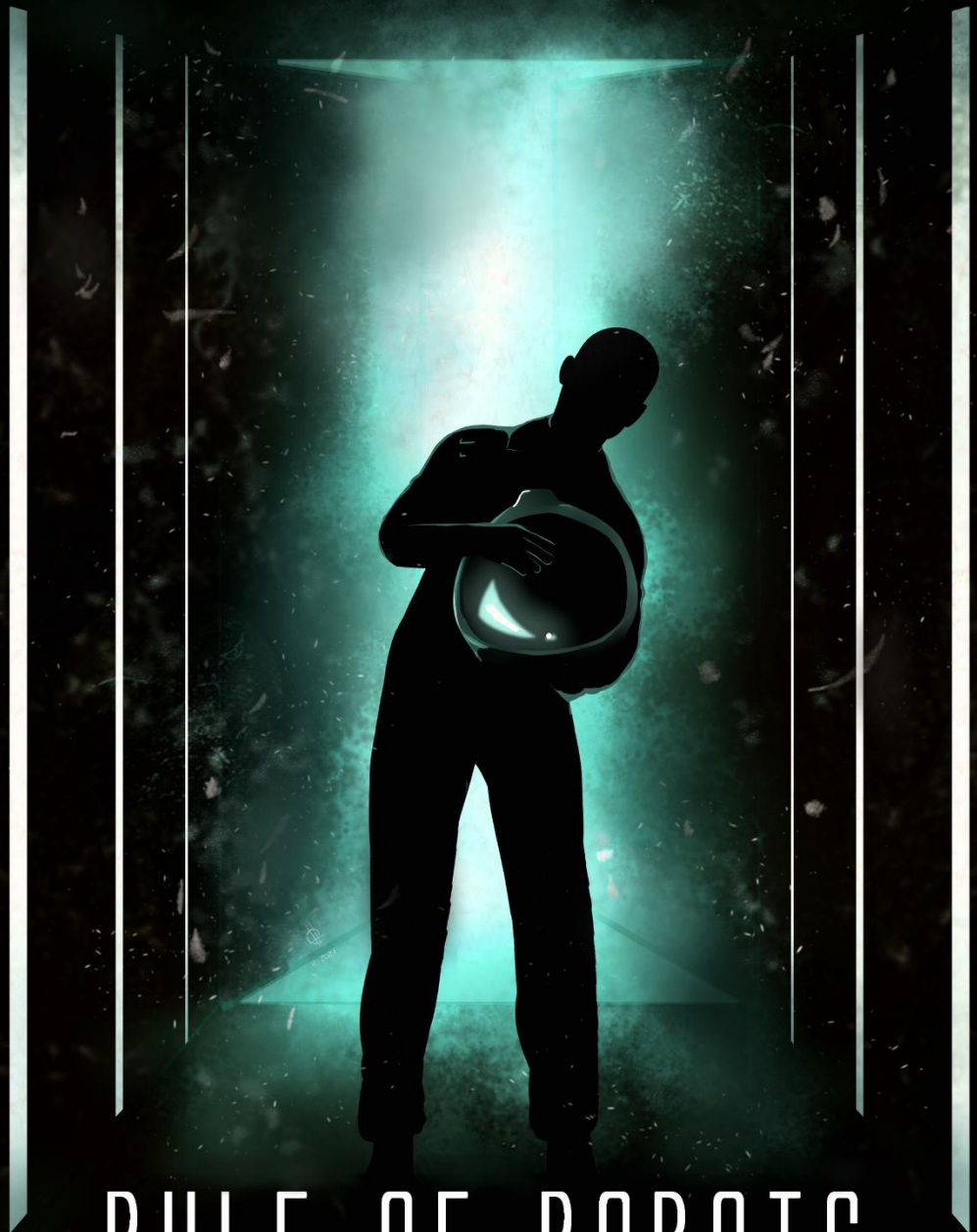


ALIEN



RULE OF ROBOTS
A CINEMATIC SCENARIO

RULE OF ROBOTS

A CINEMATIC ALIEN RPG ONE SHOT

BY

MARTIN V. PARECE II

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Ver 1.31.22 – Fixed numerous typos and a couple instances where Hyperdyne was Weyland-Yutani.

This scenario is purely meant for recreational use, just like whatever you crazies do with that llama, emu and four pounds of hemp in your basements.

Any events, names or faces used may very well be representative of past, current, future, factual or fictional events, but I'll never tell... BWAHAHAHA!

A big thanks to Free League for such a phenomenal RPG, Alien: Isolation for a truly creepy android, Ridley Scott, my wife and children, Cthulu (Remember, as long as he may eternally lie, he is not dead!) and the funnel web spider. Last but not least, thanks to <https://newtbb.netlify.app/> for the awesome map software. I AM CRAP AT MAPS.

If you enjoyed this content, please check out my website <https://www.martinparece.com/> to see the rest of the fan-made and absolutely non-canon content for Alien RPG on my website. While you're there maybe you'd consider checking out my fiction writing available on Amazon.com! Any support is greatly appreciated.

A HUGE THANK YOU to Hana K. Parece for the amazing cover art. She's a fantastic up and coming artist, and you can reach out to her at hanakclya@gmail.com!

Ver 04.27.22 – Updated portraits to new version!

THE PLAYER CHARACTERS

KLAUS WAGNER
SEEGSON COMPANY REP



Strength 2

Agility 3

- Ranged Combat 1

Empathy 4

- Manipulation 3

Wits 5

- Comtech 3
- Observation 3

Gear: Personal Data Card with Corporate Clearance, Rolex Watch, \$1,000

Signature Item: Divorce Papers

Talent: Cunning

Klaus works for the company, but he really isn't a bad guy. He truly believes that the Seegson Systems conglomerate actually cares for mankind and is working to make the galaxy a better place. At the same time, he recognizes the need for the company to make a profit, and he'll work hard to protect the company's employees and assets should the need arise.

He came to Roanoke Station with the last supply ship three months ago. The previous rep was ready to leave after six months in deep space, mostly surrounded by robots. Wagner actually requested the assignment. Fresh off his divorce from Heidi (cheating bitch!), he wanted to get away. It has been therapeutic for him, and he's considering putting in for transfer to someplace busier.

Grace McAfferty - Don't trust her. Why is she even here?

Mike Jones - Seems all right. Takes himself very seriously.

Heath Hobbs - Something about this guy makes you nervous.

Roberto Jimenez - Annoying jokester. Grow up already.

Jake Robertson - Works hard, and you appreciate that.

Willa Tomanski - Quiet lady. You asked her out once. She said no.

The Working Joes - You've been around them for years. Their inhuman characteristics don't bother you anymore.

GRACE MCAFFERTY
HYPERDYNE COMPANY REP



Strength 2

Agility 4

- Mobility 1

Empathy 5

- Manipulation 3
- Medical Aid 1

Wits 3

- Comtech 1
- Observation 3
- Survival 1

Gear: An encrypted data/keycard, Gold Plated Pen, \$1,000

Signature Item: Employee of the Year Award

Talent: Personal Safety

Grace is an ambitious company agent, looking for her big break. Unfortunately, Hyperdyne sent her to Roanoke station instead. The company doesn't do anything without a plan, she just wishes she knew what the plan was! The encrypted data card they sent her with has something to do with it, she's sure.

She does not like Wagner at all, considering him to be some goodie-two-shoes in addition to the fact he works for a rival company. For that matter, she doesn't really like anybody, unless they can help her advance her agenda. That being said, she does consider Tomanski to be a friend, and she knows that the young doctor will do anything she asks.

Klaus Wagner - He doesn't trust you, and you don't care. Maybe that can work to your advantage?

Mike Jones - He watches everything. Watch him back.

Heath Hobbs - He's not like Jones. He might be someone you can deal with.

Roberto Jimenez - He thinks he's funny....

Jake Robertson - Straight up blue-collar guy. Hard to manipulate, unless you can play the defenseless girl thing.

Willa Tomanski - Friendly, caring. Being the only other girl on the station, she has become a friend. Until you don't need her for anything, of course...

The Working Joes - Substandard pieces of garbage. Creepy, too.

