1 Fiends and 1x Type 2 Fiend. They will attack as soon as more than 2x PCs enter the room.

76. Observation Gallery:

A huge TV Portal screen covers the N wall of this chamber. Around it are rows of desks, each with a computer console. From here, MK staff can watch a high-definition real-time video feed from the Slippgate chamber. The screen currently shows static.

Occupants: Doctor Lumley has been strung up from an overhead conduit. He is quite dead. Below him, 4x Zombies try to reach his dangling feet.

77. Computer Room:

This room contains the interface for AIKO, the Project Hermes administration computer. AIKO

is only intelligent within certain parameters – it cannot aid the PCs beyond providing access to onsite systems (like the outer defences, for example – Keepers may want to provide an ‘onscreen’ hint for PCs), and information about the Slippgate. AIKO can attempt to shut it down, but this action will fail – unrecognised system error – AIKO will say Slippgate can only be shut down at source, from the controls in the chamber itself. Restricted information (secret project files) requires a retina scan and access code.

Occupants: None.

78. Entrance to the Slippgate Chamber:

Huge double set of armoured blast doors. They appear to be malfunctioning – severed cables spark and hiss as the outer doors repeatedly try to close, but fail.

79. The Slippgate Chamber:

You step into a vast, octagonal chamber, the ceiling of which is lost in a jumble of power conduits, cables and machinery. Around the centre of the room stand 8 towering power transformers, between which raw energy crackles in bright green coruscating arcs.

In the centre of these monolithic structures is the slippgate: a pulsing orb of blackness, about 5m in diameter, across the surface of which green electricity plays.

As you watch, there is a sudden surge in the energy being generated by the transformers. The energy arcs out to the slippgate, which glows brilliantly. As it dims, you become aware that *something* has stepped from beyond...

Towering 5m high, it is a lumbering horror from your darkest nightmares. It's dirty white fur and scythe like claws are stained with the blood and gore of it's victims. It opens it's fanged mouth and lets out a bellowing roar.

Behind it, the slippgate begins to flare again, and the shadowy outlines of a second creature appear...

Occupants: The PCs have 2x Shamblers to contend with while trying to shut down the slippgate. Each MR after the first, there is a 50% chance something else will emerge from the Slippgate. Roll on the following table to see what crosses from beyond:

01-30	2d4 Ghosts emerge
31-70	1d3+1 Type 1 Fiends emerge
71-90	1d2 Type 2 Fiends emerge
91-00	Another Shambler emerges

The Slippgate can only be shut down by disengaging the main power coupling on the far side of the chamber, which provides the power which keeps the portal open. Once the power coupling is cut, a serene female voice (AIKO) will begin speaking:

Warning: the primary power coupling has been compromised. Commencing emergency slippgate shutdown procedure. All personnel evacuate the slippgate chamber immediately. All personnel evacuate the slippgate chamber immediately.

Within 60 seconds, the inner doors to the slippgate chamber will begin closing. Once closed, security overrides prevent them being opened again until the shutdown has completed.

As the portal closes, there is a burst of lethal cosmic radiation. Any living matter still inside the chamber when this happens is killed instantly. There is no saving throw.

KEEPERS INFORMATION 9: End Game

If the PCs manage to shut down the Slippgate within the time given, they can immediately contact the MiliSci taskforce standing by at the edge of the Tsiolkovsky Crater. They will be picked up from outside the research facility.

Just another day at the office....

THE END.

ACKNOWLEDGEMENTS:

Locations at Tsiolkovsky Base inspired by 'Scourge of Armagon' – a mission pack for the PC game Quake, by Id Games.

Layout of the surface dock are inspired by Clavius Base from the Stanley Kubrick film 2001.

Creatures and mission objectives inspired by both Doom and Quake, two excellent computer games from Id Games.

KEEPERS INFORMATION 10:

Creature Statistics:

ZOMBIE:

Undead corpses of non-military personnel killed by the invading aliens

STR:	14	MR:	3	RL:	1/5
CON:	14	HP:	14	LL:	1/5
SIZ:	12	DEX SR:	3	AB:	4/5
INT:	09			CH:	4/6
POW:	12			RA:	1/4
DEX:	10			LA:	1/4
APP:	03			HD:	0/5

Attacks:	SR	A%	DAM
Pistol	3/6/10	50	1d10
Bite	7	50	1d3+ Special*

Armour: Flak jacket (4AP).

Special: Poison causes extra 1d10 damage unless CONx5% rolled.

Undead cannot die or be incapacitated – only be hacked or blown apart. Bullets and beam weapons deal a minimum damage after armour. Undead regenerate 1HP/MR.

