

Briefing

System

Antar A is a neutron star.

Antar B is a brown dwarf, in close orbit of Antar A, feeding a nova-cycle.

Antar C is an orange dwarf in a distant orbit.

Antar 1 is a large rocky world, Type K, tidelocked to its star, with a Nitrogen, Argon, and CO2 atmosphere, in nearly equal parts. The world is an eyeball with constant heavy winds blowing up a rocky surface. The dust contains Zeridium, a superheavy stable element (32 kg/L) with interesting subspace properties.

Every 100 days, fusion activity ramps up on the surface of the neutron star, which then flares, resulting in a 10 day window of impossible communications and one day where it is too hazardous for spacecraft. The five days prior, Subspace and radio comm is disrupted by energizing of the atmospheric zeridium carbide

Station

Antar Mining Station is a civilian corporate mining station, operating under guidance from Starfleet Bureau of Colonization (BuCol). The surface facility is 4 domes: a shuttle hangar, a pod hangar with tractor/pressor beams, an administrative dome, and a power plant dome.

The actual station is a complex 200m below surface.

The main level is administration and habitat.

The upper level is a series of 4 agro-domes 50m in radius.

The lower level is recreation and habitat.

The mines extend down another 200m further; each 10m slice is a mining level, and each mining level runs around 1 km out in 6 radial arms, which have (typically) 6 branching side tunnels. Temperatures in the mines are consistently around 5°.

The mine is mining Zeridium and uranium.

Fabrication equipment is present, but most of the food is grown. There is a fission reactor, using sodium-moderation-cycle self-regulation. There is no holodeck and no replicator.

Tunnel Numbering

Level numerical. Radial A-F. Side tunnel (odd left, even right). If a minor branch, it's also numbered forming a two-digit number

Distress Call

"Antar Mining Station, Director Ankar, requesting starfleet assistance. We have had 7 murders by impossible things in the last 3 days. We need help. We cannot afford continued losses. Due to solar activity, subspace comm will be disrupted for the next 22 standard days, but we will be wiped out before then."

Zeridium

green-gray metal, 32kg/L, superheavy element, only one known stable isotope. When electrically charged, emits subspace waves.

Current uses are for blocking transporters - a 10 micrometer layer blocks transporters and scanners.

No known toxic effects; Chemical reactivity similar to tungsten. At certain temperatures, exhibits semi-conductance.

Mission Orders

Take a shuttle, and assist them. Since transporters and comms are likely to be worthless as Antar A builds to a detonation, take a shuttle. The Commodore will swing back by after the flare, so you are on your own.

Scene 1 — Getting there

Navigation is tricky - it's Reason + Engineering D3 to actually find the station. Modifying the sensors to filter is a Resilience+Engineering D2, and reduces the difficulty by 1 (+1 per 3 magnitude spent). Each attempt takes 1 hour. The players must land before hour 5

Landing is actually not too difficult - Control + Conn 1 to execute, due to the storms. Mishaps should result in radiation or power damage, or extra threat. It takes only 10 minutes per attempt.

If not landed by hour 5, everyone suffers from radiation poisoning - reduce stress track by 3 until 2 hours of treatment at Reason+Medicine D2.

Ranged telepaths who make a scan will notice a "Vague sense of terror, fear, and pain."

Scene 2 — Landing Bay

Once the landing bay doors close and the air cycles, a class-M type environment is present.

The administrator, Director Miles Ankar, comes out to greet them.

"People are dying of strange things, and we can't seem to stop it!"
Jimmy Frederics (Human) was killed by suffocation. While alone in tunnel 6A2.
Hurka (Horta), was cooled solid. On tunnel 19c5
Nekor Brask (Andorian) was apparently in a duel, but he's the only Andorian present. He's our chief engineer. Tunnel 12F61. Hot spot of Zeridium ore. Also of platinum and silica.
Donnie McRath (Human) died in tunnel 3E, stabbed to death... we think, with icicles.
Hersilia Polyhymnia McTaggart (Human) was strangled with a cord.
Awiti Reynell (Betezed) was found right next to Hersilia, beaten to death with rocks. Tunnel 1E10. (Also a rich node)
We haven't found a single weapon.
Doctor T'vor (Vulcan) is unconscious, has been since it all started.
We have only a few stun-only phasers, in the armory. Nothing missing there.