MIKE JONES
COLONIAL MARSHALL



I really wanted an African American male here, but this person does not exist seems to have a shortage...

Strength 3

- Close Combat 1

Agility 3

- Ranged Combat 3

Empathy 3

- Manipulation 3

Wits 5

- Observation 3

Gear: .357 Magnum w/1 reload, hand radio, \$600

Signature Item: Marshall's badge

Talent: Investigator

Jones and Hobbs grew up together, joined the Marshall's service together and graduated school together. They've always been inseparable, best of friends, though Mike is very aware that he has always been more successful. A humble guy, he tries not to point out the faults of those around him, especially his best friend. They came to Roanoke together as deputies under Marshall Owens.

A month after coming to Roanoke, he found the weapon's locker left open after Hobbs was assigned to strip and clean the weapons. The book required a filed a report, and Hobbs received a reprimand on his record. A month later, Owens passed from a heart attack, and Jones was promoted to Marshall.

Klaus Wagner - Another company guy. Seems okay, though?

Grace McAfferty - This lady... That smile doesn't fool you.

Heath Hobbs - Your best friend. He has always been there and always will.

Roberto Jimenez - Annoying jokester, but he makes you laugh.

Jake Robertson - You've seen his type before. Can be a troublemaker, but you know you can rely on him when you need him.

Willa Tomanski - Quiet girl. Seems to really care about people.

The Working Joes - You've learned to ignore them, but these things bug you deep down.

HEATH HOBBS
DEPUTY MARSHALL



Strength 4

- Close Combat 1
- Stamina 1

Agility 4

- Mobility 1
- Ranged Combat 3

Empathy 3

- Command 1
- Manipulation 2

Wits 3

- Observation 1

Gear: Pump shotgun w/1 reload, hand radio, \$600

Signature Item: Photo of mom back home

Talent: Subdue

Jones and Hobbs grew up together, joined the Marshall's service together and graduated school together. They've always been inseparable, the best of friends. But the truth is, Hobbs has always resented Jones being better at everything all the time.

That resentment turned to anger when his "buddy" reported him for a simple mistake. Hobbs is sure that reprimand led to Jones' promotion, and he seethes with hatred about it every time he thinks of it. Now, he's looking for the chance to bring Jones down a couple of notches and finally get what is owed to him.

Klaus Wagner - This company guy seems straight up. You don't like him.

Grace McAfferty - You know she's full of shit, but maybe her aims are compatible with yours?

Mike Jones - Your best friend, once. You're over him, but don't let him know that.

Roberto Jimenez - F*** off, kid...

Jake Robertson - You need his muscle in your corner.

Willa Tomanski - Sweet girl. She's the one person on Roanoke that gets through your tough guy exterior...

The Working Joes - Pieces of shit, stealing good, hard working humans' jobs.

ROBERTO JIMENEZ
PILOT



Strength 2

Agility 5

- Mobility 1
- Piloting 3
- Ranged Combat 2

Empathy 3

Wits 4

- Comtech 3
- Observation 1

Gear: PR-PUT Uplink Terminal, Mk.50 Compression suit, \$300

Signature Item: Aviator shades

Talent: Reckless

Jimenez landed a job with Seegson right out of flight school and snatched it up right away. Little did he know, they were going to send him to the ass-end of space, to a station no one had ever heard of and where nothing ever happens.

He's high energy, and a lot of people generally consider him obnoxious. He loves picking on the Working Joes, mostly because they have no sense of humor, and he finds their responses to his jokes hysterical.

All he wants is some action around this damn place, and he wastes most of his time hanging out in the Bison-class tugboat attached to the station, SSS-1241, which he has dubbed Tubgoat.

Klaus Wagner - He needs to lighten up in a major way.

Grace McAfferty - She's pretty, but there's nothing real there.

Mike Jones - Takes himself way too seriously.

Heath Hobbs - He's the kind of cop you always hated as a kid. He just won't let you have fun!

Jake Robertson - He's a good guy. You think he was a bit of a troublemaker in his day. You like him!

Willa Tomanski - Don't know much about her. She's pretty, but she doesn't seem to like you.

The Working Joes - These guys are freakin' hilarious!!

JAKE ROBERTSON

ROUGHNECK



Strength 5

- Close Combat 3
- Heavy Machinery 3
- Stamina 3

Agility 4

- Ranged Combat 1

Empathy 3

Wits 2

Gear: Cutting torch, hi-beam flashlight, \$300

Signature Item: Tool belt

Talent: Resilient

Jake has been around. He's worked heavy jobs on a dozen frontier worlds. He works hard, and he plays harder. There's no man you'd rather have in your corner in a bar fight, because the guy just doesn't go down.

He's halfway through his stint as "Lead Mechanic" on Roanoke, and he cannot wait to be done. The money is good, helping his early retirement plans, but his staff consists of nothing but these damned Working Joes droids. They give him the absolute creeps.

Klaus Wagner - This guy... never worked a hard day in his life. Damn suits.

Grace McAfferty - Another one! At least she's easy on the eyes.

Mike Jones - Seems like a straight up sort, but you feel like he's always watching.

Heath Hobbs - You've seen this kind of cop before. Entrap you into barfight, then charge you with assault.

Roberto Jimenz - This kid reminds you of you, maybe minus ten or twenty years. Good kid!

Willa Tomanski - Girl is quiet, and you rarely have much interaction with her.

The Working Joes - You can't wait until you work nowhere near one of these things again.

DR. WILLA TOMANSKI
MEDIC



Strength 2

Agility 3

- Mobility 3

Empathy 5

- Medical Aid 3

Wits 4

- Observation 3
- Survival 1

Gear: Surgical kit, medkit, \$200

Signature Item: Framed medical license

Talent: Compassion

Tomanski is one of the original crew members of Roanoke station, the other being Station Supervisor Olefsen of course. She has never felt the need to leave, and in fact appreciates the quiet and solitude Roanoke affords her. She spends most of her money on having books shipped in on the semi-annual supply ships, and she has plenty of time to read them. After all, there are more androids than humans on board, and they don't need medical attention.

She rarely interacts with the rest of the crew, but she has formed a warm friendship with Grace McAfferty (the Hyperdyne exec).

Being a doctor is more than a job to her, however. She will rush to the aid of anyone who is injured and do everything she can to help.

Klaus Wagner - He's very GQ and a company man, but he seems okay.

Grace McAfferty - She's the only one here who seems to really care who you are.

Mike Jones - A good cop, you think. Hope you never really need him.

Heath Hobbs - Most people don't like him, and you don't know why. He's a sweet, big teddy bear.

Roberto Jimenz - God, I wish he'd shut up!

Jake Robertson - Don't know much about him. He doesn't come up to medical, and you don't go to his job, either.

The Working Joes - Whatever...

NPCS

With six playable characters, it is highly unlikely you'll need to use the following NPCs in that capacity. However, they do have certain skills and abilities that the PCs may find useful. And in the end, they're there if you need them!

LESLIE (PHOTO UNAVAILABLE)

HYPERDYNE SYSTEMS MODEL A2 ANDROID, HYPERDYNE AGENT

Strength 3
Agility 3
Empathy 7

Talents: Bypass, Merciless, Personal Safety

Five foot four, small frame, about 40, dark brown almost buzzcut hair with spots of silver and clean shaven. Very calm, British accent.

- Manipulation 3

Wits 7

Agenda: Infect every Working Joe android with the subversive programming, hopefully causing the deaths of every human on Roanoke Station. Then escape to tell the tale, causing huge amounts of damage to Seegson's business.

- Comtech 3
- Observation 3
- Survival 3

Gear: Just the P-DAT in his quarters

DOTTIE (PHOTO UNAVAILABLE)

BARTENDER

Strength 4

Blue eyes, platinum blond, short, cropped hair, thin but very fit, five foot seven. Sounds like she's from eastern Europe.

