

## SECTION 04 – OSIRIS UNDER SIEGE

### Arrival

Approaching the outpost, there is no response to any attempt to contact or communicate with the miners at the outpost. Power appears to be on and there is nothing preventing the PCs from simply approaching and docking with the outpost.

*As you approach the asteroid, you see that it is slowly rotating. It is about 1.4 km long and 1 km wide, one of the smaller asteroids in the Outer Belt. The stream of ejected tailings from the mining operation that you followed in ends several kilometers before reaching the base, as if the ore processing has stopped. The docking bay doors are wide open with light spilling out into the darkness of space. You also see some lights through a few small windows about 50m from the docking bay.*

The docking bay is more than large enough to accommodate the *Mirage* and is located right on the rotation axis of the asteroid. Unless they try some strange maneuver, docking is straightforward. There is no gravity in the docking bay at the moment but it can be turned on by a control panel next to the airlock if desired. Gravity is present in the rest of the base.

As the PCs open the airlock's inner door, they are greeted by a member of the mine staff, covered in blood, running down the corridor toward them. Rounding the corner at the far end, is a Pursale combat robot exactly like the one encountered on the *Dawn's Luck*. (see stat block on page XXX) It takes aim at the mine staff member and fires, hitting her squarely in the back. She collapses to the floor at the PCs' feet, wounded but not dead. The robot shifts its attention to the PCs still standing.

The robot has orders to eliminate the alien lifeforms and will fight until it is destroyed or has killed all the PCs.

After defeating the robot, the PCs can stabilize the miner. They learn that she is Kella Rezal, one of the scientists at the outpost. A few hours after the scavengers left, a number of alien robots emerged from the deeper mine area and began attacking the staff. She and another staff member had been holed up in the sensor and communications office and when they saw the PCs' ship approaching, decided to try to reach them. Unfortunately, they were detected by one of the robots roaming the halls. Her companion was killed as they tried to escape.

She can lead them back to the sensor and communications nexus where they can begin the process of clearing the outpost of the robots.

## Clearing the Complex

The Pursale robots have effectively taken control of the mine complex and are attempting to eliminate the mine staff. There are a total of 16 combat robots all controlled by a single Combat Coordinator Warbot (see sidebar for stats). The arrival of the PCs and elimination of the combat robot at the airlock has alerted the warbot to the PCs' presence and it will begin marshalling its forces to oppose the PCs.

Complete maps of Outpost Osiris can be found on pages ??-??. The following sections describe the complex, the initial location of the robots and mining staff, and tactics that they will use to capture and eliminate the PCs.

The PCs should quickly realize that the robots they encounter are not just working at random but are being directed. A successful skill check (Technician or Scientist) with a -20 modifier for working with alien technology should allow them to identify the communication channel being used by the robots to communicate and track it back to the warbot. If the PCs attempt to jam the communications, see the section *Jamming the Robots' Communications* (p ??) near the end of this section for details on that process.

### Pursale Combat Coordinator Warbot

|          |                   |
|----------|-------------------|
| STR: 100 | BP: 500           |
| AGL: 60  | INIT: 3           |
| CRD: 70  | Move: 13, Walking |
| PER: 65  | Frame: Huge       |
| INT: 65  | Docking: 15CU     |

Programming: Warrior +0, Marksman +0, Commander +10 (Violent Plan)

Equipment: A/V, IR, motion, vocal, & lifeform scanners, communicator, military grade reflec & ballistic screens, heavy laser rifle, devastator, grenade rifle, comm jammer, 800 EU powerpack, military grade armor, computer link, 4 EMP grenades, 4 tangler grenades, 8 smoke grenades, & 8 frag grenades.

Styled similarly to the combat robot, the coordinator warbot is about the same size as a full grown Pursale. It has a short squat body with six legs and two arms extending from the sides of the body near the front. Extending up from the front of the body are two long slender stalks, about 1.2 m in length that end in sensor clusters.

The arms end in manipulator hands that have three fingers and a thumb. The left arm has a built in heavy laser while the right one is sporting a devastator and grenade rifle. The powerpack is built into the body as is the magazine that feeds the grenades to the grenade launcher.

These robots are designed for both front line combat and controlling and coordinating squads of combat robots in independent actions while communicating with a central command if necessary.

## Outpost Osiris

The outpost consists of four main levels or sections. The first is the docking level, this area contains the docking bay, mineral processing center, material storage and the technical bays for the facility. It also is the level that provides access to the mines.

