

HOSPITAL UNIT MIPS-134

Setting

This adventure is set in the Core Command universe but with a slightly darker theme, more realistic space combat, and a gritty game reality. Fractal is a somewhat autocratic ruler but is accepted because of various threats such as the D'Vor and the Commies (pardon, Kom'Sov). Core Command is a bit less benevolent and uses a very aggressive recruitment policy to get new troops for the massive battles at the fringes of the Core Alliance.

The players are medics in the Medical Personnel Station MPS-134 that monitors the quality of new recruits and also provides medical aid to the low tech worlds in its sector (a.k.a the Hydra Front). The station is based around a long-forgotten core of machinery that is home to a few reclusive mi-compilers and is run by a harsh militaristic Muran general.

There are several barracks on the station and most aliens and low-tech humans on it only speak a very rudimentary Standard. The station has a small guard regiment and a fighter wing assigned but all combat equipment is rather old as the station is not directly at the front lines.

PCs

Dr. Marcus Boosh

Booch is a tall and skinny black man with sunken eyes and a hunched-over posture. He is absent-minded and incapable of any conversation that has nothing to do with work. After his wife, a Core Agent, disappeared 2 years ago, he only lives for his work and shies away from any personal bonds.

Perks & Flaws

- Intuition (CREA rolls)

Statistics

Agility	0	App.	0
Build	0	Crea.	1
Fitness	0	Inf.	0
Kno.	2	Per.	0
Psyche	0	Will.	0
Strength	0	Health	0
Stamina	25		
UD	3	AD	3

Skills

Name	Level	Cpx
Medicine	1	1
Nat. Sci. (Biology)	2	2
Nat. Sci. (Virology)	3	2
Nat. Sci. (Toxicology)	1	1
Nat. Sci. (Anthropology)	1	1
Notice	1	1
Electronics	1	1
Mechanics	1	1
Small Arms	1	1
Defence	1	1

Additional Equipment

- Medikit
- Portable Bioscanner
- Blazer Handgun (Acc 0, DM x25, BR 10m, ROF 0, Ammo 100, Wt 0.5)
- Light Composite Armour Vest & Helmet (AR: 16)

Dr. Soma Krakan

Soma is a youngish looking petite blonde who rose to the position of ground mission commander due to her connections in high command. She gets very angry when people ignore her or do not show her respect. She dislikes Brass and always gives him the worst jobs.

Perks & Flaws

- Authority
- Infamous (tyrannical)

Statistics

Agility	0	App.	0
Build	0	Crea.	0
Fitness	1	Inf.	0
Kno.	2	Per.	0
Psyche	0	Will.	1
Strength	0	Health	0
Stamina	25		
UD	3	AD	3

Fitness	1	Inf.	0
Kno.	1	Per.	1
Psyche	0	Will.	0
Strength	0	Health	0
Stamina	35		
UD	2	AD	2

Skills

Name	Level	Cpx
Athletics	2	1
Nat. Sci. (Biology)	3	2
Combat Sense	1	1
Notice	2	1
Defence	1	1
Pilot (A-Grav)	1	1
Medicine	2	3

Name	Level	Cpx
Defence	1	1
Tech. Sci. (Electronics)	3	2
Tech. Sci. (Mechanics)	2	2
Tech. Sci. (Computer)	1	2
Tinker (Sp: Electronics)	2	1
Notice	1	1
Pilot (A-Grav)	1	1
Negotiation	1	

Additional Equipment

- Blazer Handgun (Acc 0, DM x25, BR 10m, ROF 0, Ammo 100, Wt 0.5)
- Light Composite Armour Vest & Helmet (AR: 16)
- Field Surgical Kit
- First Aid Kit
- Datapad

Mr. Pebbles

This Sanrok tech is responsible for keeping the lab equipment in working order and to fix any other problems occurring along the way. Pebbles is very relaxed and tries to mediate in the case of inner-party strife. The only thing that really enrages him are religious fanatics and those who claim to have the absolute truth. He is the only person Mortez even marginally tolerates.

Perks & Flaws

- Strong Immune Systems (+1 to HEA checks for drugs/disease etc.)

