

"So it's a story as old as capitalism. Some workers had some jobs and now the company has found a way to do their work for cheap, get it done without 'em. Heard it a million times, right? Only these workers decided they didn't wanna be replaced and they took matters into their own hands. It's really tugging on the proletariat heart strings, y'know, and bless 'em for trying but they're going up against the house and when the hell has the house ever lost their hats, huh? Poor assholes don't know what's coming to 'em."

A ship heads out to the fringe to settle a hostage crisis that has arisen due to a worker's strike. How will they react to the conditions on the station when they're confronted with conflicting aims threaded with the common interest of self-preservation?

This Mothership RPG scenario is intended for 2-6 players. Adult themes are present with content warnings as follows:

- Gore / Violence

MAJOR ACTORS

Ippasia Automicosis - aka 'The Medusa Strain' aka 'mucus n' shit'

This bright yellow fungus has two distinct life stages consisting of a dormant (Cold Medusa) and an active (Hot Medusa) stage. Cold Medusa spores will remain dormant for an unknown length of time but will activate and seek out heat to begin the metamorphosis to the Hot stage when presented with the correct conditions. This cycle will not complete without the presence of a significant electrical field nearby, such as those created by the hydrogen fuel cells in most synthetics or aboard all space faring vessels and stations. Gestation is slow in a vacuum but can be sped up by the presence of heat and oxygen to a minimum period of three standard days in organic life forms. Organic life will suffer from pneumonia-like symptoms including a severe cough, breathing difficulty, yellowing of the eyes and a yellowish discharge from the tear ducts. Scanning an organic Medusa victim will reveal mucus filling the lungs, sinuses, and inflammation around the meninges surrounding the brain. Fits and spasms begin after 24 hours, death by asphyxiation occurs in three days.

Synthetic lifeforms are also susceptible to the fungus. The cold strain will begin reproducing to cover the limbs of the synthetic lifeform from the point of infection before burrowing into the substructure. It will begin overriding software programming and subroutines immediately and will achieve full locomotive control in one to three standard days.

COMBAT: 0%

SPEED: 0% **INSTINCT:** 0%

HITS: 1 (Any application of fire or standard cleaning agents will remove Medusa from surfaces. No known medical cure for organic lifeforms.)

Special Abilities:

- » **I AM NOT MYSELF:** Synthetic characters must make a Body save to avoid infection upon contact with Medusa. Failure to address the issue by decontamination re-sleeving will result in incubation period of 2d10 hours, during which the android must begin making Sanity checks every hour as their subroutines/programming begin going haywire. Medusa will paralyze them at the end of this time frame for 1 hour before it takes direct control and begins seeking new hosts. Player characters become NPCs once they are fully assimilated.
- » **SENSES:** Visually blind, Medusa will seek out new hosts using a heat detecting mechanism as well as sound vibrations. This is true for Hot Medusa synthetic lifeforms.

Automated Mining and Excavation Equipment, Class-3 (AMEE-3) drone - aka 'Minehead' - humanoid robotic drone consisting of a central core with 6 small gripping armatures, two arms fitted with appropriate mining tools (industrial diamond drills, stone cutting wheels, pneumatic jacks, etc) and two legs. EVA Thrusters are built into central core for Zero-G EVA maneuvers. No actual head, all sensors are stored in the upper 'torso' and every drone is painted in the Yamaguchi-gumi colors of cherry blossom pink and crimson.

COMBAT: 55%

> **Tools** 3d10

SPEED: 60% (30% in vacuum)

INSTINCT: 50%

HITS: 3(40) (Fire inflicts triple damage)

Special Abilities:

» **EVA THRUSTERS:** Though slower and sluggish in combat, Mineheads can traverse vacuum, zero-g environments with surprising speed. They can cross 120m in one round for both actions.

» **SEIZE:** The six gripping armatures will attempt to hold on to victims while they're torn apart by industrial tools. Strength check to break free if the Minehead has made a successful Combat attack and the victim has failed their Armor save.

Manuel Taubmann [he/him] - Chief steward of mining operations aboard Longuldak, nominally in charge of the strike. He's a stout man in his late 40's wearing strained and worn heavy duty mining coveralls, a radio hanging from his belt, and a haunted look in his eyes.

RECENTLY: He organized the strike approximately one standard month ago after Yamaguchi-gumi sent Mineheads to Longuldak as part of their testing. He was a strong, capable leader. Was.

MOTIVATION: He is utterly overwhelmed by events on the station. He now wants to leave the station by any and all means as quickly as possible.