Below the docking level is the crew and administration level. This level contains the housing and recreation area, the base's life support and computer systems, plus the administration offices and communication and sensor systems.

Well beneath the other two layers is the power level containing the nuclear reactor that powers the base. This level consists of the reactor system, a control and monitoring station, and access to the reactor for maintenance and refueling when needed.

The final area is the mine shafts. These shafts wind and twist through the asteroid following the veins of materials being mined.

### Docking Level

The following briefly describes the function and contents of the various rooms on this level.

- **Docking Bay** - This is the docking bay for the base. It is capable of holding a single large size freighter or several smaller craft. The outer doors can be opened or closed from either inside the bay itself or from the Sensors and Communications room on the crew level. There are separate large pressure doors going to the airlock, the various storage bays, and the refined ore extraction area to allow for direct loading and unloading of ships dock here without having to move everything through the airlock.
- **Airlock** - This is the main airlock for the base connecting the docking bay to the rest of the complex. Primarily designed for personnel, it is also the route for getting large equipment (such as the mining robots) into the base. Because of its size, it takes 30 seconds to cycle.
- **Mineral Storage Bays** - These rooms are designed to hold the processed minerals extracted from the asteroid. Their primary access is through the large pressure doors in the docking bay although they can be accessed via smaller doors from the main hallway. Each of these rooms acts like an airlock and both doors cannot be opened at the same time.
- **Food Storage** - This large room stores excess foodstuffs and supplies for the life support system after it arrives until it is needed on the crew level.

- **Equipment Storage** - This room contains a variety of equipment and machinery that can be used to repair and maintain the systems on the bases, especially the life support system and mineral processing center.
- **Tech Repair** - This room is used for repair and maintenance of the equipment on Outpost Osiris. It counts as an Engineering Facility (RHB p29) for equipment repairs.
- **Robot Repair** - Similar to the tech repair room, the equipment in this area focuses on the upkeep of the outpost's robot workforce. There is always one or more robots in this facility for maintenance and repair. Like the tech repair room, this area also counts as an Engineering Facility for robot repair.
- **Robot Storage** - These rooms house storage and charging facilities for the robots working the mines and maintenance at the Outpost.
- **Mineral Processing Center** - This area is loud and full of machinery that processes the raw ore (taken in at area C on the map) and refines it into the raw materials ready for shipment (deposited at area A). There are various narrow walkways and passages through the machinery to allow for maintenance and repairs. Tailings of unusable ore are ejected out into space from the upper left corner through a series of airlocks built into the system.
- **Refined Ore Extraction** - This is where the refined materials are deposited once the refining process is complete. They are then moved from this area to the various mineral storage bays to await shipment.
- **Processing Control Center** - This is the control center for the mineral processing center. It allows the operators to oversee the refining process and monitor the state of both the material being processed and the machinery itself.
- **Raw Ore Intake** - This is the area where the mining robots deposit the raw ore mined from the asteroid to be processed. It contains a number of large bins and hoppers that move the raw material into the processing center. It is connected to the ore loading area (area H) via a series of airlock chambers.
- **Airlocks to Mines** - This airlock provides access to the mine shafts. The shafts are not pressurized so a vac suit is needed beyond this point.
- **Ore Loading Area** - This is the unpressurized area where the mining robots bring raw ore to be fed into the mineral processing center.
- **Stairwell** - This is a stairwell that descends down to the crew and then power levels of outpost Osiris. It is very rarely used as there are about 50 meters between the docking and crew deck and another 100 meters between the crew and power decks. It is present primarily for evacuation in case the main elevator fails.

- **Elevator** - This large main elevator connects the three inhabited levels of the outpost and allows for the movement of large machinery between the levels as needed. It takes one minute to travel between the docking and crew levels and two minutes to travel between the crew and power levels.
- **Storage Room** - This small storage room is used to hold various spare parts for the robots.