Statistics

Agility	0	App.	0
Build	2	Crea.	1

Additional Equipment

- Blazer Handgun (Acc 0, DM x25, Br 10m, ROF 0, Ammo 100, Wt 0.5)
- Light Composite Armour Vest & Helmet (AR: 16)
- Toolkit Belt
- Datapad
- Gamepad (Chess, several shooting games)

Sgt. Rigori Mortez

This small and stocky marine with a grey buzz-cut and 2 artificial legs is a veteran of many fights who got mauled in a raid on a Grob pirate vessel. He was reassigned to the MPS-134 as protection for the medics in the field. He hates this job and verbally abuses the "egg heads" around him, constantly complaining about the lack of action. The only thing that cheers him up a bit are the frequent chess matches against Pebbles who is not as "esoteric" as the medics.

Perks & Flaws

- Acute Hearing (+1)

Statistics

Agility	2	App.	0
Build	1	Crea.	0
Fitness	1	Inf.	0
Kno.	0	Per.	0
Psyche	0	Will.	0
Strength	1	Health	0
Stamina	30		
UD	6	AD	6

Skills

Name	Level	Cpx
Athletics	1	1
Combat Sense	2	1
Defence	2	1
Hand to Hand	1	1
Medicine	1	1
Melee	1	1
Notice	2	1
Small Arms	3	1
Stealth	1	1
Survival	1	1
Throwing	2	1

Additional Equipment

- Blazer Handgun (Acc 0, DM x25, BR 10m, ROF 0, Ammo 100, Wt 0.5)
- 8mm Gauss Rifle (Acc 0, DM x35, BR 85m, ROF 1, Ammo 30, Wt 4)
- 3 concussion grenades
- 4 spare clips
- Survival Knife
- Duraplast Mail & Helmet (AR: 24)

Iggy Brass

Iggy is a paramedic/nurse and helps the medics with their work. He is generally skinny but has a pot belly. He dresses sloppy and has long greasy hair. While he is generally seen as incompetent, he has a lot of experience with the less savoury aspects of life and he is the one everybody who needs something illegal or hard to obtain comes to.

Perks & Flaws

- Thick Skinned
- Acute Eyesight (+1)

- Criminal Background

Statistics

Agility	1	App.	0
Build	1	Crea.	0
Fitness	1	Inf.	2
Kno.	0	Per.	0
Psyche	0	Will.	0
Strength	1	Health	0
Stamina	35		
UD	6	AD	6

Skills

Name	Level	Cpx
Negotiation	1	1
Combat Sense	2	1
Defence	2	1
Hand to Hand	1	1
Medicine	2	1
Melee	1	1
Notice	3	1
Small Arms	1	1
Stealth	1	1
Survival	1	1
Streetwise	2	1

Additional Equipment

- Blazer Handgun (Acc 0, DM x25, Br 10m, ROF 0, Ammo 100, Wt 0.5)
- Switchblade
- Light Composite Armour Vest & Helmet (AR: 16)
- Sixpack of Vodka-Jelo
- First Aid Kit

Party Equipment

- Small interstellar shuttle with research lab, sickbay for 5 patients, and A-Grav jeep for 6 people
- surgical tent and 5 tents for patients (occupancy 10 each)
- Spray Drone (a small flying drone that can spray various chemicals on an area)
- Medical Autofactory

Adventure 1: The Ghoul Virus

Synopsis

The PCs are sent to the underdeveloped human world Eratis where people in the city of Corbare started to physically whither and lust for human flesh for no apparent reason, this strange affliction has therefore been dubbed the Ghoul Virus. The PCs are to investigate, eliminate the source, and possibly heal the disease.

The True Story

About 5 month ago a D'Vor sporeship crashed on the world and started releasing ghoul spores. These wicked micro organisms turn those who are infected into ghoul-like creatures that constantly input bio mass to build inside them a D'Vor bio-construct.

The first humans to be infected have been hunters who came near the crash site.

The Village

The city of Corbare is home to 500 hunters with their families. While not at the epicentre of Core's interest on Eratis, it is one of the most important cities on that world and any disease found there will quickly spread to the whole planet.

Currently, the 50 ghouls infected are held in a huge cage outside the city walls, guarded at all times by 4 hunters. However, due to new infections (caused by a yet undiscovered ghoul), few people are willing to do this job.

Medical Research

The PCs can use their lab to find out more about the disease. Use the research tree in Fig. 1 to determine time requirements and complexity/difficulty. Be sure to make rolls out of sight of the PCs. If more than one PC researches on a subject, roll for each of them and tell each what his opinion on the subject is. If a roll is failed and no false state is given, there is no information.