Notes: Non-military personnel killed during the invasion have returned as zombies in the service of the alien attackers. Their corpses have had probes inserted into their pleasure centres, wired up so when they kill someone, they get paroxysms of ecstasy. In essence, customized serial killers. Zombies only know how to kill. They do not know the concept of surrender or retreat. Most wear armour equivalent of flak jackets.

SAN: 1/1d3 first time seeing one.

GRUNT:

Undead soldier

STR:	16	MR:	3	RL:	8/5
CON:	15	HP:	14	LL:	8/5
SIZ:	13	DEX SR:	3	AB:	8/5
INT:	11			CH:	8/6
POW:	11			RA:	8/4
DEX:	14			LA:	8/4
APP:	03			HD:	8/5

Attacks:	SR	A%	DAM
Assault Rifle	3/6/10	56	2d6
M71 SAW	3/6/10	56	2d6 (10 - 30)
Shotgun	3/10	56	3d6/1d6
Bite	7	50	1d3+ Special*

Armour: Combat Armour (8AP)

Special: poison causes extra 1d10 damage unless CONx5% rolled.

Undead cannot die or be incapacitated – only be hacked or blown apart. Bullets and beam weapons deal a minimum damage after armour. Undead regenerate 1HP/MR.

Notes: Zombie, Mark Two. Military personnel killed during the invasion have returned as zombies in the

service of the alien attackers. Grunts are outfitted in Combat Armour and are better armed than Zombies.

SAN: 1/1d3 first time seeing one.

GHAST:

Lesser independent race

STR:	23	MR:	5	RL:	4/6
CON:	14	HP:	20	LL:	4/6
SIZ:	26	DEX SR:	3	AB:	4/6
INT:	04			CH:	4/7
POW:	11			RA:	4/5
DEX:	13			LA:	4/5
				HD:	4/6

Attacks:	SR	A%	DAM
Bite	7	40	1d10
Claw	7	45	1d6+2d6

Armour: Tough skin (4AP)

Notes: Ghosts inhabit caverns where sunlight never comes. These have arrived in our dimension from another, attracted by the smell of blood.

SAN: 1/1d3 first time seeing one.

SARGE:

Undead soldier, minion of evil

STR:	17	MR:	3	RL:	8/5
CON:	16	HP:	14	LL:	8/5
SIZ:	16	DEX SR:	2	AB:	8/5
INT:	12			CH:	8/6
POW:	13			RA:	8/4
DEX:	16			LA:	8/4
APP:	03			HD:	8/5

Attacks:	SR	A%	DAM
Smart Gun	2	80	2d6/3d6+2
Plasma Rifle	2/5/9	80	2d6+2
SADAR	3	80	4d6/3m
Bite	7	80	1d3+ Special*

Armour: Combat Armour (8AP)

Special: poison causes extra 1d10 damage unless CONx5% rolled.

Undead cannot die or be incapacitated – only be hacked or blown apart. Bullets and beam weapons deal a minimum damage after armour.

Notes: Zombie, Mark Three. The leanest and meanest of the military personnel killed during the invasion have returned as Sarges.

SAN: 1/1d3 first time seeing one.

SPAWN:

Merrily bouncing blob of semi-intelligent raw chaos ooze

CON: 40 HP: 25 Body: 5/25
 SIZ: 10 DEX SR: 2
 INT: 03
 POW: 12
 DEX: 16

Attacks:	SR	A%	DAM
Envelope	5	50	1d8*

*This damage destroys armour.

Armour: 5 AP hide

Special: If reduced to zero HP, the Spawn explodes, splattering everyone within a 3m radius with acidic body parts. Those in range are hit by 1d3 acid splashes – as for envelope attack

SAN: 1/1d3.

FIEND TYPE 1:

Extraterrene demonic creature

STR: 20 MR: 4 RL: 6/7
 CON: 20 HP: 18 LL: 6/7
 SIZ: 16 DEX SR: 2 AB: 6/7
 INT: 06 CH: 6/9
 POW: 13 RA: 6/6
 DEX: 18 LA: 6/6
 APP: n/a HD: 6/7

Attacks:	SR	A%	DAM
Claws (x2)	6/9	55	1d6+1d6
Bite	7	45	1d10+1d6
Rip*	10	45	3d6

Armour: Tough chitinous hide (6AP)

Notes: If both claw attacks succeed against one opponent, the Fiend can also Rip with it's hind legs. Type 1 Fiends can also jump 20m vertical and 30m horizontal.

SAN: 1/1d6.

