



San Tomé

A CINEMATIC ONE-SHOT FOR
FREE LEAGUE'S ALIEN RPG

BY
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Cover art by WUMBO.

A big thanks to Free League for such a phenomenal RPG, Andrew E.C. Gaska for his work on the black goo infected stats, Ridley Scott, Jim and John Thomas (they know who they are), my wife and kids for putting up with my Alien RPG obsession and the garden snail as he will always get there eventually!

Normally, I enjoy inserting funny remarks into this page, but I have none this time. As I stated in a recent social media post, I nearly didn't complete this scenario with the happenings in Europe. A 3WE world suddenly turned over to the UPP with an aggressive Colonel on site felt a little close to the situation. Fortunately, I pushed through and played this with a group in person. I found that PC rivals, nearly enemies in fact, were forced to band together for survival in the end.

And that gave me some hope that maybe, just maybe, one day we'll all band together and cooperate. Perhaps, unlike the PCs in this scenario, we'll all not wait until our very survival is at stake.

Update 4.26.22 – Fixed some typos. Gave character portraits an update to give more of an Alien RPG aesthetic.

NO MAN BUT A BLOCKHEAD EVER WROTE EXCEPT FOR MONEY.

- SAMUEL JOHNSON

I am sorry for the shameless, self-serving plug here. The above quote is often misquoted and misattributed to one Mr. Samuel Clemens (a.k.a. Mark Twain), though perhaps he at one point said something very similar. The fact is, I love producing Alien RPG content, and it is truly a labor of love. Such labors take away from what little time I have with family or that I should be spending doing other labors, as my day job takes precedence.

I humbly ask, if you see any merit in these works, please consider purchasing my fantasy novels ([The Cor Chronicles](#)) or horror anthology ([Tendrils in the Dark](#)), all found in paperback or e-book on Amazon and other platforms. Details of those can be found on my website at <http://martinparece.com>

Thanks so much, and I look forward to the next scenario!

LV-703 (GM AND PLAYER INFORMATION)

LV-703 itself is a moon orbiting a gas giant in a system some 14 parsecs from Earth. Its one colony, San Tomé, was established here almost three years ago as a joint venture between 3WE and LaSalle Bionational. The company had specific interest in pharmaceutical adaptations of the moon's native fauna, as well as a burgeoning interest in mining operations, so it made a perfect partnership for the Three World Empire, always looking for opportunities to expand amidst American and UPP imperialism and aggression.

Unfortunately, the colony is too far from 3WE space, making supportive logistics nightmarish, and while LV-703 generally provides everything a colony would need for self-sufficiency, the small group of colonists began to feel abandoned by their government. Unrest began to grow among the 3WE citizenry, spurred along by the arrival of a charismatic new arrival, Nostromo Giovanni Fianza, a Captain in the RMC stationed there to help the colony administrator maintain control and morale. Captain Fianza instead defected to the UPP and staged a daring, yet surprisingly peaceful coup which removed 3WE control and handed the colony over to the UPP. Three World Empire citizens were allowed the opportunity to evac peacefully via a UPP transport.

To say that LaSalle Bionational was in on the coup would be a vast overstatement, but it is clear the company saw the proverbial writing on the wall. Edina LaSalle was in negotiations with the UPP for months before the final coup took place, leading many people to assume that the change of power was specifically delayed until the negotiations came to a successful conclusion some four months ago.

San Tomé now has a population of some eighty souls – a dozen LaSalle Bionational employees, fifty former 3WE citizens and about twenty UPP support staff and soldiers. The general mood of the colony is uncertain, but not unhappy, as everyone learns to work with one another. The UPP staff watch the company employees closely, expecting capitalist duplicity at any moment, while LaSalle's employees fear communist takeover of their efforts is eminent.

LV-703 is fraught with life, both flora and fauna, and LaSalle is right that the opportunities for pharmaceutical advancements from this life is immense. The moon has vast amounts of water and is tropical around the equator but temperate at the poles. It has a quick day/night cycle, making a complete rotation in about 8 hours, and is almost blindingly bright during the day. At night, the moon is bathed in soft blue planet light from its nearby gas giant; it is never fully dark outdoors.

San Tomé itself is in a subtropical region about 150 kilometers north of the equator in the eastern hemisphere, situated where a wide freshwater river descends from a range of mountains into a saltwater bay. The colony mostly sustains itself with fish and shellfish from the bay and harvests large amounts of natural citrus-like fruits from the nearby jungles. Edina LaSalle, always directly involved in all her company's dealings, handpicked the location herself based on the large amounts of local life and the apparently heavy readings of germanium, kemosite and other ores in the nearby mountain range. The company started a mine some six kilometers from the colony proper almost a year ago to begin reaping these additional rewards.

A word on spiders – The area around San Tomé is fraught with a species of large wolf spider that often reach about five inches leg span. Mostly brown and very hairy, they are not dangerous to humans, only other small arthropods and each other. They are viewed by the colonists as pests, but they are everywhere!

WHAT'S REALLY GOING ON (GM ONLY, OF COURSE)

LaSalle Bionational is, in fact, acting here with ulterior motives, all though only one of the LaSalle employees know precisely what those motives are. Through an archaeological dig on Arcturus, Edina LaSalle secured a set of galactic coordinates that she believed would lead her to an Engineer temple where the “black goo” mutagen was created. She hopes to find amounts of it in storage there or even the blueprints she needs to synthesize it on her own. The coordinates pointed to the moon of LV-703.

While her company lacked the ability to establish a colony on its own so far away from Earth, she banked on her belief that Three World Empire would jump at the opportunity for partnership. In an uncommon misstep, she didn't anticipate the colony's desire to defect to the UPP, no doubt spurred forward by the man known as Fidanza. Regardless, she adapted quickly and negotiated with the UPP to secure her company's position at the colony, agreeing to pay them 25% of all profits produced by LaSalle activities on LV-703.

She personally chose the position of the mine's entrance and has monitored its progress very closely. No one planetside knows what San Tomé's true purpose is, and she's concerned that she'll be unable to keep the UPP from laying claim to the entire operation should she find what she's looking for. The 3WE was content to allow LaSalle employees to go about their business, but the UPP is constantly watching everything.

A NEW USE FOR SURVIVAL

In my own game sessions, as well as the countless YouTube videos and Podcasts to which I have listened, I've come to find that Survival is the most underused skill in the game. Yes, when you're in the wilderness and know the bunker is somewhere to the north, you can check your Samani E-Series watch and, on a successful Survival roll, know which way is north. Or, if you're lost in the sweltering jungle with no source of water, a Survival check may just reveal that, if you cut into the stalk of a certain kind of succulent, you'll find a small reservoir of water.

But how often does this come up?