### Crew Level

- **Sensors and Communications** - This room contains several consoles that control the various internal and external communications and sensors. There are also a number of windows allowing the occupants to see out into space. From this room all of the security cameras, radios, and other sensors can be accessed and monitored.
- **Offices** - These offices are used to conduct the day to day administration of the outpost. Each contains a desk, some chairs, and a computer terminal.
- **Life Support and Hydroponics** - This area contains the life support machinery for the outpost and a large hydroponics lab that produces both fresh fruits and vegetables but also some of the oxygen used throughout the complex. All of the water and air circulation pumps and filters are located in this area.
- **Dining** - This the main dining hall filled with a number of tables and chairs and a large video screen along the left wall.
- **Galley** - This is the kitchen where the outpost's food is prepared.
- **Food Storage** - This is a giant pantry containing the unprepared food. There are a number of shelves and refrigerator units in this area. When supplies here are low, they are replenished from the food storage bay on the docking level.
- **Freezer** - A large walk-in freezer for holding perishable foods long term.
- **Main Computer** - This room houses the main computer for the outpost and has, in addition to the computer itself, three terminals for accessing the software on the computer. The computer contains all of records on the mining and ore processing activities at the outpost as well as any information collected on the alien spacecraft. With access to the computer, an operator has access to all the security cameras and locks, the life support system, and can control the mineral processing center and robots. The computer has a level ?? security system.
- **Housing** - These apartment are approximately 100 sq meters (1000 sq ft) in size and each have the same floor plan (or mirrors of their neighbors). The four units closest to the main hall are slightly larger (120 sq meters) and are designed for double occupancy.

- **Theater** - This is a large theater and holoivid room where the crew and staff can go to watch movies and shows. It is also used for teleconferences with Nova Vista headquarters and meetings of the entire outpost staff.
- **Pool** - This room contains a large swimming pool that the staff uses to relax and stay in shape.
- **Sauna** - This room contains a sauna that the crew can use on their off hours.
- **Changing Rooms** - This area contains a number of changing rooms and showers as well as toilet facilities for use when using the pool, gym, sauna, and steam room.
- **Steam Room** - For those that prefer a wet heat to a dry heat, this room provides a steam room for use by the staff.
- **Gym & Track** - This large room contains a gym floor that can be used for any number of recreational activities. The artificial gravity in this area can be adjusted to allow for a variety of different games and sports to be played if desired. Unlike the rest of the complex, which has a 3m high ceiling, the gym has a 10m ceiling. Around the outside of the gym floor area, there is a running track that is not affected by the changing gravity.
- **Stairwell** - This stairwell connects the three levels and can be used in case of emergency or failure of the elevator.
- **Elevator** - This is the access to the large elevator that connects the three levels of the outpost.

#### Power Level

- **Stairwell** - This is the stairwell access on the Power Level.
- **Elevator** - This is the elevator access on the Power Level.
- **Control Room** - This is the control room for the nuclear reactor that powers the outpost. The room is secured by a level ?? lock that only grants access to the technicians that operate the reactor. It is usually empty as the system is fully automated and only requires checks once or twice a day.
- **Maintenance Access** - This is an decontamination airlock that allows access to the reactor itself for any maintenance tasks. The room contains several radiation suits that allow the technicians to work on the reactor without sustaining radiation damage. Both doors cannot be opened at the same time and it takes 10 minutes to cycle the system once the inner door has been opened to clear out the irradiated air. Both doors have a level ?? security lock that only opens for the technicians that operate and service the reactor.
- **Fuel Loading Access** - This door is used to add new or remove spent fuel from the

reactor. It accepts only specially designed fuel canisters that are designed to hold the atomic fuel for the reactor and keep it contained and safe. It is not large enough for any of the races to enter the reactor.

- **Nuclear Reactor** - This is the nuclear reactor proper that powers the outpost and contains the fuel cells, turbines, piping, and heat exchangers that keep the reactor running and the energy flowing.

## Initial Locations of Robots and Mine Staff

### Mine Staff

When the PCs arrive, the surviving mine staff are scattered throughout the complex attempting to hide from the robots that are trying to eliminate them. Of the original 16 staff members only 12 are still alive. Three were killed in the initial foray of the combat robots into the complex and the fourth was killed as she and Kella attempted to reach the Docking Bay and the PCs. The staff members (both surviving and dead) are in the following locations.