FIEND TYPE 2:

Extraterrene demonic creature

STR: 30 MR: 3 RL: 8/9
 CON: 30 HP: 25 LL: 8/9
 SIZ: 20 DEX SR: 3 AB: 8/9
 INT: 08 CH: 8/11
 POW: 15 RA: 8/8
 DEX: 12 LA: 8/8
 APP: n/a HD: 8/9

Attacks:	SR	A%	DAM
Claws (x2)	6/9	55	1d6+2d6
Bite	7	45	1d10+2d6
Rip*	10	45	4d6
Acid spit	3	55	2d6*

Armour: Tough chitinous hide (8AP)

Special: acid saliva causes 2d6 damage and has range of 3m – this damage destroys any armour it hits.

Notes: If both claw attacks succeed against one opponent, the Fiend can also Rip with it's hind legs. Type 1 Fiends can also jump 5m vertical and 15m horizontal.

SAN: 1/1d6.

SHAMBLER:

Extraterrene demonic creature

STR: 50 MR: 2 RL: 10/12
 CON: 50 HP: 40 LL: 10/12
 SIZ: 40 DEX SR: 4 AB: 10/12
 INT: 18 CH: 10/15
 POW: 20 RA: 10/11
 DEX: 10 LA: 10/11
 APP: n/a HD: 10/12

Attacks:	SR	A%	DAM
Appearance	1	Auto	Special
Lightning	10	80	4d6+Special
Claw (x2)	7/10	80	1d6+4d6
Bite	8	50	1d10+4d6

Armour: Blood stained furry hide (10AP)

Special: Upon seeing a Shambler, all PCs must roll POW vs. POW or feel an overwhelming wave of fear wash over them. They will have to retreat and be unable to make any offensive moves for 2d6 MR.

Once a round, a Shambler can fire an arc of lightning from between it's claws. It can only perform it's claw attacks if it wishes to do this. Any armour struck by the lightning is destroyed. All electronic gear carried by the victim is fried and useless. Knockback rules apply.

SAN: 1/1d10.

PLAYERS HANDOUT: MISSION EQUIPMENT:

MARINE TROOPER EQUIPMENT:	AEROSPACE PILOT KIT:
1x M3 Combat Armour (8.0kg) 1x Compression Suit (neg) 1x Rebreather 24 hours air supply (5.0kg) 1x MedKit (0.5 kg) 6x Flares (0.5 kg) 1x Individual Marine Pack (IMP); 1x metal frame backpack (1.0 kg) 4x HE Grenades (1.0 kg) 2x Smoke Grenades (0.5kg) 1x Knife (0.5 kg) 1x IR Poncho (0.25 kg) 1x M11P Automatic Pistol w/2 magazines 1x M29 Assault Rifle w/5 magazines 1x Short range tac comlink 1x Locater Device 1x Identification Friend Foe (IFF) transponder	1x Flight Fatigues and G-Suit 1x Compression Suit (4kg) 1x M3 Combat Armour (8AP) 1x MedKit (0.5 kg, only with First Aid Skill) 6x Flares (0.5 kg) 1x Knife (0.5 kg) 1x M11P Automatic Pistol w/5 magazines 1x M41 SMG w/5 magazines 1x Medium range comlink 1x Locater Device 1x Identification Friend Foe (IFF) transponder 2x HE Grenades (1 kg) 2x Smoke Grenades (1kg)

GROUP EQUIPMENT:

1x Tactical nuclear device, with arming key and prefix code. The nominal explosive yield of the device is 25 kilotons.
1x Intelligence Computer – contains schematics of the Surface Loading Dock and the Storage Area. Also has information about the Lunar surface, Tsiolkovsky Crater, and how to shut down the Slipgate.
1x SATCOM (Communications Uplink)
1x Data Recorder
2x Inertial Tracker
1x Advanced Medical Kit
12x Rocket Pitons
1x Scanner
1x Comtech Toolkit
1x Demolitions Toolkit
1x M42 Gauss Rifle w/2 magazines
1x M56 Smart Gun w/2 magazines (10/20mm)
1x M71 SSW w/200rd drum magazine
1x M240 Flamethrower w/1 tank of fuel
1x M90 Grenade Launcher w/4 drums 2x HE, 1x Smoke, 1x Stun
2x Combat Shotguns w/2 drums of ammunition 1x standard, 1x baton
2x TASER pistols w/2 magazines each
1x Smart Missile Launcher
1x Smart missile pod per PC
1x Fibre optic camera
1x Thermal imaging camera
1x Laser cutter
1x pair of heavy wire cutters
1x Repair kit for compression suits.

Anything else your Keeper deems relevant to the mission.