- Close Combat 2
- Stamina 1

Agility 4

- Ranged Combat 3

Empathy 3

- Manipulation 2

Wits 3

Talents: Weapon Specialist AK-4047

- Observation 2

Gear: AK-4047 w/2 reloads under the bar, \$100k UA and \$200k UPP in the safe in the cantina's back room

SVEN OLEFSEN (PHOTO UNAVAILABLE)

STATION SUPERVISOR

Strength 4

- Close Combat 1

Agility 2

Empathy 4

- Command 3
- Manipulation 2

Wits 4

- Observation 2

Large Scandinavian man in his late 30s with tousled short reddish-blond hair. Looks like he'd be more at home on a Viking ship than in an office with constantly malfunctioning environmental controls. Khaki pants and a button up shirt with rolled up sleeves and large sweat stains around the armpits. Just trying to keep the station running and not in the red without sweating to death.

Gear: Dealer's Choice

CHRISTIAN CLARKE

SEEGSON STORE CLERK

Strength 3

- Heavy Machinery 1

Agility 3

Empathy 4

- Manipulation 3

Wits 4

- Comtech 3
- Observation 3

Average height and build, slightly darker skinned Caucasian (Mediterranean ancestry probably), dark almost black hair. Maybe 25. Good with electronics and a great salesman, he can't wait to get back to civilization. Mostly spends his time watching old movies.

Gear: Whatever he needs to borrow from the store.

PERRI BENOIT

GENERAL STORE CLERK

Strength 2

Agility 3

- Mobility 2
- Ranged Combat 2

Empathy 5

- Manipulation 3

Wits 4

- Observation 3

Parents were French, but she speaks unaccented English. Doesn't much care for Roanoke and intends to take a new position somewhere when her contract is up. Very pretty with curves in the right places. Has a thing for Wagner and isn't shy about it.

Gear: If it's in the General Store, she'll use it as necessary.

WORKING JOES (KILLER JOES)

SEEGSON SYSTEMS BUDGET-FRIENDLY ANDROID



*Copyright Alien: Isolation

Strength 7

- Heavy Machinery 3

Agility 4

Empathy 2

Wits 7

- Comtech 3
- Observation 3

Speed 1

Talents: Killer, Merciless

Health: 7

Signature Attacks

1. Ominous Approach - the android approaches slowly for the kill. Target receives +1 stress.
2. Pummel - 7 base dice, 1 damage per success.
3. Strangle - 7 base dice, Death roll with penalty equal to number of Joe successes.
4. Head Grab - 7 base dice, success means Joe has the target's head in a vise-like grip and will attempt a 5 or 6 attack next round. Any Agility based rolls the target attempts until free are at a -2. +1 Stress and immediate Panic roll.
5. Break Neck - 7 base dice, success means target's neck is broken, instant death.
6. Crush Skull - 7 base dice, success means target's skull is crushed, instant death.

Seeing a Working Joe attack a human for the first time is cause for +1 Stress.

Working/Killer Joes suffer critical hits as per Synthetics in the core rule book (p.111).

Working Joes, like all androids, are subject to the Universal Laws of Robotics, unless infected with the malware Leslie is carrying:

1. A robot may not injure a human being or, through inaction, allow a human being to come to harm.
2. A robot must obey the orders given it by human beings except where such orders would conflict with the First Law.
3. A robot must protect its own existence as long as such protection does not conflict with the First or Second Law.

SUMMARY:

Our players make their homes on Roanoke Station, a quiet Seegson space station nearly forgotten out on the frontier. They investigate a distress signal sent by *Midas*, a survey ship that passed through recently, to find the entire human crew save one dead, apparently brutally murdered. A Seegson Working Joe android is locked up in a storage room, and a man named Leslie sits on the bridge with a wild story of the android going haywire. The PCs must bring the *Midas* back and figure out exactly what happened.

WHAT'S REALLY GOING ON:

Seegson is picking up substantial market share in Working Joes all over the frontier due to their reliability and affordability. Hyperdyne has cooked up a plan to hurt Working Joe sales extensively by sending Leslie to join the crew of *Midas*. It's up to the GM whether or not Leslie's previous crew knew he was an android. Leslie has software in him that Hyperdyne spent a year developing that will essentially cause a Working Joe to "black out" and go on a murderous rampage. They will have no record of it in their memory bank, just a blank space for the appropriate amount of time. Leslie jacked into Joe 620 to upload the software and successfully did so without leaving a trace.

Midas was on her way back from an extended survey of the frontier when the ship's FTL "threw a rod". Dr. Askew came to check on Joe 620's progress in repairing the drive when the android attacked without apparent cause. 620 beat Askew's head in, and then continued to pound it over and over until nothing was left but gore. 620 then worked its way to the crew area, where it encountered the medic, Stroud, who put up a good fight for a moment before 620 snapped his neck. Captain Goolsby saw what happened and ran back to her quarters, locking the door. 620 followed and forced the door open, then pursuing her around the room. She nearly made it out, when 620 grabbed her from behind and strangled her to death.

620 of course did not attack Leslie, as the software only has it attack humans. Leslie escorted 620 to storage and locked it in there, then returned to the bridge. He then proceeded to destroy the comms station and hacked the security station to remove that footage. In its place is a loop of him just sitting in the command chair.

Leslie will do everything he can to convince the PCs of what happened, and that should be relatively easy with the physical evidence at hand. This may easily develop into a philosophical debate about robots and their inability to harm or lie to human beings. Leslie of course has no such restrictions, but the vast majority of what he says will ring completely true (since it is from his point of view, he is merely omitting certain information). Interrogating or examining Joe 620 will provide no additional information.

Should the discussion turn against Leslie, he'll gladly point out that he doesn't have the physical strength necessary to commit the acts of violence. Also, he will point out that he, too, is an android and cannot commit violence against humans. Discovering this is, of course, cause for +1

stress. Obviously, the low-tech Working Joe model went haywire, and it may be important to warn the entire frontier about Seegson's poor quality machines!

Also, the PCs may choose to access the security station. Leslie will gladly help them with that, but should they refuse, a successful Comtech roll will unlock the station. They can find video footage of each attack, which will cause each viewing PC +1 stress for each attack viewed.

If they attempt to jack into Leslie, he will allow them without question. They will find heavily encoded, proprietary sections of his programming and memory that they should not be able to access. Of course, McAfferty has a keycard that will allow her access to any part of him, should she figure that out.

If given time alone with McAfferty, Leslie will clue her in to the master plan. He will also look for opportunities to manipulate any of the PCs against Seegson and the Working Joes. Also, he may pick up on Hobbs' true feelings about Jones, and he may very well try to use that to his advantage, perhaps even including Hobbs in the scheme.

When the PCs return to Roanoke, as they will undoubtedly do, Leslie will do anything he can to gain access to Apollo. This will allow him to upload the malware to all of the Joes. McAfferty can do the same if she has his PDAT and has figured out to plug her keycard into it. It should also be noted that Leslie will employ anyone he can to achieve his end goals, but he values no human's life. In the end, he will betray and have the Joes attempt to kill everyone on board, including McAfferty or any other allies. After all, the loss of a Hyperdyne employee would allow the company to play the victim and maybe even sue Seegson.

One last thing – for this scenario to work properly, your players must be willing to turn on one another. Keep that in mind when assigning characters to players, because some players simply won't do such a thing. *RULE OF ROBOTS* plays out the best when the characters betray one another due to their agendas. Their agendas, found at the end of the scenario, have been written in such a way as to maximize this opportunity. Make sure you hand these out individually as you move through the acts, without giving the PCs a glimpse at their next Act's agenda

ROANOKE STATION:

The Seegson Systems conglomerate founded Roanoke some five years ago as a refueling and jumping off point for space exploration beyond the United Americas frontier. The station is little more than a skeleton of a much larger station, ready to be expanded with pre-fabbed modules. Unfortunately, the constant threat of war with the UPP, combined with the territorial expansion of 3WE, kept UA from expanding thoroughly into this sector of space. As such, Roanoke has gone mostly ignored.

As the station never really became as active as expected, most of the human crew has been replaced with Working Joe androids, which are generally growing in popularity across the galaxy due to being so affordable as compared to Hyperdyne models. The original crew consisted of two dozen persons, of which only Sven Olefsen, Dr. Tomanski, Dottie and Perri Benoit remain. Additional crew, including Colonial Marshalls, are rotated out on the semi-annual supply ship.

