

SEQUENCE

PRE-REVELATION - Recorded on BUZZARD

- T-240** While autonomously travelling through the system, with the entire crew in cryosleep, the player's vessel the **BUZZARD** is sent encrypted messages and does not reply [1]
- T-213** The **BUZZARD** is boarded by aggressors
- T-199** While in their cryopods, the crew are implanted with neuro-hijacking chips onto their skulls
- T-105** The crew are brought out of cryo, writhing in pain, before standing and resuming operations with the aggressors

- T-87** The aggressors return to their ship

INTRUSION - REVELATION AI knows this

- T-75** The **BUZZARD** changes course and begins transmitting an emergency distress signal [2]
- T-38** The **REVELATION** responds, and suggests docking on the Aft Emergency Docking hatch
- T-32** The hijacked crew arm themselves, rig the external airlock with explosives
- T-28** The hijacked crew storm into the station, heading directly for the medical bay, where they take hostages and withdraw [3]
- T-24** The hijacked crew clash with onboard security as they navigate to the reactor facility

REACTOR - Recorded in SECURITY ROOM

- T-19** **JULIETT**, **PAPA** hold the antechamber. **VICTOR**, **SIERRA** rush the **CONTROL ROOM**, subdue the staff, deactivating safety protocols
- T-16** **SIERRA** connects **PCT** to control terminal [4]
- T-15** **CHARLIE** enters the **REACTOR** and manually withdraws the **PRIMARY CONTROL RODS**
- T-14** **VICTOR** tweaks the control settings [5] **PAPA** issues demands to **REVELATION**
- T-6** **CHARLIE** moves to **SCRUBBING**, handles controls. **JULIETT** takes gunfire and goes down, **PAPA** drags them to **CONTROL ROOM**
- T-2** **VICTOR** moves to **ENGINEERING** and activates a terminal. **SIERRA** guns down hostages attempting escape.
- T-1** **ANTECHAMBER** floods with radiation
- T** Crew converge in **CONTROL ROOM**, weld bulkhead shut. The scenario **begins** here.

WARDEN

The character's bodies have been hijacked, used as disposable tools by some unknown aggressors as a means to their end, and they regain consciousness in a highly dangerous and tense situation that they must get out of.

Where are they? The characters are on the **REVELATION**, a colony vessel of the **VERVE** corporation that has been secretly conducting scientific research on human subjects, attempting to find a method to reverse internal **ALGAE** colonization, a fatal condition, under the name **PROJECT SLOW MORRISON**. The aggressors have relinquished control of their hosts after beginning a meltdown of the ship's reactor, and the characters start their session in the **CONTROL ROOM**.

Who are the aggressors? The aggressors are appearing to be **SEPARATIST** rebels randomly targeting a colony ship for the benefit of their cause, but they are operatives of **QINGLONG DYNAMICS**, a rival corporation with inside information, trying to destroy their opponent's advantage of study of the **ALGAE** threatening the system.

ROLES

EQUIPMENT	INJURIES
'JULIETT' namepatch, SMG, Frag grenade, flare, flask, standard battle dress marked with SEPARATIST logo	Bullet wounds, stinging eyes, under the effects of a STIM PACK
'PAPA' namepatch, combat shotgun, crowbar, stim pack, flare, pens, standard battle dress marked with SEPARATIST logo	Gashes on upper leg, electrical burns on shoulders, mildly drunk
'SIERRA' namepatch, portable computer terminal (PCT), revolver, electronic tools, duffel bag, cards, short-range comms, flare, balaclava	Bullet wound, cuts on hands, throbbing headache
'VICTOR' namepatch, electronic tools, vape, detonator, duffel bag, short-range comms, flare	Battered upper body, hands grazed raw, craving nicotine
'CHARLIE' namepatch, mag-boots, hand welder, rigging gun, stim Pack, flare, shredded vaccsuit	Radiation burns covering face and arms, lethal dose of radiation poisoning, buzzed



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1E

FINGER ON THE TRIGGER

Written by
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The last thing you remember, you were drifting calmly and peacefully into cryosleep. With an explosion and nearby gunfire, you are forcefully and violently returned to your conscious and active body- ears ringing, head spinning, body sore and stinging, clutching tightly to various weapons and positioned about an unfamiliar facility while red lights and alarms spit aggressively around you.