Consider substituting Survival for Observation when a player is about to, as said in The Martian, science the shit out of something. For example, if a chemist wants to mix two chemicals and see how they react, that would be an Observation check. But if the same chemist wants to add a specific amount of Chemical A to Chemical B to achieve a desired effect, use Survival instead; a success indicating that he/she achieved that effect. If you were lost in the wilderness and attempting to make fire out of two sticks, some dried leaves and a chewing gum wrapper, that would be a Survival roll. Just like the Chemist, you are combining items to achieve a desired effect.

THE PLAYER CHARACTERS

Five player characters have been provided for this scenario, though the colony has numerous NPCs that can be used as PCs in a pinch, should you have extra players, or if something untoward happens early to one and you don't want to leave that player out of the game!

True to the Alien RPG setting, this game will feature contesting wills, opposing secret agendas and political maneuverings, as well as some good old fashioned horror themed nastiness. The characters will be pitted against bad situations, but also against each other. Unlikely alliances will be made, and persons who thought they were on the same side of the aisle may suddenly find a new enemy or, worse, a knife in their back!

Keeping this in mind, it is important to know your group and your players intimately. In my 30+ years of playing RPGs, it has become plainly obvious to me that some players simply won't turn on each other. Additionally, some groups will ostracize or become angry with that Neutral Evil thief who suddenly screws the party for their own gain; some groups operate under the incredibly misguided notion that everyone in the party is on the same side, regardless of what their characters are like.

It's very likely that, at some point, one player will initiate PvP with Manipulation, Command or even an outright attack. Some groups will handle this in stride to preserve the story and the game, but others may get very upset by this. As GM, you will need to decide how your group will react and consider whether you need to make the attacking character become an NPC.

To add to the intrigue, I have added "Languages" to the character sheets! All speak English, three Russian, two Italian and one Spanish (there is a handful of Spanish speaking NPCs). This allows characters to converse privately with each other, perhaps even in plain sight of another player! It is up to you, my Exalted GM, how you handle this mechanic. If you have a group of good, non-meta-gamers, these conversations can happen openly, as the characters don't know what the players know! If you're playing this in person, I suggest the players set up a group text thread (to include the GM of course) or perhaps use Discord or some other similar app. If you're playing this online, you of course have myriad options.

You will find that some characters have more Skill Points, more Talents or more Languages than others. I handled this by building the characters with base stats as per the core rulebook and then advancing them as felt right for the individual character. Additional Skill Points and Talents of course cost 5 XP points, and I decided that additional Languages cost the same. As such, I was able to even out every character.

CHARLES GOULD
LASALLE BIONATIONAL MINING PROJECT MANAGER



Strength 4

- Heavy Machinery 1

Agility 2

Empathy 3

- Manipulation 3

Wits 5

- Comtech 3
- Observation 3
- Survival 1

Talents: Nerves of Steel, Take Control

Languages: English, Russian

Gear: Company hand radio, Corporate access/data card, 4 doses Neversleep, \$1,000

An Englishman by birth, Gould grew up in Indiana on Earth. His parents, forward thinking in the ever-changing landscape of international politics, believed their son would benefit from learning Russian at a young age. Highly intelligent and gifted in his abilities to interact with people, he quickly found himself in the project management field, overseeing construction and mining projects across the colonies.

Gould is fit, both in body and mind. He has overseen the rebuilding of colonies wiped out with some sort of biological weapon, he has stood his ground with nothing but a stun-stick against a harvester, and he has matched wits against fascist Colonial Marine officers. He stays calm, cool and collected when faced with the stressors most people shrink back from or crumble under.

Edina LaSalle recruited him directly from UA Colonial Admin, specifically for the mine job on LV-703, offering a huge amount of money and potential long-term positions with excellent benefits. Gould jumped at the opportunity, though he found it odd that she pursued him so directly, and he was the only candidate considered for the position. All his questions were answered when Nostromo led his coup and turned the colony over, peacefully to the man's credit, to the UPP.

Gould maintains an unsteady partnership with the UPP, just trying to accomplish his mission here so that Edina LaSalle can live up to her promises and move him onto the next big project. He just wants to get the job done.

About the other characters:

Dr. Monygham – She rarely interacts with the mining project beyond a casual, “Good morning, how’s progress?” at the coffee pot. At least she’s LaSalle, so you’ll be united if the time comes.

Comrade Intendant Nostromo Giovanni Fianza – His attraction to communistic ideals of the UPP are unfathomable, considering he grew up in freedom. But he accomplished the takeover without any loss of life. It seems his heart is in the right place, even if his motivations are wrong.

Comrade Martin Decoud – It’s important to maintain a good working relationship with this man, since he represents the all-too-important workforce and answers directly to Nostromo.

Comrade Colonel Sotillo – This one’s dangerous. She’s an elitist follower of the UPP dogma, and she is in a position of power. Ignore the fact that she and her marines have the only firearms on the planet...

DR. MONYGHAM

LASALLE BIONATIONAL PHARMACEUTICAL PROJECT MANAGER



Strength 2

Agility 3

Empathy 4

- Manipulation 1
- Medical Aid 2

Wits 5

- Comtech 3
- Observation 3
- Survival 3

Talents: Analysis, Inquisitive

Languages: English

Gear: PDAT, Corporate access/data card, Medkit, \$500

By all accounts, Monygham is a brilliant woman. Educated with advanced degrees in genetics, epidemiology, pharmacology and chemistry from honored universities, her intelligence is only matched by her unwavering ambition. This made her a perfect match for LaSalle Bionational, and Edina LaSalle herself has closely watched Monygham's meteoric rise through her company.

Four years ago, LaSalle assigned Monygham to a special project involving the most minute sample of a genetic accelerant called A0-3959X.91-15. Due to its size, the sample allowed for minimal testing, but the results were amazing to behold, especially when only a few molecules were introduced to lab subjects. The testing ended within days, but Monygham studied and extrapolated hypotheses from the lab results for weeks, reporting directly to Edina LaSalle. She only asked once where the sample had been found, and receiving only silence, she dropped the query.

Imagine Monygham's elatedness when LaSalle assigned her to LV-703, with the explanation that she believes there to be an archaeological site (ARCHAEOLOGICAL SITE!!!) buried somewhere in the nearby hills or mountains that may likely allow Monygham to continue a more in-depth study of the black, tarlike substance! Such studies will consume her for years, have limitless pharmaceutical, genetic, and bio-weapon applications for the company, and will rightly propel her to the top, to sit right beside the amazing woman that is the CEO.

Publicly, Monygham is on LV-703 to explore pharmaceutical options from the native flora and fauna. She is currently studying the venom of the local wolf spiders, that while non-toxic, may make a promising local anesthetic in large enough doses, as well as protective secretions of a plentiful fern species that may be refinable into an industrial lubricant. Truly, she's just waiting for the mine to find what Edina LaSalle is so sure to be present!