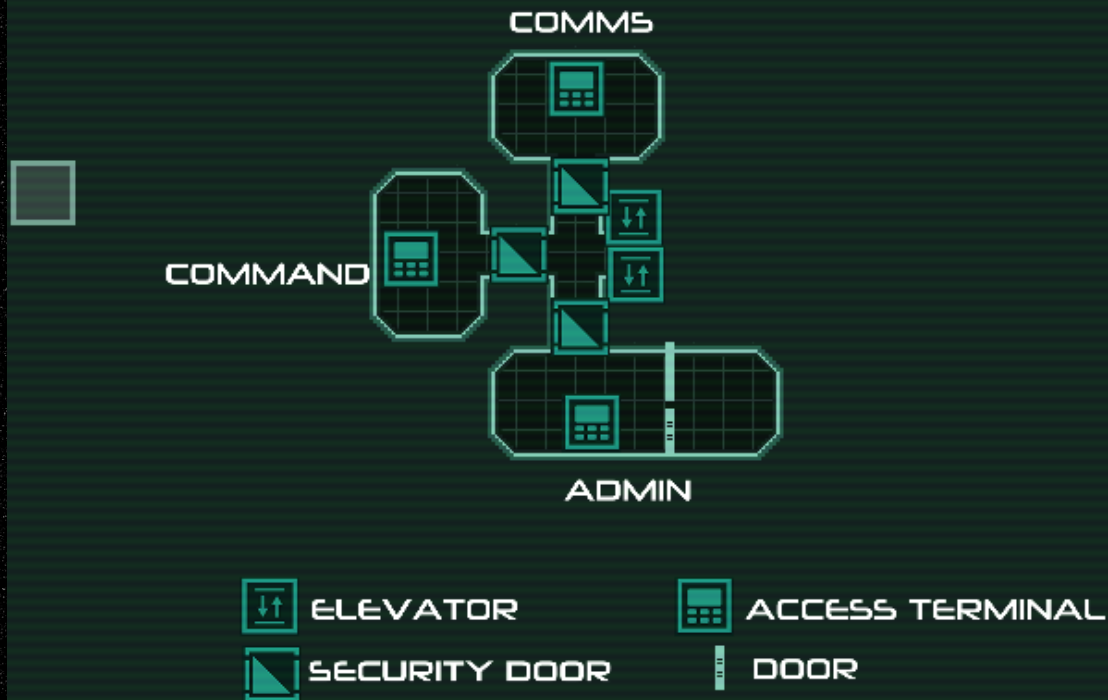
The most recent run three months ago has brought our player characters to Roanoke station. A Hyperdyne representative has shown up as well, the competing firm having rented a quarters/office suite. Station Supervisor Olefsen and Wagner do not care for her presence, as she can only be up to no good, but the income is good for the bottom line.

Maps and descriptions of Roanoke have been provided, but they don't show *everything*. The station of course has ventilation shafts, maintenance hatches and Jeffries' tubes that may grant access to other levels and rooms outside of the obvious routes. Allow the players to be inventive.

All security doors and terminals require proper access codes or a successful Comtech check to bypass. Olefsen, Wagner and the Marshalls can access any of these. Also, the Working Joes can access the doors, but not the terminals.

There is no reason the players shouldn't have access to the station's maps. Its layout is well known to all of the characters that live here.

ROANOKE STATION LEVEL 2

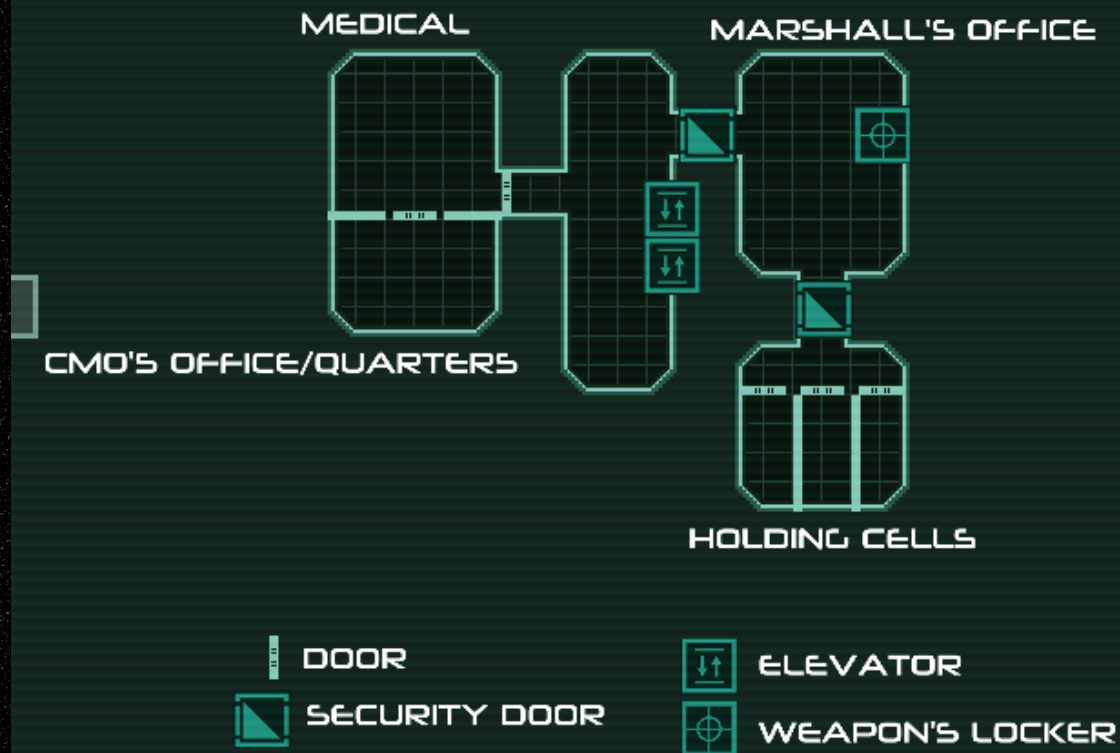


Comms. This seven by four-meter room contains terminals that allow access to the station's external and internal comms systems. APOLLO alerts Olefsen if there is a need for someone in Comms.

Command. Almost all station functions can be accessed through the terminals here, but everything mostly runs on APOLLO's autopilot. Again, APOLLO will alert Olefsen if he is needed here.

Admin. Olefsen spends most of his time here, except when he goes down to the Cantina. He has rerouted most station functions to his terminal here, and adjoining door leads to his barely larger than a closet quarters. This room always seems to run on the hot side, about 27 Celsius, causing Olefsen to constantly gripe to Robertson. A swiveling desk fan constantly blows across the room. Joe 203 will usually be found here, waiting commands from Olefsen.