- Dr. Jamis Grandt (Hm) - Overwhelmed by the situation, Dr. Grandt has hidden himself in the hydroponics lab where he has so far been undetected. If rescued, he will be able to provide lots of information about the staff and operations but will not have any suggestions as to solutions for the current situation.
- Kella Rezal (Hf) - Kella is with the PCs and will either accompany them as they move through the complex or will stay on the Mirage. She doesn't want to stay anywhere else until she knows that the robots have been eliminated.
- F'Vothee (Yf) - F'Vothee is hiding out inside the nuclear reactor on the power level figuring that would be one of the last places the robots would search for her. Unbeknownst to her, in her haste to get into the reactor, she tore a very small hole in her radiation suit and is taking radiation damage (1D/hour - currently has 12 BP left). If she is not found and treated within a couple of hours she will succumb to radiation poisoning.
- Hiloo (Nm) - Hiloo is hiding out in the Mineral Processing Plant (Docking Level). He has backed himself up into one of the little side maintenance passages and wedged himself under some of the machinery. The robots are a little too big to enter the maintenance passages directly but are starting to dismantle and destroy the machinery in an attempt to get to him.
- Reid Esperon (Hm) - Reid had ventured down to the alien ship after Thrawl's crew left to investigate and was caught by the robots leaving the vessel. His body is

about 2/3rds of the way from the mine airlock on the docking level to the alien ship. He was able to get a warning back to the staff allowing them to attempt to defend themselves or hide.

- Clese Whayeson (Hm) & Vothi (E) - These two were killed in the Ore Loading Area (Docking Level) trying to defend the airlock connecting the mines to the outpost against the advancing robots. They managed to destroy one of the robots whose body is in that area with them before they were overwhelmed by the other robots.
- Petoph Baker (Hm) - Petoph is hiding in one of the robot storage room. He's working on trying to activate and reprogram the spare mining robot in that room to use it to attack the invading robots. If he is not found, he will have the robot ready to go in 2d10+10 minutes after the PCs dock at the outpost.
- Donio Welley (Hm) - Donio grabbed the blankets off of his bed and is hiding out in the Freezer. He's been there for a while though and is starting to succumb to the cold.
- K'Yuuxan (Yf)- K'Yuuxan is hiding in the gym. She has turned the lights out and set the area to zero gravity. She has hidden himself in one of the upper corners of the room. She has a laser rifle and a 50 EU power pack and will fire on any robot that discovers her.
- Melni (Nf), G'Vorta (Ym), & Taxu (E) - These three are attempting to hid out in the mine shafts. They have managed to evade the robots searching the shafts for now but are slowly being herded toward capture.
- Yo'Viltri (Yf) - Her body is in the stairwell between the Crew and Docking levels. She and Kella were attempting to reach the PCs' ship when they were caught by one of the combat robots (the one destroyed by the PCs) she was killed as they made their way through the stairwell buying Kella time to escape.
- Chofa (Nf) - Chofa is hiding in the largest of the mineral storage bays. She has squeezed herself into one of the shipping containers by removing some of the refined material that was originally in there which is spilled out on the floor.
- Yuror (E)- Yuror is hiding out in one of the currently unused housing units. They has barricaded themself into the bathroom with the lights out.

## Robots

There are 16 robots currently active and moving throughout the outpost. They are initially in the following locations but will start converging on the PC's location as directed by the Combat Coordinator Warbot. These are the positions of the robots when the PCs dock at the outpost.



- Mine shafts - there are 6 robots here working in three pairs to search the shafts for the miners hiding there.
- Stairwell - There are two robots in the stairwell. One is sitting in the area between the crew and power level. It is currently just on station watching for anyone to traverse this area. The second is descending the stairwell between the docking deck and crew deck and is enroute to start searching the recreational areas of the crew deck.
- Life Support and Hydroponics - A robot has just entered this area to start searching it.
- Central housing corridor - There is a robot in the central corridor between the housing units. It is at the end of the corridor and will break down the door to and enter each room in turn working it's way up the corridor. It has already searched the units off the left corridor.
- Raw Ore Intake - There is one robot in this area that has started to smash and dismantle its way down the maintenance access corridors searching for crew members.
- Processing Control Center - There are two robots here attempting to dismantle and work their way into the maintenance passages looking for Hiloo whom they know is in the area somewhere.
- Mineral Storage Corridor - There is a robot about to enter the leftmost Mineral storage area.
- Robot Repair Shop and Storage Rooms - A single robot is in this area looking for Petoph Baker.
- Airlock to Mines - A single robot is stationed in this location to prevent any of the staff moving between the outpost and the mine shafts.
- Alien ship access tunnel - About half way down this tunnel from the airlock to the ship is where the Combat Coordinator Warbot has stationed itself allowing it to communicate with all of its robots and the ship.

## Robot Tactics & Timeline

### Tactics

The destruction of the combat robot at the airlock has alerted the Combat Coordinator Warbot to the presence of a potential threat. 1d5 turns after the robot is destroyed, it will begin marshalling its other combat robots to identify and eliminate the threat.