About the other characters:

Charles Gould – He's an effective project manager and would be successful in any business, but he doesn't know what is really happening here. He should be easy to control when the time comes.

Comrade Intendant Nostromo Giovanni Fianza – He's a traitor to his own people, embracing UPP dogma as if its anything other than slavery of the one to the whole. Unfortunately, he's in charge right now, and he needs to stay in charge. A true military governor would be far worse.

Comrade Martin Decoud – He's a pointless stooge, providing power to entry level workers as if they're important.

Comrade Colonel Sotillo – She cannot be trusted. She's UPP military, and if she figures out what LaSalle is really doing here, all will be lost.

For Player/GM Discussion: Is Monygham an android? If decided that she is, she should gain stress, panic and be able to push rolls just like an ordinary human until revealed as an android (either by accident or her choice). At this point, she loses all stress and panic effects and gains 3 points to any two Attributes.

COMRADE INTENDANT NOSTROMO GIOVANNI FIDANZA
PROVISIONAL GOVERNOR OF SAN TOME



Strength 3

- Stamina 1

Agility 3

- Ranged Combat 3

Empathy 5

- Command 3
- Manipulation 3

Wits 3

Talents: Influence, Pull Rank

Languages: English, Italian, Russian

Gear: Service Pistol, Samani E-series watch, M314 motion tracker, IFF transponder (implanted)

Nostromo Giovanni Fidanza grew up in the London, the son of Italian parents. Friendly, well rounded and a gifted speaker and leader, he joined the 3WE academy as soon as he was of age, coming out a year early as a gifted officer. He thought the service would allow him to help build a better world for 3WE citizens across colonized space, and Governor Reddy's progressive plans for building the frontier certainly seemed to align with that.

Unfortunately, Fidanza found himself traveling from system to system, colony to colony, and it was always the same story. Colonists barely getting by, eking out an existence against dangerous fauna and climates with limited supplies or assistance from the government. Three Worlds Empire simply doesn't have the vast resources of the United Americas or the massive manpower of the UPP to make Reddy's dreams come true.

Put off by American capitalist imperialism, Fidanza found himself respecting the grand philosophies of the Union of Progressive People, a government that does everything it can to provide for its citizens despite its generally resource poor colonies. Over time, he began to accept their truths as his own, a better way to live in harmony with all mankind.

This came to a head during his assignment to San Tomé, and he could no longer accept the inabilities or uncaring attitudes of "Western thinking". The UPP had been sniffing around LV-703, and Fidanza struck a deal to remove 3WE, placing himself as the colony's Intendant. He merely stoked the growing discontent of the small colony's population and used his considerable talents to make them understand there is in fact a better way. When the colony was ready to revolt, he handled it in such an amazing way that no blood was spilled, and the incoming UPP forces even provided transportation off world to any 3WE citizens that didn't want to stay as part of the new order.

About the other characters:

Charles Gould – Despite his allegiance to rampant capitalism, this one is a hard worker and seems genuinely interested in the success of the entire San Tomé endeavor. He's a man to be worked with.

Dr. Monygham – She's very quiet, and her research here doesn't seem to have much real value. It's uncertain what her real purpose on LV-703 is. Perhaps LaSalle just wanted to be rid of her?

Comrade Martin Decoud – He was at your right hand during the entire exchange of power, and with how well liked he is by everyone, he was the perfect choice for Workers' Representative. He's the only truly trustworthy person in San Tomé.

Comrade Colonel Sotillo – Her military expertise is much appreciated, but not really needed here. Regardless, you're happy to have her advice and guidance.

COMRADE MARTIN DECLOUD
WORKERS' REPRESENTATIVE



Strength 4

- Close Combat 2
- Heavy Machinery 3
- Stamina 2

Agility 3

- Mobility 1

Empathy 4

- Command 1
- Manipulation 1

Wits 3

- Observation 1

Talents: The Long Haul, True Grit

Languages: English, Italian

Gear: Cutting torch, Maintenance Jack, Hi-beam flashlight,
\$400

Martin DeCoud is a roughneck, and that's all he has ever been. He came to San Tomé with the hope that it meant a new life, an opportunity to build something great and be at the ground level when that greatness began. Unfortunately, it was just another backwater planet that barely received much notice after the colony was founded. It has been a hard life at first, but the colony pushed through, no thanks to 3WE or even LaSalle.

Then Nostromo arrived, and he and Martin became fast friends. Martin saw Nostromo growing immensely in popularity among the colonists, and he was involved from the beginning as his friend began planting the seeds of revolution. Martin saw the writing on the wall and made himself indispensable to Nostromo, even learning Italian so the two may converse privately. Martin didn't really hold with the ideals of the UPP, but he knew the change was inevitable. It's better to be the right hand of the devil than in his path, and he didn't imagine life under the UPP being any worse from the 3WE anyway.

When it was all over, and the colony had changed hands peacefully to the UPP with Nostromo in charge of it all, he bestowed upon Martin the title of Workers' Representative, so that all the laborers in San Tomé would have a way to voice their concerns, thus ensuring equality amongst all the colonists.

In truth, Martin keeps journals in a locker at his bunk, journals that have recorded everything that has happened in San Tomé since he arrived. He hopes one day to leave UPP space and publish them. If only something really big would happen to make them even more interesting!

About the other characters:

Charles Gould – He seems to be a good man, certainly a reliable one. It remains to be seen if he cares for people like he appears to.

Dr. Monygham – Scientists are never up to any good, and she surely has something to do with LaSalle's real purpose here.

Comrade Intendant Nostromo Giovanni Fianza – Simply put, he's your best friend and seems to be capable of anything.

Comrade Colonel Sotillo – She's a fascist, no different from the USCMC or 3WE commandos.

COMRADE COLONEL SOTILLO
UPP SECURITY ADVISOR



Strength 5

- Close Combat 2
- Stamina 1

Agility 3

- Mobility 1
- Ranged Combat 3

Empathy 4

- Command 2
- Manipulation 1

Wits 2

Talents: Field Commander, Weapons Specialist AK4047

Languages: English, Russian, Spanish

Gear: AK4047 w/ 2 reloads, CB90 Combat Armor, Norcom
QSZ-203 Pistol w/ 2 reloads

The smoldering Latin beauty that is Colonel Sotillo is not to be underestimated. Easily fifteen years older than she looks, she has a muscular body that seems to be chiseled from granite, with a jawline and personal resolve to match. Her parents were scientists from Colombia, defecting to Spain and the UPP when she was but a small child. Once there, they completely discarded their culture and raised their daughter to be a true citizen of the UPP.

Sotillo has fought for the UPP her entire life, becoming an officer through Party contacts and then rising through the ranks swiftly through her bravery and complete commitment to the Party and the Union. She is a true believer in everything the UPP stands for, and truly desires to end capitalist imperialism and bring true freedom through equality to all the peoples of the UA and 3WE.