Other Things to find out

Naturally, the PCs can also do some other research. This will ultimately lead to the discovery of the spore ship which should be wiped out.

- Graban and Bulbo were the first to be infected. They are among the most daring hunters but now they are Ghouls
- Graban and Bulbo often go hunting farther than anybody else
- Bulbo has among his possessions in his hut a beautiful gem that feels warm to the touch and is clearly some biotech device (a D'Vor audio sensor, it takes some good rolls to figure this out)

Finding the Spore Ship

Once the PCs know that the spores are of D'Vor origin, they can guess that there must be some D'Vor artefact somewhere on the world. Once they know the general area, they can configure their sensors to find the place where the ship has hidden underground. Use the organic tiles to lay out the interior and throw the two guardian constructs at the PCs. Once they reach the core, they can rig a bomb to blow up the thing. Alternatively, they can just call in the cavalry and have the thing blasted away.

Distracting Events

- 6 Ghouls break lose from the cage and attack nearby humans.
- An enraged noble elder accuses the PCs of being "evil wizards" who have caused the disease to get more volunteers out of this world for their armies

NPCs and Obstacles

Baldar Corbal

The king of Corbare is young and full of new ideas for the advancement of his city. He would be willing to share more power with his subjects if they only were more enlightened and ready for democracy. Baldar is very friendly to strangers but likely to lose the confidence of his subjects when things go bad.

Fama

Fama is an old man with a hateful face and a bad cough. He is very much against change and tries to convince others that the outsiders are responsible for the plague. he will hold any problems against the PCs and spread rumours about their ill-conduct. Many villagers will come to him and report what is going on, so he is one of the most well-informed people around.

Carnocula Bio-Construct

These bizarre creatures are a new addition to the D'Vor arsenal. The constructs look like tall and skinny humanoids without skin and with scythes made of bone instead of hands. The constructs have a head that consists only of teeth and maggot-like feelers.

Statistics

Agility	-1	Per.	+1
Build	+12	Will.	-1
Fitness	+8	Move	40m/rnd
Ins	-1		
Strength	+10	Health	+2
Stamina	95		
UD	25	AD	-

Skills

Name	Level	Cpx
Combat Sense	2	1
Defence	2	1
Hand to hand	2	1

Special Abilities

- Slam (DMx25), Bite (DMx10)

Villager

The stats below are for the typical hunter/warrior of the tribe. Non-combatants will usually have lv 2 in their "job" skills and at least 1 in the skills listed here.

Statistics

Agility	+1	App.	0
Build	+1	Crea.	0
Fitness	+1	Inf.	0

Kno.	0	Per.	0
Psyche	0	Will.	0
Strength	0	Health	0
Stamina	30		
UD	6	AD	6

Skills

Name	Level	Cpx
Archery	1	1
Athletics	1	1
Combat Sense	2	1
Defence	2	1
Hand to Hand	1	1
Medicine	2	1
Melee (Sp: Spear)	2	1
Notice	2	1
Stealth	2	1
Survival	2	1

Equipment

- Long Spear (Acc -1, DM AD+12)
- Leather Armour (AR 5)

Ghoul

The Ghoul virus has an adverse effect to the body but gives inhuman strength and resistance to damage.

Statistics

Agility	+2	App.	-2
Build	+2	Crea.	-2
Fitness	+2	Inf.	-2
Kno.	-2	Per.	0
Psyche	-2	Will.	+2
Strength	+2	Health	0
Stamina	35		
UD	6	AD	4

Skills

Name	Level	Cpx
Athletics	1	1
Combat Sense	2	1
Defence	2	1
Hand to Hand	2	1
Notice	2	1