Lars Kask [he/him] - Mining crew chief who's been volun-told to become the chief doctor aboard the Longuldak. He's in his mid 30's with a smoker's cough, wearing stained and worn heavy duty mining coveralls, surgical gloves, a surgical mask, and a utility vest that houses a radio and the remnants of a cobbled together first aid kit or two.

RECENTLY: He's been trying to care for the stricken miners but he ran out of antibiotics a day ago (not that they did anything anyways).

MOTIVATION: He is determined to help his fellow coworkers but he's nearing his breaking point.

Kurokawa Tadao [they/them] - Head of engineering aboard Longuldak, ran the day-to-day operations overseeing pod retrieval and docking from Tower 1. They're in their 50's, wearing a suit that's seen much better days, and a bald head reveals a Terminal Jack and Slicksocket obviously installed. Peeks of tattoo work can be seen through a rip on their right shirt sleeve, their suit jacket is missing that sleeve entirely.

RECENTLY: Tadao was one of the corporate hostages until people started getting sick a standard week ago. They were moved to Tower 2 along with Altmann and Moreau to keep them all away from the long-range communications array in Tower 2. They also have a Black Box but they're not telling anyone that.

MOTIVATION: They want to leave just as much as Taubmann.

Monica Altman [she/her] - Corporate Security Chief for the company aboard Longuldak. She's in her late 30's, maybe 40's, and wearing a standard security 'light duty' jumpsuit. Corporate patches on her collar show her rank.

RECENTLY: She was one of the first hostages taken and moved to Tower 2. Her security forces were unaware of the Minehead testing and thus caught with their pants down by the striking miners. She's been trying to reason with Taubmann since the strike began but it's only driven him to greater desperation and fear.

MOTIVATION: She wants to end the strike without any further damage to the station and she'd like to nail Taubmann to the wall.

Captain Edward Rowan [he/him]- Captain of the MSS SORCIO. He's a salt of the earth teamster in his mid 40's with a salt and pepper beard dressed in a relaxed flightsuit and blue baseball hat.

RECENTLY: Picked up an emergency short-term bond with Yamaguchi-gumi to deliver a compliment of employees and 1,200 Minehead drones to Longuldak. He is to wait for Yamaguchi-gumi employees to exchange the cargo of AMEEs for 1,500 tons of osmium ore before heading back to Lemnos-4.

MOTIVATION: It's all about that money, honey. He doesn't care about the teamster strike or what Yamaguchi-gumi will do about it so long as he can fulfill the bond he lucked out on.

MINOR ACTORS

On MSS Sorcio

Ron Elko [he/him] - Cargomaster aboard the Sorcio, in charge of the manifests and cargo bay. Larger fella, thick glasses, red headband. Doubles as Rowan's muscle. Seems solid.

Aurora [she/her] - XO aboard the Sorcio, part time engineer. Petite redhead, Hawaiian shirt, knows her way around a rigging gun. Seems focused on the job, likes the money.

Saul Kominski [he/him] - Navigator aboard the Sorcio. Many cybernetic enhancements, malnourished frame, baggy flightsuit. Seems skittish.

On Longuldak

Stein [they/them] - Mining crew chief aboard the Longuldak, armed with a revolver. Seems fed up with Taubmann.

Martin [he/him] - Miner aboard the Longuldak, part of Stein's crew. Armed with a flamethrower. Nasty cough.

Collins [she/her] - Miner aboard the Longuldak, part of Stein's crew. Armed with a nail gun. BAMF, do not approach, do not make eye contact.

Yamaguchi-Gami employees

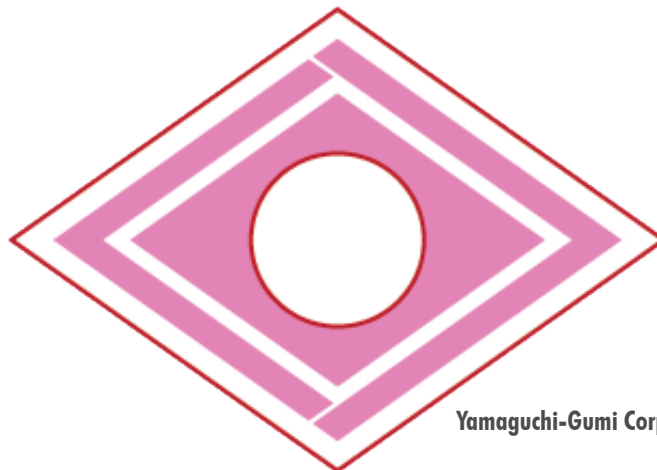
Emerson [he/him] - Android. Yamaguchi-gumi corporate negotiator, has black hat computer subroutines. Concerned with retrieving data-package designated 'BRIEFCASE' from Tower 1 PENTHOUSE.