She arrived at San Tomé three months ago as part of the task force sent to help safely evacuate 3WE citizens wishing to leave LV-703, as well as replacing them with loyal UPP subjects. She remains there as a security advisor to Intendent Fianza, always wary of when her military status will require her to take control of the colony (as it will most surely occur).

Sotillo chaffs at her government's agreement with LaSalle Bionational; it simply isn't compatible with the philosophy of equality. At the very least, the company should be splitting its proceeds fifty-fifty with the UPP, and really, all its production on LV-703 belongs to the Union. The company should be honored just to serve the Union of Progressive Peoples.

A squad of hand selected UPP marines has accompanied Sotillo to this posting (stats in the NPC section). They speak Russian and Spanish and are fiercely loyal to Sotillo.

About the other characters:

Charles Gould – He's a petty capitalist, a prime example of everything that's an affront to equality.

Dr. Monygham – Another unscrupulous company person, and a scientist at that! She's so pretentious that she won't even share her first name with the persons she lords over.


Comrade Intendant Nostromo Giovanni Fianza – He's a good man, perhaps a valuable addition to the party and the UPP, but he's so naïve to trust the LaSalle persons.

Comrade Martin Decoud – Surely, he's on the right side of the politics, but is he truly a believer in what the UPP offers?

NPCS


As stated before, San Tomé is home to about eighty persons, mostly defected 3WE citizens, many of whom are simple roughnecks. There are a handful of people of specific note, but the GM should feel free to create whatever personalities necessary as the scenario unfolds.

UPP COMMANDOS

	<p>Strength 5</p> <ul style="list-style-type: none">• Close Combat 3• Stamina 1 <p>Agility 3</p> <ul style="list-style-type: none">• Mobility 1• Ranged Combat 3 <p>Empathy 2</p> <p>Wits 3</p> <ul style="list-style-type: none">• Observation 1• Survival 1 <p>Languages: Russian, Spanish</p> <p>Gear: AK4047 w/ 2 reloads, CB90 Combat Armor, Norcom QSZ-203 Pistol w/ 2 reloads</p>
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These soldiers are Sotillo's personal troops, selected specifically to serve under her during this assignment. While they speak Russian, they only converse with Sotillo in Spanish. They are fiercely loyal to her, and any Manipulation or Command rolls made against them from anyone other than Sotillo suffer a -2 penalty.

WAYNE ARPAIA

	<p>Strength 5</p> <ul style="list-style-type: none">• Close Combat 1• Heavy Machinery 3• Stamina 2 <p>Agility 2</p> <p>Empathy 4</p> <ul style="list-style-type: none">• Command 1• Manipulation 1 <p>Wits 3</p> <ul style="list-style-type: none">• Comtech 1• Observation 1 <p>Languages: English</p> <p>Gear: Hi-Beam flashlight, maintenance jack, Company Hand Radio, whatever else you need him to have</p>
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A LaSalle Bionational employee, Wayne works directly for Charles Gould, supervising the mining process itself. A roughneck at heart, he's nurtured a more well-rounded skillset than other working men. He's friendly, especially to Gould, but has a major disdain for all this UPP workers' rights nonsense. He just wants to get the job done, maximizing his bonus so he can get the hell out.

CHRISTOPHER LACROSSE



Strength 3

- Stamina 1

Agility 3

- Mobility 1
- Ranged Combat 1

Empathy 5

- Medical Aid 3

Wits 3

- Observation 3
- Survival 1

Languages: English

Gear: Medkit, Surgical Kit, whatever else he needs to have

Christopher was a 3WE citizen who joined the San Tomé colony as part of his medical residency. When the UPP took over, the head physician and both nurses evacuated, and he couldn't bring himself to leave the colony without medical services. His position as the only medic on colony affords him some freedoms other colonists may not be allowed, especially where his opinions of the UPP are concerned.

NICE TOUSSAINT



Strength 3

Agility 3

- Mobility 1

Empathy 4

Wits 4

- Comtech 3
- Observation 3
- Survival 3

Languages: English, French

Gear: P-Dat and whatever else she needs

Nice, clearly the daughter of French parents, is a LaSalle employee there specifically to aid Dr. Monygham with her projects. She is soft spoken and hates confrontation of any kind. She fears heavy handed militarism and is hoping to complete her work soon to escape the UPP occupation.

ROUGHNECKS



Strength 5

- Close Combat 3
- Heavy Machinery 3
- Stamina 3

Agility 4

- Ranged Combat 1

Empathy 2

Wits 3

Languages: English, French

Gear: whatever gear necessary

Most of the population of San Tomé are Roughnecks with various tasks, either part of the mining operation or working the amphibious tractors for fish collection for food. The rest may help with specimen collection for LaSalle's scientific operations or general labor. Some are LaSalle employees, but most are ex-3WE citizens, now members of the UPP.

SAN TOME COLONY

San Tomé colony, and all its locations, is detailed here with a map to follow. The interior of every room and location has not been drawn out, so improvise as necessary. This information, as well as the map, are common knowledge to all PCs, so please make sure your players have easy access to it!

THE LANDING PAD

Off the map and to the north of the colony is a pair of landing pads. The main pad can accommodate an M-class vessel, and a *Starclub* G-class shuttle sits on the smaller auxiliary pad. The pads are about a kilometer away from the colony proper.

DOCKS

The colony's highly productive fishing industry works from here, launching amphibious Daihotai tractors, modified for collecting large quantities of fish and crustaceans for processing. Upon return, the haul is taken to Fish Processing (see below) and the vehicle returned to the nearby depot for any maintenance, service and refueling.

VEHICLE DEPOT

This fifty meter by fifty meter square, flat roofed warehouse contains ten Daihotai 8x8 tractors. These have been heavily modified to allow entry into water and tow a mechanism capable of deploying massive nets for catching marine life for food processing. These, as well as two power loaders, and any mechanical tool one may need are also stored here. The building is accessible by two standard doors on the north and south sides, as well as two large bay doors to allow ingress and egress of vehicles on the west and east sides.

HABITATION

This sprawling complex, a giant prefab building, covers the most ground of any building in the colony. It has multiple doors on all sides, though exiting the building out the back will cause security alarms to sound. Entrance from the rear doors is impossible; they can only be opened from the inside.

Colonel Sotillo has taken over the western side of Habitation specifically to house her UPP commandos, devoting a 40 by 60 meter space to just six troops and their equipment. They have several diversions available to them as well, having claimed air hockey tables and the like. Sotillo herself has cordoned off a corner of one massive room for herself. All the doors leading from the UPP area to the rest of Habitation have been sealed off, excluding one door to the galley, which is always guarded. Also, the hallway bisecting the middle of Habitation has also been sealed off. Citizens are not allowed into the UPP area. Sotillo also has a private terminal, linked into Command, where she can monitor all colony communications that use the Network.