The warbot does not have access to the outpost's camera and security system so it only knows where the PCs are when they encounter one of the combat robots. It will start by

sending the combat robot from the Mineral Storage area to the airlock to investigate the destruction of the combat robot there.

If the PCs are still at the airlock when the combat robot arrives, or it sees them in the corridor, it will engage them immediately. Otherwise it has a 60% chance per turn to pick up their trail and pursue them.

If a robot encounters the PCs and is destroyed, the warbot will retask the closest robot to that position to resume the pursuit. If the PCs are making short work of the robots, feel free to direct two or more robots to their location.

It should become quickly obvious to the PCs that the actions of the robots are coordinated and being controls from somewhere. If they can jam the communications, then the robots will just go about their last assigned task.

If the communications are jammed, the warbot will come out of the access tunnel to deal with the threat directly. If needed the warbot can summon up to eight additional combat robots from the ship embedded in the heart of the asteroid (provided communications haven't been jammed). This gives the referee some flexibility to provide the necessary challenge for the PCs.

### Timeline

The PCs can't afford to take their time once they enter the outpost. The robots are looking for them and for the mining staff. The longer the PCs take to eliminate the threat, the more of the mining staff will be killed by the robots. The referee should convey this sense of urgency through the actions of the robots and any NPCs encountered.

The following timeline assumes the PCs do nothing to intervene or are ineffective. Adjust events appropriately based on the PCs' actions. All times are given in minutes after the initial encounter at the airlock with the combat robot.

| Time (min) | Event  |
|------------|--|
| 3          | Chofa found in Mineral Storage Bay and killed.                         |
| 5          | Petoph Baker found in robot repair shop.                               |
| 8          | Yuror found in housing unit and killed.                                |
| 13         | Dr. Jamis Grandt will be discovered in the Hydroponics lab and killed. |

|    |   |
|----|---|
| 18 | Donio Welley will be found in the freezer by the robot that killed Dr. Grandt.  |
| 22 | K'Yuuxan will be discovered in the gym by the robot originally traversing the stairwell. A short fight will ensue before he is killed.  |
| 26 | The robots will have smashed their way through enough of the mineral processing machinery to capture and kill Hiloo.                    |
| 35 | Donio Welley will exit the freezer due to the cold if not previously discovered and start looking for survivors or a new place to hide. |
| 60 | Melni, G'Vorta, & Taxu finally cornered and killed in the mines.  |
| 74 | F'Vothee will succumb to radiation induced damage if not found and treated.   |

### Jamming the Robots' Communications

One option the PCs have for dealing with the coordinated assault of the combat robots is to jam the communications between them and the warbot. To do this, a successful skill check with a -40 modifier would allow them to jam the communications. However, this check would have to be performed either using the equipment on the Mirage or in the Sensors and Communications room. PCs with the relevant skills would know where they would have to be to jam the communications. Setting this up takes 1d10 minutes.

If the PCs jam the communications, the warbot no longer has input from the combat robots as to the PCs' location and can no longer task robots to intercept and pursue the PCs allowing them to move around more freely.

The combat robots themselves will pursue their last assigned task, i.e. searching whatever set of rooms they were in, and then go idle and assume a defensive posture. They will attack anyone that approaches them they will not actively patrol or seek out engagements.

Even with communications jammed, the warbot will still be broadcasting attempting to contact its combat robots and the PCs can still follow this signal to the warbot if they have thought to do so.

### Destroying the Warbot

The warbot is actively controlling the combat robots as an extension of itself during this encounter. If it is destroyed or deactivated, all robots without a specific target (e.g. the

combat robots pursuing s3 and m3 or engaging the PCs) will immediately stop all action. They will defend themselves if attacked but will not initiate an attack or pursue anyone. Those robots who are already pursuing someone or engaged in a fight will continue their current task and then stop when it is completed.

This deactivation only occurs if communications between the robots are not jammed. If the warbot is destroyed or deactivated while the communications are being jammed, the robots will not stand down until the communications jamming stops.

## **Aftermath**

Once the PCs have secured the outpost and defeated the warbot, the surviving mine staff can fill them in on the events that occurred before they arrived (see section ???). The PCs can also send a message back to Nova Vista appraising them of the situation and outcome. If they have not already decided to do so, NVC will direct them to explore the ship embedded in the asteroid (Section 5) and secure it for future study.