Michaels [he/him] - Android. Yamaguchi-gumi corporate negotiator, has first aid subroutines. Concerned with restoring mining operations while preserving corporate assets and minimizing damage.

Wallace [he/him] - Corporate security. Three years into a five year contract, only made corporal before electing to go freelance at age 32. Assigned to protect Emerson and Michaels.

SEBACO employees

Proctor Balaji [he/him] - SEBACO rep, here to try and spike the station from Yamaguchi-gumi. Wants to get back to the TUONO, worried (but cool under pressure) that something's wrong.



Yamaguchi-Gumi Corporate Logo

LOCATIONS

ASTEROID BELT 2106TAJM - Medusa System - The otherwise barren asteroid belt where Longuldak resides, orbiting a brown dwarf star. There are no planets in the system beyond a single gas planet that's mostly ammonia, Medusa-1.

USCSS TUONO 10065238 - A long-distance shuttle registered to SEBACO, a mining conglomerate rival to Yamaguchi-gumi. The 6 person crew are all absent save for 1. Blood is painted over the insides of the TUONO's crew area in amazing quantities. Small frozen gobbets of fleshy, unrecognisable viscera and blood stained bones, along with bloody remnants of clothing, are scattered over the bridge, navigation and computer rooms. Everywhere but the cargo bay is an abattoir but there are no pieces of meat or organs bigger than a billiard ball left in the entire ship. A hole approximately a meter across has been raggedly cut in a starboard cargo bay, facing away from Longuldak, with a combination of heavy industrial tools and there is frozen blood leading out of it. The ship has power but all atmosphere has been vented as the bulkheads between the cargo bay and the crew area have been destroyed by various heavy industrial tools. There are no EVA suits missing if inventoried against the manifest in the bridge computer.

MSS SORCIO 65958-N - Interstellar cargo ship owned by Captain Rowan in private enterprise. Rowan runs it on a skeleton crew to save money though there are 8 cryotubes available. The Sorcio has been hired on emergency bond by Yamaguchi-gumi as the ship was simply in the right place at the right time, delivering a shipment of freeze dried rations to Lemnos-4 when the company pulled the trigger on sending a contingent to Longuldak. They didn't even remove all the rations before jamming the cargo hold full of Mineheads. The cramped crew quarters are a tiny percentage of the ship, the rest taken up by modular cargo pods and engines. It's not grand living but it's comfortable for a couple days, tops.

REMOTE-SITE-11J 'LONGULDAK'

A modular bead station put into a frontier asteroid belt by Yamaguchi-gumi for osmium mining, Longuldak was home to 1,200 miners and corporate employees before the strike.

CONSTRUCTION

The station is composed of 3 spine towers that provide lift elevator access, power lines, photonic communication cabling, and life support services to every modular pod attached to a spine. The 3 spines are connected by a terminus hub that allows for tram transportation between the spines. Each spine is approximately 800 meters tall housing 48 pods apiece, with the tram tunnels connecting each tower to the terminus reaching approximately 200 meters long. The terminus itself is a small transit hub meant for nothing else and is barely 80 meters across. Each spine is mandated to have the following pods attached at all times:

- 2 Fusion generator pods - No atmosphere, no insulation but shielded, powered.
- 4 Life support pods - No atmosphere, insulated, powered. Mostly containing electrolytic separation hardware.
- 7 Water storage cargo pod - See item 8 on the Pod Generator chart.
- 1 Engineering pod - Atmosphere, insulated, powered. Tower control & diagnostic systems, many terminals, data storage concerning the station.
- 1 Access Terminal Station

Each spine is terminated at the southern pole with a terminal access station that is the size of 3 combined pods. Access stations are not detachable from the tower itself as they provide the mechanical spaces for the tram lines that connect to the central terminus as well as the lift elevators for the tower. The access stations also contain an extra-large industrial airlock for the movement of EVA miners, equipment and their ore. The northern pole of each tower is a docking hub for ships, with multiple mooring umbilici that will extend out from each airlock to connect with a ship.

Pods can be remotely detached from the engineering pod on the same tower and moved to a cargo transport ship. New pods can be fitted to towers in a similar fashion though removing or attaching pods is an arduous task that takes an hour, minimum. The pods themselves can be outfitted with batteries and oxygen generators (such is the case with Habitation, Administration and Vehicle pods) but their life support systems can not operate for more than 24 hours, making them poor lifeboats. They are also immobile on their own, having no means of locomotion at all. Each pod is accessible by a single bulkhead serviced by the lift elevator.

D10 Pod Generator

1-4 - Vacuum storage cargo pod - No atmosphere, no insulation, no power.