A standard mining team is a laser man, a cart man, and a safety man. The safety man has been issued a phaser on each of the 15 teams. Normally, 5 teams work at a time.

3 security personnel, each has Type I phaser, and Security tricorder. Lt. McRath was killed, but his gear was recovered.

Scenes 3-5 Research

The following scenes are used if appropriate. In either case, at 5 hours after start of adventure, the flare begins, trapping them there, and at 5 hours after landing, the next murder (Scene 6), and 5 hours after that, scene 7. Unless the players can convince the director to shut down mining, (Scene 8,) Another death every 5 hours of mining.

Scene 3 - Autopsy?

Analysis of the bodies can use Reason + Medicine, or Reason + Science. Each can only be investigated once. All modes of death are accurate. Difficulty is 1, plus questions for momentum spends. Each such roll takes a man-hour.

Hurka is still thawing... his core temp is down to -150°.

If they're really desperate, Resilience + (Science, Engineering, or Medicine) 2 can be used to ask more questions, taking another 30 minutes; this must use a different skill from the prior attempt.

Scene 4 - Dr. T'Vor

The vulcan doctor, T'vor, is an MD. She's unconscious. If roused, she screams "WE ARE ONE!" repeatedly.

She is incapable of coherent thought.

Asking for where she was found reveals Agro dome 1. See "Scene of the crime" - the dome intercepts a node, just barely.

A brainscan (Reason+Medicine, D3) can be used to realize there is a separate engram present in addition to her own. 10 minutes.

A quick physical exam (10 minutes, Empathy + Medicine D0) reveals that she's in a vulcan healing trance, but will die in 5 days at her given metabolic rate. Lowering her metabolic rate (Resilience + Medicine D3, as her body fights each drug) can extend this (x2 +1x per momentum), and providing nutritional support makes it weeks instead of days (Empathy + Medicine D1).

A mindmeld goes to Finale.

Scene 5 - Scene of the Crime

Any crime scene takes about 10 minutes to reach.

Any scans reveal node of high grade zeridium ore with silicon matrix, and traces of uranium and copper. There is electrical activity in the nodes; it comes from elsewhere. Scans are difficulty 1 with sciences or engineering tricorders, difficulty 2 with others.

Additional data can be found including the following:

There is a signal in the data.

The signal is similar in the other nodes if checked.

There is no evidence of the weapons used.

If they dig into a node themselves, go to scene 9.

Scene 6 - Another Two Bite the Dust

A comm comes in from 11F6. "This is Notaro. We're being stalked by a Tiger. Yes, a Freaking tiger. Oh, Not, it got Aukema! It's coming for... AYYYYY!!!"

When they get there, Notaro and Aukema are dead. Safety officer Laren retreated several hundred meters, and meets them there.

It was horrible. Came round the corner just as they were starting to dig in that side deposit. Big carnivore, striped! I panicked, and ran. But I'm alive. You must go save them!

Laren claims not to know much more.

Should they ask, Laren knows that Aukema was watching a vid about tigers last night.

Scene 7 - Sliced and Diced

Team 3 is working in 13E8. They fail a routine hourly check-in.

Upon arrival, they've been chopped up like vegetables.

If they research what the victims did before shift, Arsenius Strange watched a cooking show, Sarti Otro (T F), read a book on warp physics, Matilda Smythe played guide-the-ball videogames before shift.

Scene 8 - You can't shut down!

The Director is unwilling to shut the mine down.

Attempts to persuade him are an extended task, one roll per major evidence item, opposed by his command + Presence, with a difficulty 1, magnitude 1, but 14 progress track. He will restore points if he wins.

Major evidence is: each crime scene survey completed, or competing the autopsy of at least one body, plus the autopsy of any new victims.

Scene 9 - Touched a Node

If, at any point, a PC touches a node... either ask them for a word, or attack them with the last off topic item mentioned. Whatever it is, if it's an object, it's roll is 15/1 and does 3 [CD] on a hit, and has unlimited stress if a singular item, or is replaced immediately if a swarm type. If it's environmental, it does 2 [CD] per round to all within 100m. It progresses for 100 m down the tunnel... (about 10 zones).