The Main Dorm houses most of the colony's inhabitants, including Nostromo and Martin Decoud.

The Family/Aux Dorms are mostly unused as most of the families fled the UPP occupation, though a few are still around. Christopher LaCrosse bunks here, being able to claim a much larger, more comfortable space.

The Galley contains all manners of food (mostly fish and local citrus fruit), water and coffee. It has enough seating space for everyone in the colony at once, so this is where whole colony assemblies take place.

Fish Processing is a steel building that was essentially bolted on to the prefab Habitation complex. The daily catch is brought here for cleaning and freezing (mostly an automated process). Several of the roughnecks have set up an illegal still here, hidden among the machinery. Martin DeCoud knows about it.

MEDICAL

Also a prefab complex, this building, while technically separate from Habitation, is adjoined directly to it. The entire medical staff bailed with the incoming UPP occupation, leaving just Christopher LaCrosse. He'll be here whenever needed, usually only leaving to sleep in the dorm nearby.

Any standard medical devices or pharma (except Naproleve; they're out!) would be found here. There is also an AutoDoc, though LaCrosse really doesn't know how to use it. Finally, there are two Hazmat suits here – they provide no armor from physical attack, but they do protect the wearer from environmental effects such as but not limited to acid, radiation, infection etc etc. They have unlimited air supply while connected in medical but can be disconnected for an Air Supply of 2. A really evil GM will roll one die for each suit, and on a Facehugger, one suit is damaged in a way that won't protect the wearer. It can be easily repaired with duct tape or similar means, and an Observation roll is required to spot the damage.

Medical is quite large with two medical exam tables, two surgical sections and an ICU capable of handling up to 10 patients at a time. A door on the far side of Medical leads to Command.

COMMAND

Less than half of the size of Medical, Command always has one or two technicians in it generally monitoring the colony's status and relaying messages from one section to another. All communications, both intra and extra colony, come through here. Nostromo has a spartan office off one side where he also holds his Colony Head meetings.

LASALLE COMPLEX

Almost as large as Habitation, the LaSalle Bionational complex dominates the northern part of the colony. Where habitation is gray, prefab plasti-steel, drab and utilitarian, the LaSalle complex is beautiful glass and steel architecture, aesthetically pleasing. Make no mistake – the glass isn't glass, and it will hold up against anything you can throw at it. A coy pond and fountain are just outside the main entrance, which leads to either the Labs or Mining Ops. Only Gould and Arpaia have access to Mining Ops, and only Monygham and Toussaint have access to the Labs.

LaSalle Labs is where Monygham, with Toussaint's aid, is working on her current projects. The labs have all manners of scientific and electronic equipment, and any Comtech or science-based Observation or Survival rolls should receive a +2 bonus here. The labs are equipped with isolation chambers, specimen jars, an electron microscope, basically anything you could possibly need to science something. Monygham has a small sleeping area in the corner of the lab, and Toussaint sometimes bunks in here when she wants to avoid UPP soldiers. The terminals here are not on the colony network but are in fact connected to LaSalle's home offices on Earth. There are two Hazmat suits here like those in medical.

LaSalle Mining Ops is a much larger section of the complex, though bigger does not always mean more important! Mining takes space, and the Ops Center provides Gould with everything he needs to oversee the operation. Like Monygham, he maintains private quarters here. LaSalle even keeps a small quantity of blasting charges here for mining use. The Ops Center has direct access to both Ore Processing and the Warehouse.

Everything coming from the mine is fed to Ore Processing by the conveyer belt track system that runs the entire six kilometers. It is an engineering feat to be sure and needs constant maintenance. Ore Processing itself is exactly what it sounds like. Smelting, chemical and purity processes are performed here (mostly automated) before the ore is again loaded onto a belt system for delivery to the Warehouse. Large bay doors on both buildings allow vehicles entry for loading. The colony is currently exporting Germanium, and smaller amounts of other minerals, to a LaSalle station every three months at a meager gross profit of 400,000 in adjusted dollars, 25% of which goes to the UPP.

REACTOR ROOM

Not on the map, the colony's small fusion reactor is underground in a thirty-by-thirty meter room directly between Command and the Vehicle Depot. An access hatch in either location allows entry to tunnels leading to the reactor. Security doors block the way, requiring a difficult Comtech check (-2) to bypass. Nostromo and Decoud both have access and can assign temporary access to workers for the purpose of maintenance. If power is out, the door can be opened with a difficult Heavy Machinery check (-2) or cut through with a torch (also Heavy Machinery but with no penalty). Either action requires one turn.

THE MINE

The mine is some six kilometers east of the colony and can be reached on foot (six turn hike) or by Daihotai tractor in only two turns (one with a Piloting roll). The mine is currently producing large amounts of Germanium, spotty loads of Kemosite and small amounts of silver. A huge track system runs all the way from the mine in the foothills of the nearby mountains and into Ore.

The entrance into the mine is in the side of a large foothill, and it's large enough to accommodate an entire tractor. The conveyor system leads inside, running next to the mine wall the entire way down. A number of other, narrower tunnels lead off – branches that produced very little. The goal has always been to reach the underground cavern almost a mile below the surface. This is believed by LaSalle, of course, to be the old Engineer complex, but only Dr. Monygham even knows that detail.