ROANOKE STATION LEVEL I



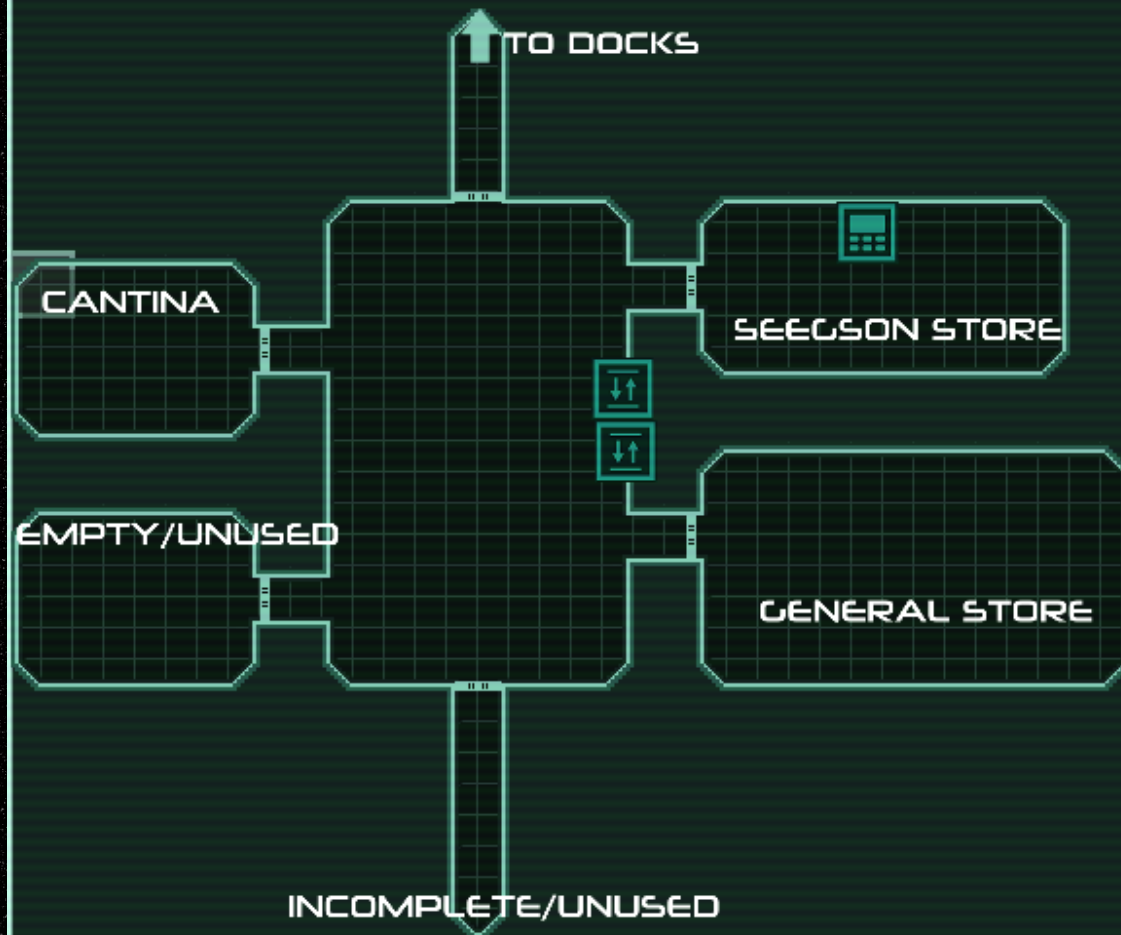
Medical. This room contains several exam beds, an autodoc and any medical supply or pharmaceutical anyone may need. Working Joe 1831 is often lurking about in case Tomanski needs anything large or heavy moved about.

CMO's Office/Quarters. Being Chief Medical Officer comes with perks, including office space and quarters that are larger than the Station Supervisor's. There are stacks of books everywhere.

Marshall's Office. Hobbs and Jones typically hang out here. The office is one large space which includes their work desks, bunks and one large table where they eat, play cards and interrogate suspects they don't have. They have basic access to the mainframe's entertainment files, giving them access to movies, music and such. There is also a weapon's locker here containing a shotgun, two service pistols and two reloads for each.

Holding Cells. These each contain a bed and a toilet but are generally empty. The doors are actual bars with a mechanical lock (Mobility with the proper tools to pick or Stamina at -2 for some feat of Strength).

ROANOKE STATION MAIN PROMENADE



ELEVATOR



DOOR



TERMINAL

Main Promenade. This huge room is the general reception area for crews and visitors coming to Roanoke. Unfortunately, it is generally empty of traffic, since the station is virtually deserted. There are luggage and equipment conveyers for heavy items offloaded from ships, a vacant information/service desk, multiple “You Are Here” maps and several large observation decks with windows to watch the incoming and outgoing ships that aren’t there. Working Joes 810 and 1732 will be here awaiting orders. The “north” door exits the Promenade for the ships’ docks, and the “south” enters a wide hallway that simply ends, meant for station expansion in the future.

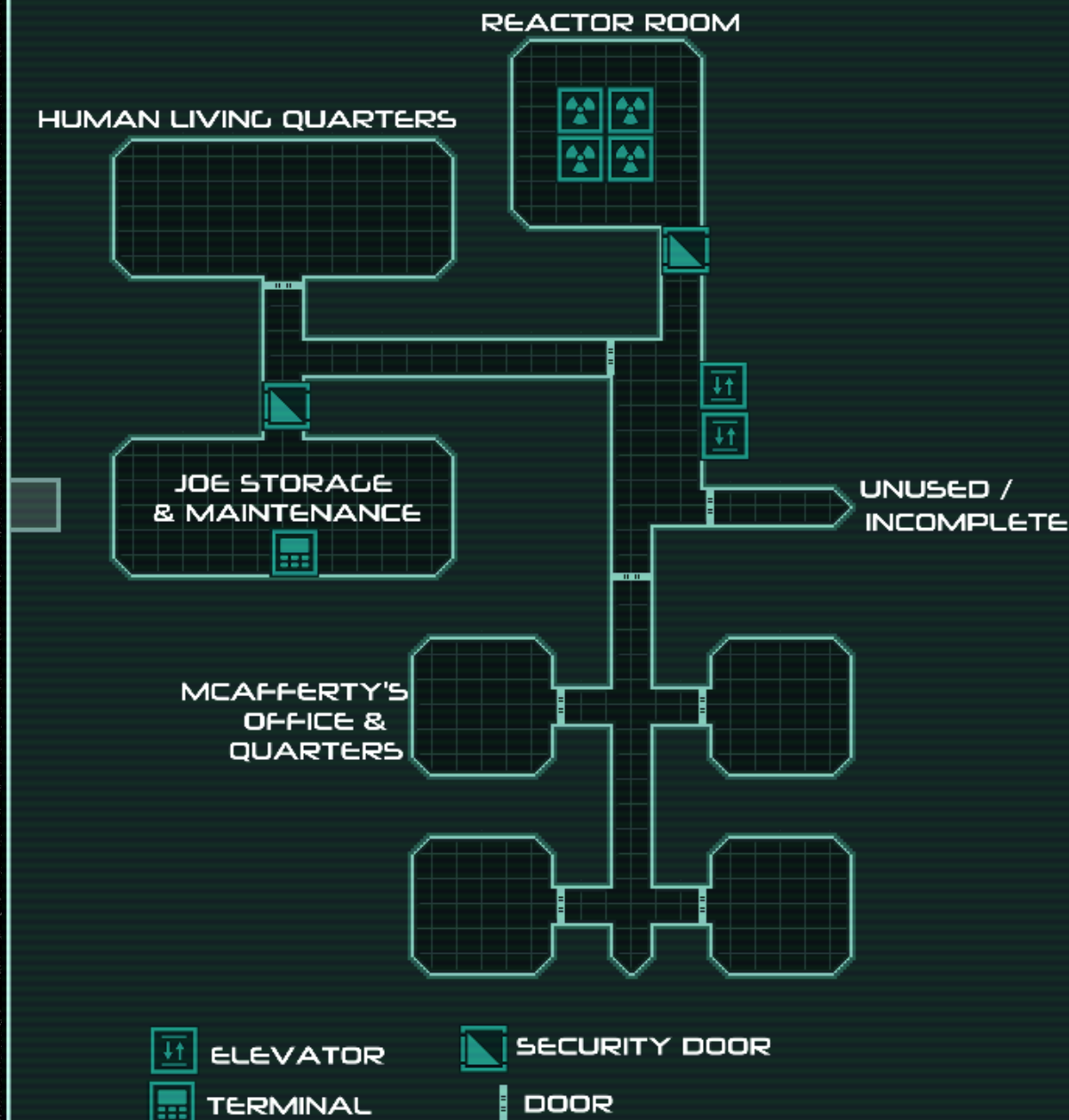
Cantina. This part looks like it was meant to serve as many as 50 patrons, but instead sits empty. This is perfectly fine by Dottie, who can usually be found watching movies while sitting on a barstool. She offers a wide selection of cheap liquor, crappy beer and a wide variety of prefab meals that all about taste the same. She keeps an AK-4047 and two reloads under the bar.

Seegson Store. Christian Clarke manages the place, though Wagner also has an office here with a terminal. Any kind of electronics made by Seegson can be found here, including some knockoffs of Weyland-Yutani tech and Working Joe 1054. Clarke and Wagner both have a small sleeping area in the back of the store.