This is a big metal box meant for transporting ore, vacuum-sealed machinery, or small crafts. Longuldak has many of these that are filled to D% with osmium ore.

5 - Warehouse cargo pod - No atmosphere, no insulation, powered.

This is a storage area meant for EVA employees to keep perishable supplies (which will be stored in powered, insulated containers as necessary). Food, beverages, clothing, tools. The company believes the vacuum cuts down on 'shrinkage' aka theft of corporate property.

6 - Water storage cargo pod - No atmosphere, insulated and powered.

Each pod is rigged to house and contain huge bladders with D10 x 1000 gallons of distilled water.

7 - Habitation pod - Atmosphere, insulated, powered.

Social area. Teamster union hall, bar, rec area, etc.

8 - Habitation pod - Atmosphere, insulated, powered.

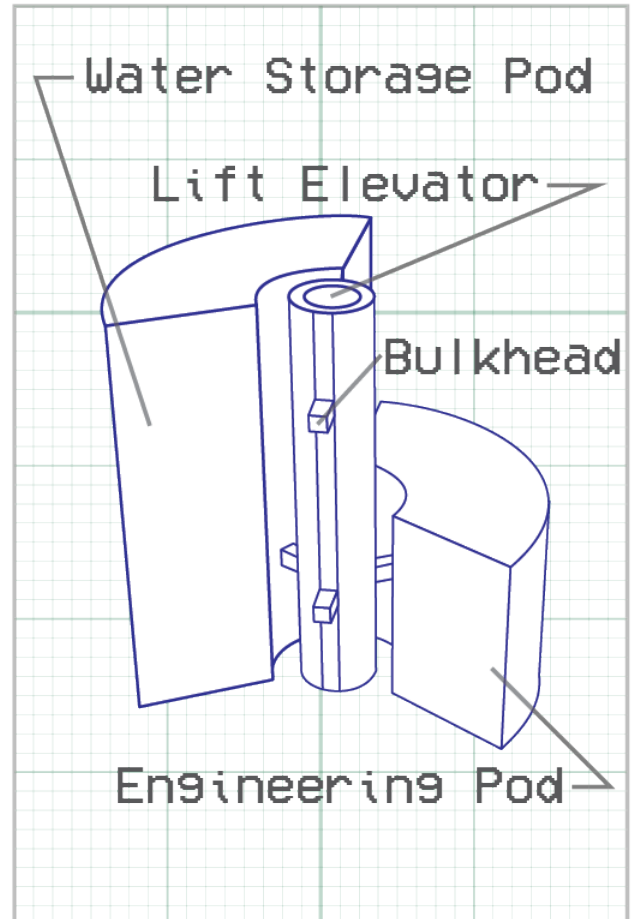
Living area. More like a prison than an apartment building, miner's get their own living cell but they're uniformly small and cramped.

9 - Administration pod - Atmosphere, insulated, powered.

Office space for employees, meeting rooms, computer terminals, data storage, etc.

10 - Vehicle shed - Atmosphere, insulated, powered.

Small EVA craft are stored here along with necessary equipment and tools for repair and retrofitting.



TOWER 1 - Corporate spaces / Equipment Storage

UPON CONTACT: Currently a ghost town, according to the miners. It's believed whichever corporate employees still on the station have holed themselves up in the office and hab pods attached to Tower 1 and aren't communicating with anyone as they refuse to hear the miners entreaties anymore. Lots of resentment from the miners, Taubmann will not allow ships to dock at Tower 1.

YAMAGUCHI-GUMI EMPLOYEES: Tower 1 also houses a special long-range communication pod designated 'PENTHOUSE' that has the only data storage drives of the surveillance on Longuldak. Entering Penthouse through non-destructive means requires a Yamaguchi-gumi Security Access Tuner.

WARDEN INFO: Entering PENTHOUSE without an Access Tuner will require a Hacking Crisis Task(2). Failure to access PENTHOUSE by hacking will cause it to trigger a failsafe that will seal the bulkhead and automatically eject the pod away from the tower. EVA will be required to attempt further breaching tactics. At the time of contact, there are 4 Mineheads active in Tower 1 and they have so far harvested 12 of the 82 souls in it. Miners who've realized the danger are rigging charges in the access station tram tunnel of Tower 1 and will prematurely detonate it when they're ambushed by a Minehead approximately one hour after contact, resulting in most of the access station turning into a debris field. This will knock out both of Tower 1's fusion generator pods, puncture multiple water pods creating an ice field around Tower 1, and severe communications between it and the other two towers.