Sirens drill into your brain as you come to the realization that you have been abducted, and the blood, smoke and firearms indicate that you have been deposited into the middle of something bad, but how did you get here? What is this place? Why does your head hurt so much? You need to figure that out and **fast**.

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THE CURRENT SITUATION

The inevitable reactor meltdown is too far underway to be fully prevented. **REVELATION AI** is not aware of the extent of the threat and will make contact to try to negotiate the release of the hostages.

Unknown to the characters, the hijacked crew planted explosives in key locations within the facility.

In order to escape, the players will need to redirect the radiation back out of the **ANTECHAMBER** and make it to either the **ESCAPE PODS** or to the docked **BUZZARD**.

DEMANDS

The aggressors (operatives of **QINGLONG DYNAMICS**) are affirming their disguises as **SEPARATISTS** by making a list of demands:

- Halt performing illegal experiments on humans
- Redirect colony ship away from **SEPARATIST** space
- Provide 2mil credits for the **SEPARATIST** cause and safe passage back to the **BUZZARD**

CLUES

[1] The signals sent from the aggressors are masked, and do not match any identifiers in known records. This could be traced back to **QINGLONG DYNAMICS** with ample funds and extensive research.

[2] The emergency distress signal sent out by the **BUZZARD** had a private encryption key, available only to **VERVE**. It was stolen by the aggressors.

[3] The hijackers controlling the crew were well trained on the layout of the **REVELATION**, unlike usual **SEPARATIST** attacks. **REVELATION AI** would question this.

[4] **SIERRA's** connection to the **REVELATION** station system via the **PCT** was pre-authorized with **VERVE** security credentials, belonging to a high ranking officer who disappeared several months ago.

[5] The knowledge of the ship's reactor controls required expert understanding and qualifications, something too valuable to send on a simple ransom mission for the **SEPARATISTS**.

ESCALATIONS

REVELATION'S RESPONSE

Shutout	Internal door / system lockdown
Drones	Drones sent in to attempt to breach the welded bulkhead
Security Droids	Armed droids are sent in, hostage casualties are not acceptable
ALGAE weaponization	ALGAE pumped in through ventilation, reducing visibilty and causing respiratory issues
Strike Force	Light and gravity systems are disabled, team sent in to extract BRONSON K.
Scorched Earth	All life support systems and services locally disabled

REACTOR MELTDOWN

Radiation leakage	REACTOR bleeds radiation, causing it to express LETHAL levels of radiation, which will slowly leak into surrounding rooms
Heat	REACTOR expels massive amounts of heat, making the environment more dangerous
Explosions	Uncontrolled reactions cause fuels to combust explosively, damaging the facility and alerting REVELATION AI
Containment failure	The entire facility houses LETHAL radiation, the reactor may melt through the ship, detonate entirely or cause some more extreme catastrophic event

ALGAE

PROJECT SLOW MORRISON, the secret research taking place on this station, is researching how to reverse the colonization of **ALGAE** on unsuspecting subjects by first contaminating them. Everyone aboard the station (excluding the research team) has been colonized. Any colonized victim who loses all brain activity will become an **ALGAE HOST** after a short time as the colony attempts to spread.

ALGAE HOST COMBAT: 30 INSTINCT: 15 WOUNDS: 3(5)
Uncoordinated, sluggish, single-minded of colonization Spread: If adjacent to a target, it will emit a noise of deep gurgling and belching before vomiting up a colony of **ALGAE**.
Emit: If it receives an open wound (such as from a gunshot or cut), it leaks internal fluids that are contaminated with **ALGAE**.

HOSTAGES / BODIES

- **BRONSON K.** Head Researcher - Fatherly, oily, panicky
- **CHEUK L.** Research Assistant - Cooperative, wobbly, sassy
- **ASTA H.** First Aid Volunteer - Timid, hairy, augmented
- **FISCHER M.** Security Officer - Aggressive, shaven, squat
- **PROSS D.** Security Officer - Nervous, rosy, round
- **BONES K.** Researcher - Stubborn, tattooed, brave
- **METJA R.** Reactor Operator - Wounded, jazzy, pious
- **VILLA N.** Reactor Technician - Angry, oorish, selfish
- **ROSS A.** Janitor - Baffled, wet, twitchy