SAN TOME

↑
TO LANDING PAD

WAREHOUSE

LASALLE
LABS

LASALLE
MINING
OPS

DOCKS

VEHICLE
DEPOT

ORE
PROCESSING

TO MINE →

COMMAND

FISH
PROCESSING

MEDICAL

UPP
BARRACKS
/ARMORY

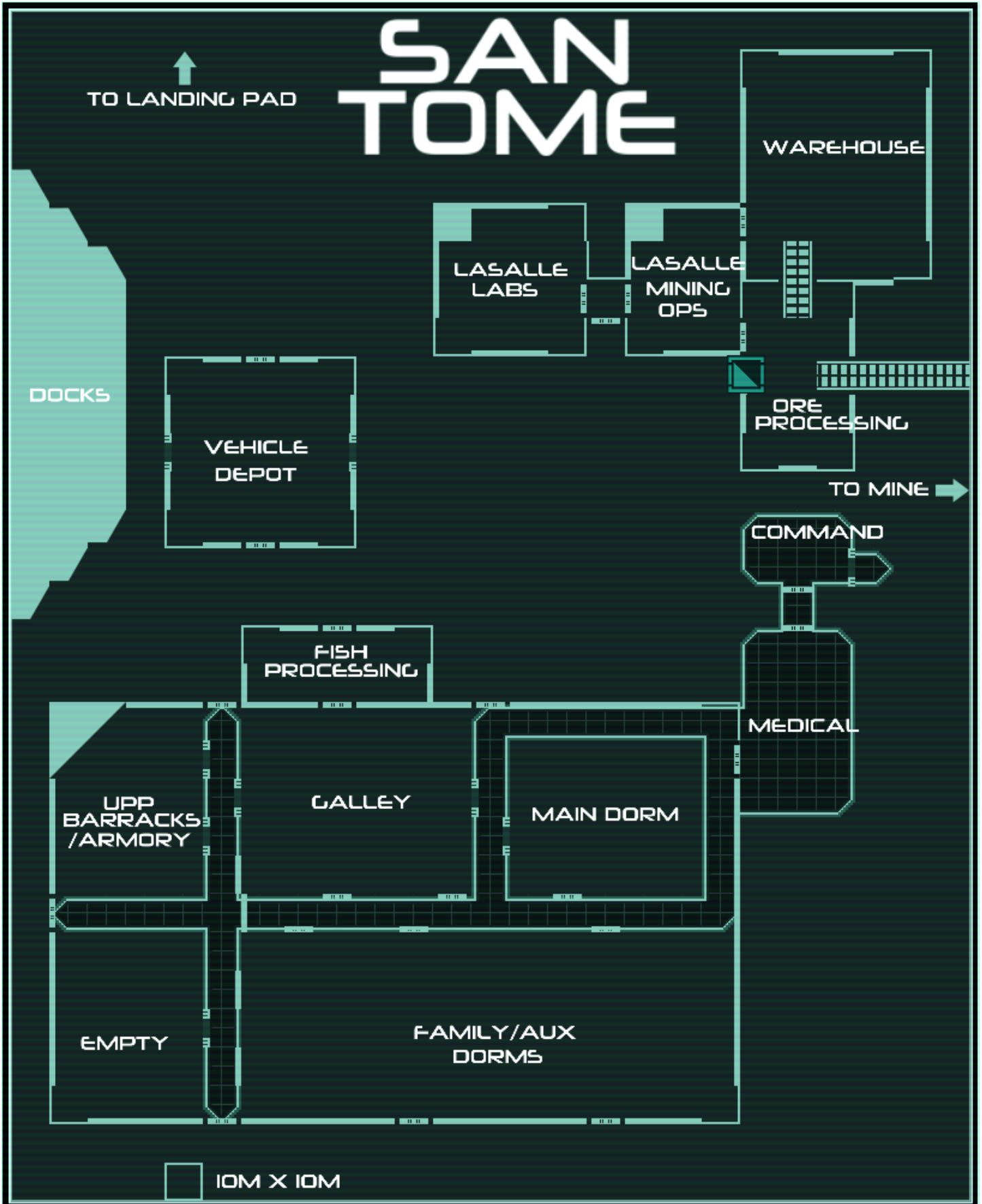
GALLEY

MAIN DORM

EMPTY

FAMILY/AUX
DORMS

□ 10M X 10M



THE ACTS

This scenario will require you, my Exalted GM, to think on your feet and improvise. There are three Acts (like any good horror movie), but there are nearly no set occurrences in each Act, only the event that kicks it off and the event that ends it. What happens in between is up to you and your players. Just like with many of my scenarios, the players will push the story forward through their Agendas. Allow that to happen and be prepared to move quickly on your proverbial feet!

ACT I

It is 8 AM Earth Standard Time (EST), the start of the day, and mid-day on the colony. The sun shines down, nearly blinding anyone outside, and bringing the temperature to a blazing 35 degrees Celsius. Combined with the 100% humidity, it's not much fun working outside, though the constant breeze off the bay does help to some small extent. At 4 PM EST (which will be the exact same time of day tomorrow for the colony), is the weekly Colony Head Meeting, held at Nostromo's office in command.

All the PCs have eight hours to accomplish whatever work and interactions they like. Ask what each player where their character is this morning and what they're up to. Here are some potential events to spur activity along:

- Wayne Arpaia comes to meet Gould at his office. He's having problems with the UPP roughnecks only wanting to work 2 hour shifts during daylight due to the heat, dropping their shift to six hours with a full eight hours pay.
- There's a breakdown of equipment somewhere on the mining line. It may be mechanical or perhaps it is due to some jungle animal, but it requires the attention of Gould and maybe DeCoud or even Nostromo.
- Someone left the door open to Fish Processing overnight, and now the whole facility is flooded with spiders, d6+1 days of food are ruined! Half rations (and all their ill effects <evil grin>) will be required for that time to rebuild supplies. There should be repercussions as well for the tech that left the door open, possibly putting Sotillo and DeCoud at odds.
- Toussaint overslept and is eating in the Galley, or perhaps is crossing over to the labs, alone. This event is aimed at Sotillo.
- A worker is injured by a power-loader. This can occur with almost any PC in the vicinity of the depot. When rushed to Medical, LaCrosse says he needs some sort of local anesthetic. Is Monygham done with her spider work?
- A message comes to Command, addressed to Nostromo saying the next ship has been delayed, and additional supplies and personnel will not arrive for another 17 days.
- A roughneck comes to DeCoud to complain about a verbal altercation between Wayne Arpaia and the UPP workers. Wayne will be depicted as an authoritarian capitalist oligarch, demanding the workers work in unsafe conditions for little to no pay. This is, of course, highly exaggerated, but should create a nice conflict point.

Regardless of how many of these you employ, all the PCs should come together at 4PM EST for the meeting in Nostromo's office. Keep in mind that it is again mid-day on the planet, so much of what the PCs did so far actually happened at night!

The meeting is purely a role-playing exercise, allowing the players to air out the events of the day. It should be interesting to see how players side with one another on some topics but find themselves in conflict over others.

Once the meeting has run its course, have Gould's hand radio go off. Arpaia's voice will sound through the speaker, "Mr. Gould, come in." If the player doesn't answer right away, or if he moves to turn the radio off, Arpaia's voice says, "Damn it, Charles, answer."

Arpaia will explain how the mine has found something. They broke into a cavern, and well, Gould should just come see it for himself. Arpaia will suggest Gould bring along Dr. Monygham but will avoid saying why. If Gould is still in the meeting room with the other PCs, have Arpaia say, "And Charles, we need to keep this quiet from the UPP guys as long as we can." <evil grin>

The trip up to the mine doesn't take long – 6 turns on foot, 2 by tractor. It should be described as a long, bumpy track through a jungle and up into foothills. A jungle stream parallels the road most of the way. Arpaia will be waiting at the Minehead with two LaSalle employed roughnecks; he has already let all of the UPP workers off the rest of the shift with pay.

The mine is a wide, down sloping shaft, easily large enough to accommodate the tractor. Arpaia will climb in with one roughneck, leaving the other to stand guard at the entrance to allow no one in. Travelling down the mine is a long, slow affair. The mining conveyor belt continues down alongside the tractor, currently shut down. Other tunnels branch off to the sides, not large enough for the tractor. Getting toward the end, Arpaia will mention that they're almost a mile underground. Have the PCs make a straight Empathy check. Anyone getting a success should gain a point of stress for the dark, claustrophobia of it all.