TOWER 2 - Miner habitation / Corporate spaces

UPON CONTACT: Taubmann will not allow any ships to dock at Tower 2. The USSCS TUONO is currently moored to the northern dock but they have quarantined their ship for fear of contracting the Medusa strain.

YAMAGUCHI-GUMI EMPLOYEES: Tower 2 is mostly administrative space, offices and the like. The presence of the TUONO should be of some alarm and concern to employees.

WARDEN INFO: Taubmann is housing his corporate hostages in Tower 2 and using it as something of a base of operations. Accessing the TUONO will be difficult as they disabled the connections of their umbilicus in an effort to quarantine themselves shortly before the entire crew (save Balaji, who is in Tower 2 with the corporate hostages) were ripped to pieces by a Minehead. Their remains are currently being worn by that Minehead in the TUONO. At the time of contact, there are no other active Mineheads in Tower 2 but the one from the TUONO is making entry. There are 127 souls currently occupying Tower 2, most have cut themselves off from the tower in fear of the Medusa strain.

TOWER 3 - Miner habitation / Ore storage

UPON CONTACT: Taubmann will direct any ships to Tower 3's northern dock. The teamster hall in Tower 3 is now Triage and has approximately a hundred sick and dying teamsters housed in it. There are more miner hab pods here than Tower 2 and the miners are agitated that they could not contact the company to apprise them of the contagion.

YAMAGUCHI-GUMI EMPLOYEES: The Medusa strain complicates any and all recovery and the resumption of mining operations and will impact the company's bottom line. That's bad.

WARDEN INFO: Taubmann will immediately cave to any and all negotiation from Yamaguchi-gumi employees who present themselves with even a slight amount of credibility. Stein will explain the contagion situation and make introductions to Kask if necessary. Stein will usurp control of the teamsters from Taubmann if he appears Taubmann is making a deal to save himself over his coworkers. If push comes to shove, Stein'll attempt to hijack whatever ship has arrived as the TUONO does not have the capacity for the remaining healthy miners.

THE TIMELINE

A MONTH AGO:

-A Yamaguchi-gumi bonded cargo transport arrived with 24 Minehead drones and a small research crew for testing. A minority of the miners were incensed that they were being replaced and destroyed some of the drones that were being tested (the remaining drones were housed in Tower 1, unknown to them). They ambushed Altmann and her security forces, taking control of the station over the period of three days, resulting in many miners and employees making their way off station in the transport that delivered the Mineheads. The remaining miners then took to destroying the drones they knew about and the dormant Medusa strain made the hop from one of the Mineheads to one of the miners. Taubmann made his demands known to Yamaguchi-gumi after 10 days of deliberations. The destroyed drone parts are currently floating in a vented vacuum storage cargo pod, covered in dead Medusa strain growths that are inert but color the parts a brownish-yellow.

A WEEK AGO:

- The TUONO docked after a miner sent a tight-beam communication to a friend of a friend. Negotiations began between the miners and SEBACO to wrest control of Longuldak from Yamaguchi-gumi. One of the SEBACO employees made their way to Tower 1 to investigate the Mineheads. They were carrying 'hot' Medusa strain and infected the remaining 12 Mineheads that were in storage. They went back to the TUONO, creating a spore trail for the infected Mineheads to follow. Others in Tower 1 were also infected.

FOUR DAYS AGO:

- The Medusa Strain's first victims begin dying in Tower 1, creating spore blooms. 'Hot' Mineheads were now fully infested and became mobile, beginning a rampage through Tower 1. Isolated, quarantined pods were easy pickings and the Mineheads layered themselves in the flesh of their victims to feed the infestation and keep it hot. One Minehead found the TUONO and massacred the crew but the lack of atmosphere is making it sluggish and slow. Triage is set up in Tower 3 but many miners are sick.

UPON CONTACT:

- The PCs arrive.
- The next wave of Medusa victims are dying in Tower 3 Triage.
- Remaining miners in Tower 1 are desperate to detonate the charges and separate Tower 1 from the rest of the station.
- A Minehead is outside a quarantined pod in Tower 2.

MISCELLANEOUS

- **Encountering Mineheads should introduce significant Stress penalties for failing Sanity checks. They are grotesque mockeries of humans and should terrify any right thinking person as they charge them with whirring, blood-drenched industrial tools.**
- **Negotiating with Stein or any other person (with the exception of Taubmann) is an Intellect+Linguistics roll. Taubmann automatically caves to any offers put forth.**
- **This scenario is designed for the PCs to be Yamaguchi-Gumi employees or crew members aboard the Sorcio except Captain Rowan. Swap out Yamaguchi-Gumi or Sorcio NPCs as party composition demands.**