It leaves no evidence at all except for damage to characters and gear.

Universal Translator

Hooking up a universal translator to the node must be done while under attack. It's a Difficulty 1, progress 10 to do so... Control + Engineering.

The first words out are, "STOP CUTTING ME! DIE! DIE! DIE!"... Go to finale.

Data Terminal

Hooking up a data terminal is much the same as the UT, but the result is slightly better: "What are you? Why are your carbon nodes attacking me?"

Scene 10 - Finale

The "brain" is in fact the planet. It's a network of silicon & Zeridium nodes, with copper trace lines created by anerobic bacteria connecting them to natural thermopiles.

Any means of communication revolves around "Stop cutting me!"

If mining is agreed to end, it will happily talk. The director, however, will be furious.

If they negotiate for limited mining, this takes a social negotiation of difficulty 3, magnitude 5, and progress bar 10. The first breakthrough is free if contact is a mindmeld, and is convincing it that the people, not the device, are the minds. Suitable tasks may be chosen on the fly, but Presence + (Engineering or Science) is the preferred.

Later breakthroughs can be RP driven.

For its part, it has no major goals to fulfill, so only its continued existence is material.

It can, and does, create holographic and telekinetic simulations based upon the imagery it manages to get via its touch telepathy. It can generate holomatter with its subspace emissions.

The Doctor

The doctor will be fine once removed from the base.

Once the PC's realize she's under telepathic attack, they can either make contact through her, or use medical skills to block out the telepathy. Unknown to the others, she actually made a mind-meld to the node in agro-1.

Extra Murders

Team 6: Node at 1A12. Fluorine gas

Team 12: Node at 3A2. Run through with swords.

Team 2: Node at 12F12. Thrown daggers. Daggers, of course, missing.

Team 14: Agro-1 Thompson Machine Guns.

If you get to this point, the PC's should shut down mining, by force if needed.

Miles Ankar, Human, Male, Director of Station				
Bravery	7	Command	4	Admin 4
Control	12	Conn	2	
Empathy	10	Engineering	3	Mining 3, Power 2
Presence	10	Security	1	
Reason	9	Science	1	
Resilience	7	Medicine	2	First Aid 2
Stress	10	Shutdown	14	
Unarmed	(8) 2[CD], Knockdown			

Security Goons				
Bravery	9	Command	2	
Control	10	Conn	1	
Empathy	7	Engineering	2	
Presence	8	Security	3	
Reason	8	Science	2	
Resilience	9	Medicine	2	
Stress	11			
Unarmed	(12) 4[CD], Knockdown, Size 1 , non-lethal			
Phaser I	(13) 5[CD] Charges 3			
Light Field Armor: Soak 1.				

Miner, Human or Denobulan				
Bravery	8	Command	2	
Control	9	Conn	2	
Empathy	7	Engineering	3	
Presence	8	Security	1	
Reason	9	Science	3	
Resilience	10	Medicine	1	
Stress	11			
Unarmed	(9) 2[CD], Knockdown, Size 1 , non-lethal			

Miner, Tellerite				
Bravery	10	Command	2	
Control	8	Conn	2	
Empathy	8	Engineering	3	
Presence	9	Security	1	
Reason	7	Science	3	
Resilience	9	Medicine	1	
Stress	10			
Unarmed	(11) 2[CD], Knockdown, Size 1 , non-lethal			
Light Field Armor: Soak 1.				

Mining Teams	
	Teams are in Digger, Cart, Safety order.
Team 2:	Sanne Linwo (T F), Flo Toole (H F), Ulcin Nanni (T F)
Team 3:	Sarti Otro (T F), Arsenius Strange (H M), Matilda Smythe (H F)
Team 6:	Reggie Vives (H M), Mihaela Desrosiers (H F), Stefán Vroomen (H M)
Team 12:	Lemuel Beatty (H M), Belenu Reeze (D M), Kallik Baak (T M)
Team 14:	Itala Blair (H F), Fortunato Gilliam (H M), Wiktorina Phillips (H F)
Team 15:	Arezu Notaro (H M), Hovah Laren (TF), Doris Aukema (H F)