General Store. Perri Benoit manages the General Store on behalf of Seegson. Everything an outgoing spaceship may need to buy can be found here from tools and bolt guns to prefab meals and bug juice to a power loader. Joe 1605 hangs out here, on loan from the Seegson Store next fore, and helps Perri with the heavy lifting.

Empty/Unused. Originally meant as a restaurant or retail point, this room is unused. Perhaps the station uses it for storage for sundry items?

ROANOKE STATION SUBLEVEL I



Reactor Room. Roanoke's fusion reactor. Joe 1470 stands here, waiting to offer any assistance with maintenance or repair.

Human Living Quarters. This large room is crammed full of bunks and lockers, but no one lives here except Jake. He has the entire place to himself, which he doesn't mind too much.

Working Joe Storage & Maintenance. Working Joes plug in here to recharge. There is a terminal that allows access to the software of any Joe that is plugged in. Joes 357, 479, 1652 and 1998 can be found here. These Joes are not inoperable in any way; they're simply recharging and awaiting instructions from APOLLO or another party.

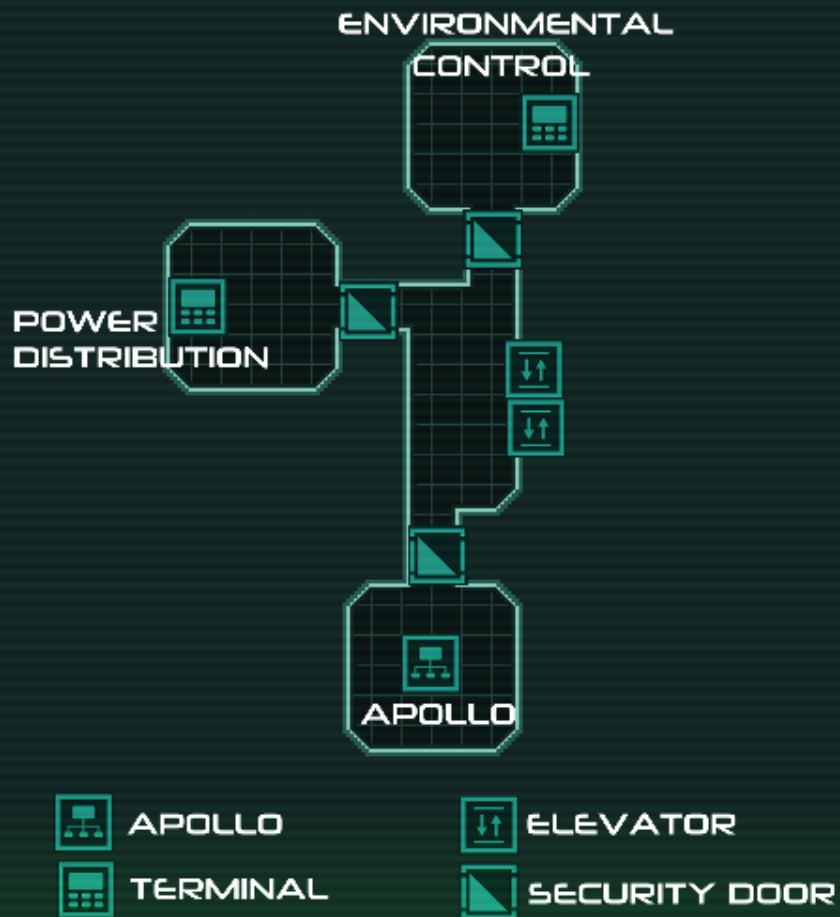
McAfferty's Office & Quarters. Hyperdyne leases this space where McAfferty lives and "works", though she doesn't really have any work to do. She has basic computer access, but she cannot reach any real functions here. The other office spaces nearby are empty and unused.

APOLLO. This hexagonal room is full of blinking lights and monitors. APOLLO, Roanoke's A.I. mainframe is here, protected by a security door.

Power Distribution. This room is mostly automated thanks to Apollo, but there is an access terminal which would allow a user to turn power on and off to various parts of the station. There is also access panels to the physical circuits as well.

Environmental Control. Jake spends a lot of time here, always trying to figure out why Admin is so damned hot all the time. A terminal provides electronic access to the environmental systems, and there are several access panels to various controls and physical components such as air scrubbers. Joe 753 is found here, ready to assist.

ROANOKE STATION SUBLEVEL 2



PROLOGUE

Set the table by reading the information about Roanoke Station above. The game should open up with a scene for each player character. Let them interact a bit, and then Sven Olefsen pages for Marshall Jones, Deputy Hobbs, Dr. Tomanski, Pilot Jimenez, Mr. Robertson and Mr. Wagner to all come to admin.

Scene ideas:

- Jones and Hobbs playing cards in the Marshalls' Station.
- Tomanski reading "Space Beast" quietly in Medbay. She realizes a Working Joe is just standing there staring at her.
- Jimenez sitting in *Tubgoat* just checking her over, or perhaps acting like he's flying a space fighter jet blowing up bad guys.
- Robertson down in the bowels of the station fixing the environmental controls... again. A Working Joe scares the bejesus out of him by inadvertently sneaking up on him.
- Wagner is in his office adjoining the Seegson Store, pouring over bleak financial statements.
- McAfferty is in her quarters/office, probably bored out of her mind. The call on the intercom yanks her up to her feet.

He lets them in when they arrive, though Wagner has access. Sven is a large man that, despite his short blond hair, looks like he'd be more at home on a Viking ship than in an office with barely working ventilation. He'll say something to Jake about that when he arrives. If McAfferty shows up, Olefsen will not allow her access; this situation has nothing to do with her. McAfferty could try putting a glass up to the door or perhaps access Comms to listen in. Maybe she just tries to get info out of the other players – reward ingenuity.

He explains that a ship has appeared on sensors some way out from the station, approaching via conventional thrust. The transponder reads as USCSS-22576 *Midas*, a survey vessel that actually came through Roanoke Station some 6 months ago. The ship's disaster beacon is pinging, though comms are clear. He wants to send the Bison out to dock with the ship and bring her home, so everyone's presence on the mission should be pretty obvious.

The PCs will likely have a number of questions. Here are the facts:

1. Midas had a crew of four - Captain/Pilot Goolsby, geologist Dr. Askew, a medic and electronics technician
2. Midas is a mineral survey ship with equipment necessary to mine samples from planets, moons or even asteroids
3. Midas stopped for basic supplies about six months ago
4. Captain Goolsby purchased a Working Joe from the Seegson Store for some additional muscle
5. No response on comms
6. Transponder works fine
7. Indications the ship has power
8. The ship is 0.1 parsecs away, so the journey will take no more than a day each way

He wants them to gather whatever equipment they may need and disembark in one hour. This ends the Prologue.

ACT 1 - RECOVERING MIDAS

Hand out personal agendas! Act 1 is simply the journey to and investigation of what happened on board *Midas*. This should be a safe Act with little to no chance of PCs getting into any sort of danger (short of really bad rolls).

Allow the PCs to interact and run around the station gathering reasonable equipment, and then have them meet at the tug. If McAfferty is an NPC at this point, you should have her somehow sneak aboard the tug, just to be found when the ship is getting close to *Midas*.

Docking with *Midas* should be an easy enough affair for a good pilot. A simple Piloting check should allow the tug to match course and speed, followed by another Piloting check to bring the ship close enough to attach the docking umbilicus. A Heavy Machinery roll is required to connect the umbilicus to *Midas*' airlock.

Midas is an older, small M-class vessel and doesn't have all of the facilities found on something as large as a Bison. The ship has full power, gravity and life support, but the crew seems to be absent or simply not answering. Refer to the Midas maps at the end of the scenario.