About twenty feet from the apparent end of the mine, Arpaia will call to stop the tractor. Opening the door, he'll say, "Our ground penetrating radar told us there's a large cavern here, and we had to be careful breaking through the cave wall. I never expected this." He'll lead them to a large hole knocked through the wall and click on his Hi-beam flashlight. A giant stone head stares back at the group, a grim and almost disapproving look on it's face. The skull is hairless, and the eyes are blank much like an ancient Roman statue. The mere existence of the head is cause for +1 Stress.

Stepping through the hole requires a Mobility check to avoid spraining an ankle in the debris (at a +2 bonus for anyone stating they're being careful). The cavern is huge and pitch black, requiring flashlights. The PCs will find a half dozen more heads of various sizes, serving as pillars to support the cavern roof. The floor is smooth stone, perfectly smooth, and a passage goes off to the south. The eastern wall is rough stone, but the relief of another stone face is carved out of the rock, it's mouth open. A fluid, black as oil, pours from its mouth in some form of grotesque fountain to pool just below it. The fluid runs off in a narrow stream through the south passage, which bends gradually east.

This ends Act I.

ACT II

As with any great horror movie, Act II is where the incredible discovery starts to go wrong. The Act will end when the shit really hits the fan, when everything is going wrong, wrong, wrong.

The black fluid is, of course, a large quantity of A0-3959X.91-15 in a most concentrated form. Anyone making direct contact with it without a hazmat suit must make a Stamina roll against Virulence 10.

The south passage has a walkway to the right of the stream of black goo. There are two doors on the left side of the tunnel; a small bridge over the goo allows access to them. A translucent, gelatinous egg-like device is set into an alcove to the right of each door, which should open the doors if squeezed. Unfortunately, the first such device does not function, and just appears as a gray, squishy mass. The second control is functional, and glows with a pinkish light (which may be cause for the PCs to incur stress).

The first door leads to the processing area where the genetic accelerant is filtered and refined, then stored in the steatite ampules. An earthquake has completely buried this room in rubble. The door is non-functional and cannot be cut through; it's made of an alloy that is completely resistant to cutting torches. Even if the PCs somehow open the door, rubble blocks their way. The only way in here would be to swim through the goo (have fun with that!), but since most players would view that as suicide, I don't believe you'll have to plan for that eventuality!

The second door opens with just a squeeze of the egg, which turns a light green. When the door opens, a rush of odorless, seemingly sterile air rushes out to meet the PCs. Inside is a once large cavern now mostly caved in by rubble. About twenty of the steatite ampules are here intact, with a few more peaking out of the rubble, cracked or crushed. Some of the black goo should be found in puddles, perhaps very accidentally found as it might be hard to spot. Remember, the whole cavern is pitch black!

In the meantime, let the PCs push the action forward through their Agendas. If necessary, here are some potential events to move the story forward:

- Spiders make their way into the cavern and get infected (see Appendix). They attack anyone they come across. How long before they make it to the colony?
- A roughneck who knows about the black fluid and thinks it is oil wants to take an oil bath – a time honored tradition. He dips himself into the goo and realizes too late that it is not oil!
- If Sotillo sends some of her commandos to guard the cavern, they get into an altercation with LaSalle employed roughnecks. Or maybe LaSalle roughnecks versus UPP roughnecks. In the scuffle, someone gets knocked in!
- If the PCs entered the ampule storage room, consider that we carry microbes on us constantly. These are generally harmless; in fact, many are beneficial to the health of our skin and immune system. But what if some of these microbes made it into a puddle of goo here? What nightmares might that create?
- What if one of the PCs stepped in a puddle of the black goo accelerant while in the ampule room? What if they tracked it back to the colony?

Once infections begin, they should start to spread fairly rapidly. Keep Act II going for as long as possible, introducing new dangers at a faster rate until the time comes to send everything straight to Hell. Have fun with it! Revel in the growing dread!

ACT III

And here's where it all goes to Hell in a hand basket. The PCs and their contesting agendas should have already created a lot of strife and conflict, and that will only get worse here. Their wills shall push the game forward, and you, O Exalted GM, should take delight in throwing an obstacle right in the way of a PC who thinks they're about to pull it off. An infected UPP soldier going berserk in the barracks, a host of goosed up spiders swarming through habitation, or a stricken colonist turned freak lurking near the shuttle are all good opportunities. Maybe a freak ex-roughneck has gone underground and completely shut down the reactor in its feverish mania (this would be really good to start the act, especially if it has again turn to night!).

Over this act, things should go from bad to really fucking bad. We want our PCs to think they have a chance to hold it all together, but eventually, everyone should realize that escape is their only chance of survival.

In the end, have fun with it, and make sure no one gets off easy. Remember that in space no one can hear you scream, but your poor PCs are on a planet with plenty of air.

And sound travels through air just fine...

APPENDIX: AGENDAS

CHARLES GOULD

ACT I

Keep the mine project moving as smoothly as possible. Keep the peace with the UPP and continue to make sure the partnership stays a partnership.

ACT II

This new discovery, and whatever it means, absolutely belongs to LaSalle Bionational. Don't let anyone UPP say otherwise. The Union is still entitled to their 25% of whatever this produces.

ACT III

Maintain LaSalle's claim to the mine at all costs. Help Dr. Monygham contain whatever this contagion is and protect LaSalle's people and investment.

ACT I

You're not sure the UPP values your presence. Make quick headway on either the spider venom or plant secretion projects before Nostromo's meeting. That should keep the UPP off your back.

ACT II

This is it! It has to be! Collect samples and find opportunities to continue your experiments with the black goo. You have a good lab and equipment. *Nothing* is off limits, but keep the UPP in the dark.

ACT III

Things are getting out of control. Protect the project and the data, containment is paramount. If that isn't an option, save your data and as large a sample as possible and get the hell out! Everyone else will be monsters soon, or killed by monsters.

ACT I

Keep everything running smoothly.

Make sure everyone is working together for the common good, and try to keep the LaSalle employees and UPP cooperating instead of conflicting.

ACT II

What has been found? What does it mean? Find out if LaSalle expected this, because such an enormous discovery cannot be happenstance.

Assess the value to the colony and the UPP.

ACT III

Everything you've worked for is being threatened. Sotillo will try to take military control, and LaSalle is, certainly, to blame for this contagion.

Maintain control, hold persons accountable, and protect the people!

ACT I

Make sure the needs and voices of the workers, both UPP and LaSalle are heard and protected. Don't let anyone, even Sotillo or Nostromo, take away what rightfully belongs to the workers.

ACT II

Everything has changed now! The colony now has something truly amazing to consider, something with real value! The oil alone is worth a fortune, but the archaeological site is incredible. Collect as much info as you can. If you get out of here, it's worth a fortune!