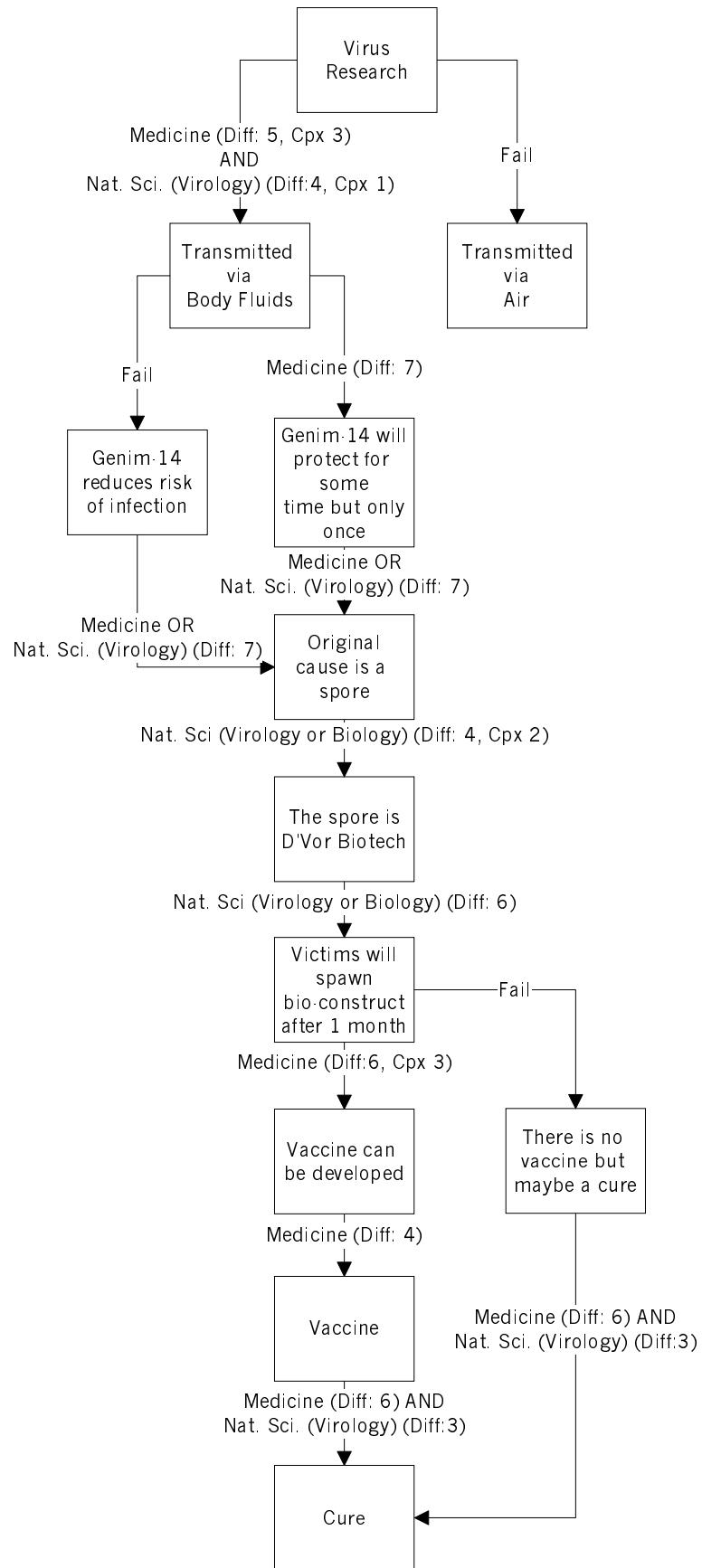


Figure 1 - The Ghoul Virus Research Tree

Stealth	2	1
Survival	2	1

Equipment

- Finger Nails/Claws (Acc 0, DM UD+15)
- Leather Armour (AR 5)

Interlude 1-2: Resupply Ship

The MPS-134 is visited by a huge Core tender ship which not only upgrades the rather poor quarters on the station to somethings people could enjoy living in but also leaves a new armed shuttle for the PCs to operate from. Everybody wonders what this is all about until....

Adventure 2: Gang Warfare

On the medium-tech world Gidion Prime there is a lot of gang warfare between people who plug their bodies into bikes etc. The PCs are ordered to help an influential family to recover their only son from such a gang.

Adventure 3: Kotan Investigation

The PCs are sent to investigate a newly discovered race of underground "frogmen" and determine whether these are suitable as troops in the fight against the D'Vor. On the surface of the world lies a colony of Sanrok Carvers who are infected with a disease and refuse to be treated for religious reasons, thus posing a danger for the Kotan population.

Adventure 4: D'Vor in the Core

When a child goes missing in the core or MPS-134, the PCs join the search, only to discover that D'Vor creatures have infected the station. A run to evacuate and to call for help end the life of this space station.