MIDAS

1. **Vehicle Bay.** Once docked, the airlock opens here. The room is huge, spanning the width of the ship, with access doors on either side to load and unload vehicles. An eight-wheel tractor is here, equipped for towing a large drilling rig on a trailer. There is also a two-person gyro car. There is a door on the left wall that enters engineering. There are two doors on the right-side wall, one that should allow access to the crew section, and another that enters storage that has something written across it (handout). An elevator goes down into a small cargo bay.
2. **Storage.** Working Joe 620 is here. It has blood on its hands and boots (+1 stress), and it doesn't know why. If the PCs try to access its files, they will find large gaps in its memory, and Captain Goolsby was the last person to access its systems several months ago. Actually, Leslie was when he uploaded the malware, but has covered his tracks. They can also find assorted tools and a bolt gun (loaded with 1 reload).
3. **Engineering.** The main engines are working fine, but the FTL system appears to have broken down. Parts are strewn everywhere, and amongst them is an old, dried puddle of blood and gore. There are boot prints in the blood. A successful Heavy Machinery roll will tell the PCs that the FTL drive cannot be fixed without a Mechanical Spare Part and a shift of work. There are two access ladders - one goes to the Air Scrubber room, and the other to Cryo Tank storage.
4. **Air Scrubber.** Nothing of interest here. A door to Cryo Tank storage.
5. **Cryo Tank Storage.** Nothing of interest here, except a panel showing the Cryo tubes are in use.
6. **Cargo Bay (not on maps).** A number of large, metal containers with ore samples marked with different system and planet designations. Not much else of interest here.
7. **Crew Area.** The door from the Vehicle Bay opens into a wide hallway with three doors on either side and a door on the end. The last door goes into the crew mess, but the other six are crew quarters. First two are empty, but the other four have names next to their doors - Goolsby, Askew, Leslie and Stroud.

8. **Goolsby's Quarters.** The door is off its track, apparently having been forced open. This room is an utter wreck. A major struggle happened here. A table is overturned, and a chair tossed. The bed is destroyed (looks like someone punched a hole in it). There is a computer terminal with Mother access, should the PCs be able to hack Goolsby's access code.
9. **Askew's Quarters.** Nothing of interest here. Personal effects, planetary and geological logs etc etc.
10. **Leslie's Quarters.** Also thrown about. There's a personal data tablet that is heavily encrypted, requiring a Comtech roll at -2 to unlock. Even still, files will be unreadable. Only McAfferty's card (or Leslie's hidden in one of the empty quarters) will make the files legible.
11. **Stroud's Quarters.** Clean and organized. A Surgical kit and medkit here.
12. **Galley.** A tray is overturned with old, desiccated food strewn about and a Styrofoam cup laying on its side, evidence of a struggle. A ladder leads up to the Cryo deck and a door leads to the bridge
13. **Cryo Deck.** 6 tubes. Three contain dead bodies (+1 stress for each one looked at due to the violence involved). Captain Goolsby was strangled to death. She has blood all around her neck that isn't hers. The body marked Askew's head is gone. Stroud's neck is broken, and he has bloody handprints on either side of his face.
14. **Bridge.** Leslie sits in a chair, eyes closed. He opens them when the PCs enter, regarding them calmly. Relief will break out across his face, and he'll be very relieved to see them. Also, the comms panel has been destroyed, apparently by some sort of heavy tool beating it over and over.

After exploring *Midas* and finding Leslie, the PCs will likely spend a lot of time hypothesizing, with different personalities coming to their own conclusions. Act 1 ends when the PCs decide, as they inevitably will do, to return to Roanoke Station in order to continue the investigation with more resources at hand.

Keep in mind that Joe 620 is still infected by Leslie and Hyperdyne's malware, and it will attack any human being if left alone with them.

ACT 2 - REVELATIONS

The Act begins with the return to Roanoke Station, continues with the ensuing investigation, and ends with the Working Joes going on the attack. Beyond that, I can't tell you what happens in this Act! The PCs will push the story forward with their roleplaying and Act 2 Agendas, and there are so many ways it can play out, you'll need to be nimble to react to it.

Again, it is very important to realize that if Joe 620 is EVER left in a room or area alone with one other human, it will attack that person immediately, likely gaining a free action. This includes if it is ever left in a room with Leslie and a human; it knows Leslie is an android, and the software doesn't count him.

Here's what every NPC should be doing (including any PCs that you are running as NPCs):

- Leslie – He is the driving force of the Act. He'll do everything he can to make it to APOLLO so that he can infect the other Working Joes with his Malware. This can also be accomplished if Joe 620 is plugged into Maintenance, or if McAfferty combines her data card with Leslie's PDAT and plugs it into APOLLO. Keep in mind that Leslie is a skilled liar, and it will be virtually impossible to extract information from him by force or Comtech. If freed, he will immediately try to get with McAfferty for help in his endeavor, presenting it as an enormous opportunity for her. Highly observant, he'll also likely see the way Hobbs bristles at being given orders by Jones, and he may see an opportunity there as well.
- Sven Olefsen – Sven will want Wagner to report immediately. He'll also demand that Jake get back to Environmental, because Admin is up to a nearly tropical 32 C. Sven will want to send a message to corporate right away for instructions and support.
- Perri – She has no actions this Act, though she may offer help if asked.
- Dottie – Hanging out in her bar. Has no interest in what's going on, but she'll listen if someone comes in for a drink.
- Christian – Will offer to help run diagnostics on Joe 620, or even Leslie, though these will prove frustratingly useless.
- Klaus Wagner (if NPC) – Will attempt to convince Olefsen not to send out a message until he has completed his investigation. Will work with the Marshalls as much as possible and will offer to take the android to the Seegson Store to run diagnostics with Christian.
- Grace McAfferty (if NPC) – Will do everything in her power to show the Working Joe committed these crimes, gathering proof to leak to everyone in the galaxy. If she's approached by Leslie, she'll jump at the chance.
- Mike Jones (if NPC) – He'll want to interrogate Leslie more closely, as well as question Joe 620. He'll take them both to the station and put them in holding cells. Will ask Hobbs to do lockdown *Midas* (since it may still contain evidence) while he does so.
- Heath Hobbs (if NPC) – Agrees with Jones, but there's no way in Hell he's staying back to lockdown *Midas*; he'll have Jimenez do that as they take the androids up and lock them in different cells. Hobbs will suggest that they start with Leslie, playing a good cop / bad cop routine.
- Roberto Jimenez (if NPC) – He'll likely get bored of locking down *Midas* and go see what he can stick his nose into as quickly as possible.
- Willa Tomanski (if NPC) – She'll want to do autopsies on the dead crew, asking for some Working Joes to be assigned to moving them to Medical. She'll find the causes of death to be exactly what they look like, and given time, she'll also find residue of Working Joe "skin" on the bodies.

The PCs will come to the inescapable conclusion that Joe 620 committed the murders, though the why of it will likely elude them. If somehow the PCs don't do it, you'll eventually need to supply a means by which Leslie is successful in infecting all of the Working Joes. While it is unlikely the Marshalls will continue to hold him (they have no evidence, and where can he go?), perhaps he can get a message to McAfferty by hacking the comms system from inside the cell. Maybe she'll just get curious...

Again, be inventive and allow the players to push the Act forward. Once all of the Joes are infected, those in maintenance will immediately leave and deploy about the station based on where most of the humans are located. They will no longer wait to be alone with a human before attacking – they will attack on sight and in groups if possible. Act II ends as soon as the first combat begins.

ACT 3 - SURVIVAL AND ESCAPE

This one is simple. The Joes are attacking all humans on sight. If Leslie is alive and free, he will jack into the security systems to direct the Working Joes towards their targets. He may even taunt the PCs as they flee. He will try to open opportunities for McAfferty to escape, as a good company agent is expensive to replace, but he won't actively stop a Joe from attacking her. In the end, the carnage accomplishes his mission, and what's one more dead human? He plans to escape in the Bison when everyone on Roanoke is dead.