ACT III

The colony is going to shit, and workers' rights be damned. Save your own ass with as much information as you can. It'll be worth a fortune to... well, to almost anyone – governments, corporations, anyone!

COMRADE COLONEL SOTILLO

ACT I

You're tired of LaSalle's stonewalling. The mine isn't producing as much as they've promised; it doesn't even pay the bills, and the scientist's excuse for being here is straight up *mierda*.

ACT II

So, this is why LaSalle is really here! The ancient statues, obviously relics of a long dead society and its failed patriarchal ideals, mean nothing. But the oil! This has tremendous value to the generally oil poor worlds of the UPP. You must seize control of it!

ACT III

Nostromo's weak leadership and blindness to the duplicity of the LaSalle people has brought the colony to this! But you are a true hero to the people, and you have both the know how and resources to save everyone!

APPENDIX: BESTIARY

ANATHEMA — HUMAN

The black goo strain on LV-703 is particularly virulent, reacting rapidly in the human body. Anyone exposed to it must make a disease roll vs Virulence 10 to avoid being infected and moving to Stage I. After that, the infected individual must roll *every turn* vs Virulence 6 to avoid moving to the next stage.

STAGE I "AFFLICTED": The person is infected, feeling feverish and disoriented. Eyes will grow bloodshot, and tears will cloud their vision relentlessly, again causing +1 Stress. Anyone touching the Afflicted must roll vs Virulence 4.

STAGE II "FEBRILE": Black varicose veins begin to spread across their face and body, causing +1 Stress to themselves and anyone seeing this. Pupils and irises of the eyes will grow black and opaque, again causing +1 Stress. The individual endures fever and intense pain, causing +1 Stress. The character gains +3 Strength and -2 Wits and may act uncontrollably. Anyone touching a Febrile must roll vs Virulence 6.

STAGE III "FREAK": Any PC reaching Stage 3 becomes an NPC under the GM's control. The character is wracked with blinding pain caused by cellular mutations and becomes a creature of sheer rage, attacking uninfected persons on site. Anyone making physical, unprotected contact with a Freak must make roll vs Virulence 7.

<p>SPEED: 2</p> <p>HEALTH: 8</p> <p>SKILLS: Mobility 5 Observation 3</p> <p>ARMOR: 3 (0 vs Fire)</p>	<p>FREAK ATTACK TABLE</p> <ol style="list-style-type: none">HORRIFIC HOWL: The Freak throws its head back and roars, asserting its dominance. All PCs in SHORT range must make an immediate Panic Roll.FIST STRIKE: The Freak strikes its victim with a powerful punch. Roll for the attack with ten Base Dice, Damage 1.EYE GOUGE: The Freak grabs the victim's head and tries to jab its thumbs into their eyes. Roll for the attack using seven Base Dice, Damage 1. If the attack causes damage, it automatically triggers critical injury #34 (even if the victim is not Broken), triggering an immediate Panic Roll.BEAT DOWN: The Freak leaps onto its victim like a gorilla. Roll for the attack using eight Base Dice, Damage 1. If the attack hits, the victim is knocked to the ground, drops any hand-held items, and must make an immediate Panic Roll. The Freak then starts pummeling the victim's head and chest with its powerful fists. This is resolved as an immediate bonus attack with ten Base Dice, Damage 2.BEARHUG: The Freak pulls the victim to its chest and begins to squeeze. Roll for the attack using eight Base Dice, Damage 1. If the attack causes damage, it automatically inflicts critical injury #56, triggering an immediate Panic Roll.BLACK VOMIT: The Freak holds the victim down and vomits black goo all over their face. The victim must make a Sickness Roll against Virulence 10. Failure means they become an Anathema. If the victim wears a HAZMAT suit, the Freak first tries to pull the visor off—the victim must make an immediate CLOSE COMBAT roll (no action) to stop this.
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STAGE IV "TERMINAL": The mutagenic pathogen inside the individual has reached critical mass. Cell membranes begin to burst, causing one point of damage per round. At zero health, the person disintegrates, the pathogen going airborne. Anyone in Engaged range without a hazmat or pressure suit must make a roll vs. Virulence 10 to avoid becoming infected. Other characters outside the zone may also become infected, assuming the Terminal is not in an enclosed room or such. The roll vs Virulence decreases 2 for every zone in range.

ANATHEMA — LV-703 WOLF SPIDER

Eventually, the local spiders are going to get infected with the black goo. Whether they happen into the cavern, Monygham purposefully infects specimens, or they become infected from each other or Human Anathemas doesn't matter. It will happen <evil grin>. An infected spider moves through the stages a turn at a time.

STAGE I: The spider ceases to move, as it cannot make sense of what is happening to it. Only prodding it will cause it to move. Careful, in its confused state, it may bite, causing no damage but forcing a roll vs. Virulence 4.

STAGE II: In intense pain, the spider's legs curl in upon themselves, and it appears dead for all intents and purposes. Poking it may cause it to unfurl for just a moment. The spider's brown hair has turned shiny black. The hair actually carries the goo – anyone touching it unprotected must roll vs Virulence 4.

STAGE III: The spider's legs open, suddenly four or five inches longer than they were. The body shudders and bulges outward, also expanding, bringing the creature to almost a foot in total width and length. It is aggressive and no longer afraid of humans. Once reaching this stage, the spider will stay there, not expiring like a human being. The bizarre biochemistry of the arachnid seems to have reached a stasis with the accelerant, which brings up so many questions...

SPEED: 2	FREAK ATTACK TABLE <ol style="list-style-type: none">1. DISPLAY: The spider rears back on its hind legs, displaying its size and fangs, causing +1 Stress to anyone in Short or Engaged range.2. BITE: The spider bites its enemy, 6 base dice, 1 damage. Also, the target must roll vs. Virulence 4.3. BITE: The spider bites its enemy, 6 base dice, 1 damage. Also, the target must roll vs. Virulence 4.4. BITE: The spider bites its enemy, 6 base dice, 1 damage. Also, the target must roll vs. Virulence 4.5. FACE LEAP: With a successful Mobility roll, the spider jumps and latches onto a target's face in Engaged or Short range. This attack causes no damage but is cause for an immediate panic roll. After this, it will bite this foe as a fast action, doing 1 damage with every bite. A successful Close Combat roll is needed to remove the spider from the victim's face,6. SPIT: The spider spits concentrated goo at any target in Engaged or Short range. The attack does no damage, but an unprotected target must make a roll vs Virulence 6 or become infected.
HEALTH: 2	
SKILLS: Mobility 6 Observation 5	
ARMOR: 2 (0 vs Fire)	

Additionally, the spiders seem to have almost preternatural senses of incoming attacks. If it has at least one fast action left, it may make a Mobility check whenever successfully attacked. If successful, the spider leaps to the side at the last moment.