Again, the PCs and their Act 3 Agendas will push the story where it needs to go. A few things of note:

- If anyone contacts Olefsen, he just won't believe what they say is happening, but he'll ask them to come to Admin to discuss it. Just as they get off the line, they'll hear him asking Joe 203 what it's doing. He'll be found with a broken neck, and Joe 203 will attack them next.
- If Tomanski is an NPC and anyone attempts to contact her, there will be a long, stress inducing delay before she answers, screaming for help. She'll be found strangled. Joe 1831 will be there with a scalpel comically sticking out of the right side of its head. It's still active, but Health is reduced to 4.
- Similar scenes should be played out for Perri Benoit and Christian Clarke respectively. Dottie is the only one not in immediate danger, as there is never a Working Joe in her bar. When one arrives, she'll order it to leave twice before pulling out her AK and gunning it down. Dottie can be a savior, or at least a distraction, if things begin to go hard south for the PCs and it looks like none may survive.
- If any of the other playable characters are running as NPCs, the GM should simply run them according to their Agendas. Mike Jones will do everything he can to gather survivors, possibly to his own undoing. Hobbs will do the same, but more visibly, and he will likely even urge Jones to go off on his own to find and bring back some of the other NPCs. Jimenez will simply want to stay in the action, whatever that means...

There's not much else to say – let it unfold and watch the carnage! The Act ends when any remaining survivors leave Roanoke Station by using "Tubgoat".

You could always be a real ass and have one more Joe on board the Bison-class tug, hiding and waiting for just the right opportunity...

EPILOGUE

The remaining PCs will go into hypersleep, because it's a long, long trip back to the core systems. They'll likely send a message or activate a beacon for the network to pick up, so they don't accidentally slide through for 57 years.

This entire affair will no doubt cause damage to Seegson's sales figures and profits, but to what extent? If Leslie and McAfferty survive and are successful, the loss in revenue to Seegson will be absolutely tremendous, pushing the company to the brink of bankruptcy.

If Wagner succeeds, Seegson will see a slight dip as the Frontier Rumor Mill gets going but will pull out of it with the recovered evidence. A lawsuit will probably be in the works, which Hyperdyne will likely settle at tremendous expense.

The impact becomes a little grayer if only Jones or Hobbs survive. Did they actually determine who was to blame? It would matter to Jones, but Hobbs is more likely to use the event to catapult his career, maybe even as a security consultant for Hyperdyne.

Tomanski, Robertson and Jimenez likely won't have the evidence of what actually happened, again causing heavy damage to Seegson's business.

In any case, Seegson will eventually find out the truth by sending a heavily armed and well-equipped party to Roanoke. This may pull the company out of its downward spiral, but the damage to their business will be done.

HANDOUTS APPENDIX

DOOR, INSIDE, MIDAS VEHICLE BAY



WORKING JOE



*Copyright Alien: Isolation

KLAUS WAGNER AGENDAS

ACT I

Try to salvage Midas for Seegson's bottom line and protect any company interests.

ACT II

Don't let Olefsen contact corporate until you know what's going on. Figure it out!

ACT III

Make it through this with evidence clearing Seegson and implicating Hyperdyne.

GRACE MCAFFERTY AGENDAS

ACT I

Something is going on! Get on that ship, somehow, and find out what!

ACT II

Make sure Seegson takes a beating on this one. Push their fault in the matter, no matter what it takes!

ACT III

Make it out of this with as evidence against Seegson as possible. If you're the last one left alive, that's even better, since there will be no one to dispute your version of events.

MIKE JONES AGENDAS

ACT I

Investigate and secure the Midas. Figure out what happened here.

ACT II

What the Hell is actually going on here? Get to the bottom of it!

ACT III

Find everyone alive on Roanoke and get them out!

HEATH HOBBS AGENDAS

ACT I

Find some evidence you can hang on to until the perfect time to make yourself look good.

ACT II

This is your chance to make it all happen. Bring down Jones and become the hero!

ACT III

Make sure YOU come out the hero in the whole thing, and there's no one to dispute it.

ROBERTO JIMINEZ AGENDAS

ACT I

Stay in the action!

ACT II

Holy crap, who expected this? Keep yourself involved!

ACT III

You never thought you'd get a chance like this! Be in the thick of the action!

JAKE ROBERTSON AGENDAS

ACT I

Do your job as quickly as you can. See if there's any hazard pay to be had for going into space.

ACT II

Get life back to normal. Try to avoid getting involved any further.

ACT III

You've gotta be shittin' me... keep your neck unbroken if you can and screw the corporate bastards.

WILLA TOMANSKI AGENDAS

ACT I

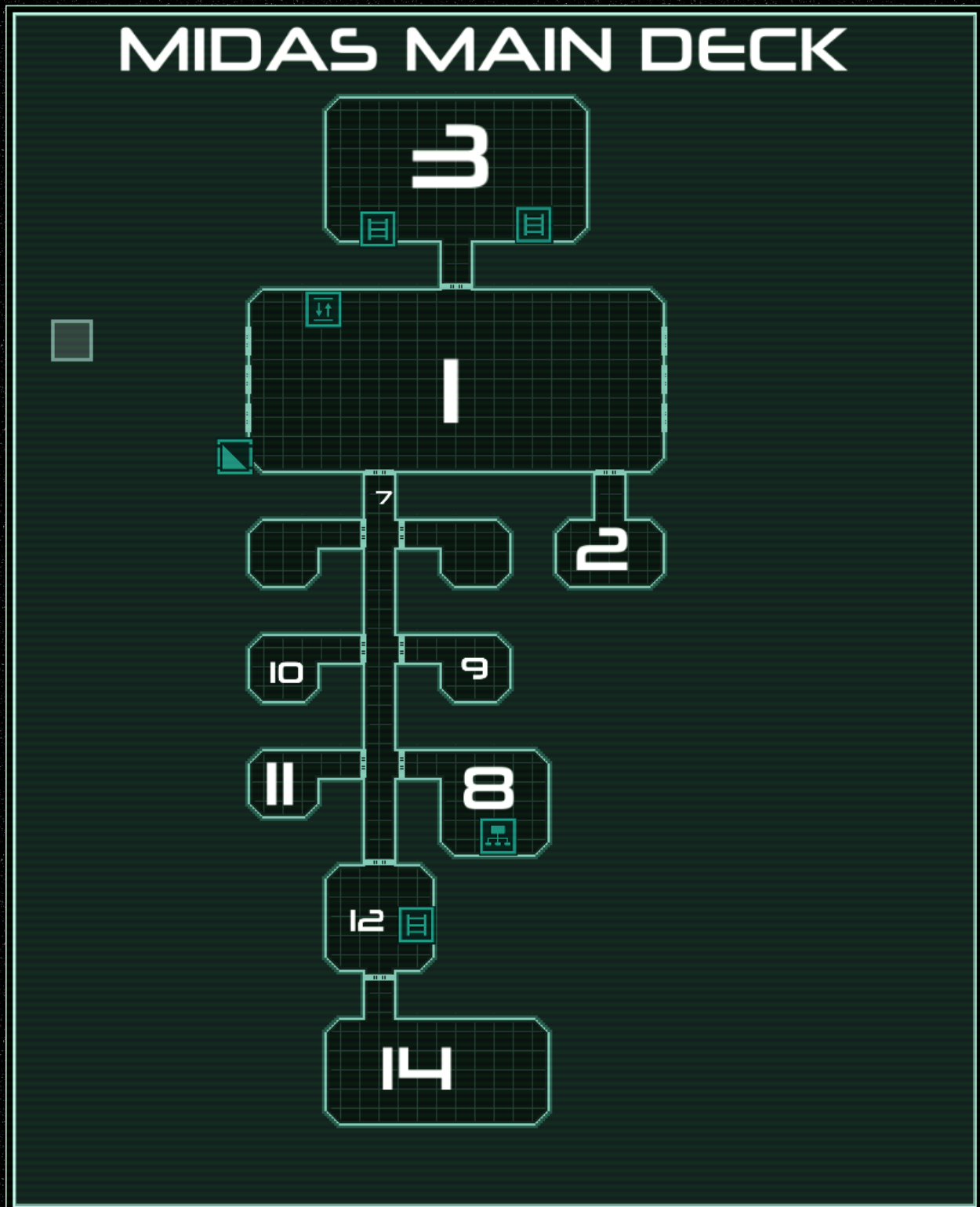
Make sure everyone stays healthy. Help the Marshall any way you can.

ACT II

Use your medical knowledge to draw your own conclusions. Maybe Grace can help with the technical aspects?

ACT III

Save everyone you can!



MIDAS UPPER DECK

