

THE ALBUQUERQUE STARPORT

by Paul Reiche III

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ISBN 088038-30-6

Printed in U.S.A

On a crisp, clear New Mexico morning in the spring of the year 2261, the great city of Albuquerque died. The sequence of events which caused the death of five million people began with the malfunction and failure of a reaction control force-field in the world's largest megafission reactor. A chain of coincidental failures, which according to all probabilities never should have happened, did. One by one the safety system's back-up failsafe devices were engaged, and one by one they fused, short-circuited, and failed. In one searing moment the homes, businesses, theaters, parks, and inhabitants of Albuquerque, New Mexico, vanished in a wave of blinding light and furious energy. All that remained was a seething pit of flaming, molten earth 25 kilometers across.

Many miles away at the city's small starport, a few lucky travelers saw the thermal flash and watched as the city rose into a boiling cloud of glowing radioactive dust. When Albuquerque's powerful broadcast power stations disintegrated, the starport was plunged into darkness. The few remaining broadcast powered cars, bereft of energy, ground to a halt. Swiftly the back-up power plant was engaged but, to the survivors' horror, the starport's ultra-radar revealed that the radioactive cloud was moving quickly toward them. With desperate speed they evacuated the starport and shut down the emergency power plant, leaving the station's robots and other devices in powerless immobility. Days later, survivors returned to the starport for the stores of preserved food and water left there during their panicked evacuation. They found that the radioactivity remaining in the area was too great, and the starport was abandoned permanently. Eventually Albuquerque was rebuilt dozens of miles away from its old, poisoned location, but as the decades passed people forgot about the abandoned starport. Now, more than 200 years later, the radioactivity is gone and only a barren desert remains. The ever-shifting sands cover the starport in a thick shroud many meters deep. Only the top of the starport's tall radar tower remains above the surface of the burning desert in the year 2471.

INTRODUCTION

This GAMMA WORLD mini module is suitable for beginning and intermediate characters. The Albuquerque Starport has been designed to provide characters with a short exploratory adventure, and a permanent base of operations for later adventures. This mini module is suitable for three to eight characters, but six is best. If more or fewer characters will be playing, the GM will have to alter the encounters to suit the strength of the party.

Although the adventure is set in New Mexico, GMs may change the location to fit their own campaigns.

HOW TO USE THIS MODULE: It is very important that the GM be familiar with all the information presented in this module before attempting to run it for players. A thorough knowledge of the GAMMA WORLD rules is required also. Careful preparation will add much to the enjoyment of both the players and the GM.

BACKGROUND: This adventure begins in the burning sands of New Mexico nearly 500 years in our future. The characters are searching the lands northeast of their home, Tempesta, for the fabled land of Aksarben. They are tired, hungry, and very thirsty. Worse yet, the sun will set shortly, bringing out the desert's many hungry, nocturnal predators on their nightly hunt. Suddenly, one of the characters notices glints of light -the setting sun reflecting from something in the distance. Eager to find shelter, food and drink, the characters make their way toward the source of the reflections. After traveling a few kilometers, the party crests a tall dune and stands facing a strange tower protruding nearly 30 meters out of the sand. It obviously is metallic and is covered with clusters of unknown devices. Its shining surface is totally seamless, except for a wide band of dark, smoke-colored glass or plastic near the top. On the far side of the tower is what looks like a way in--a jagged two-meter wide hole in the glassy material. The side of the tower looks easy to climb, and with night closing in offers much-needed shelter. The adventure begins here, with the party scaling the side of the tower toward the dark opening.

POWER AND LIGHT WITHIN THE STAR PORT: Although there is no power in the starport when the characters first enter it, the descriptions of most encounter areas are given with the assumption that the power plant (see 11) has been activated. As a result, The GM will have to describe each area as it would look without power until the characters turn on the power plant. For example, before the power plant is activated, the restaurant (2A) is filled with immobile robot waiters, frozen at some stage of their normal motions. All viewing screens in the starport remain dark until the power comes on.

The starport's main lights will not come on until the power plant is activated, but characters will be able to see fairly well in the dark because of illumination from the many everglow lightstrips located throughout the starport.

THE STARPORT

1 . THE ULTRA-RADAR TOWER. As the characters climb through the gap in the wall they will notice that this room is filled with all manner of advanced electronic gear. Chair consoles and display screens line the outer wall. In the center of the ceiling is a large round screen. Although all the equipment in the room appears undamaged, the screens are dark and none of the electronic devices appear to be functioning. Hidden behind two large electronic cabinets are two hissers (HD: 18d4; hp: 63, 57; AC: 3; MV: 6/30/12; AT: 1 bite (1d6 damage); MU : mass mind, sonic blast, telepathy). One of the hissers is armed with a vibrodagger, the other with a stun whip. Each device has enough energy left for 14 minutes of use. They will wait until the entire party is in the room before attacking. On the far wall is an open elevator. Until the power plant is activated, however, it will not move. On either side of the elevator are doorways opening onto staircases. Both lead down 60 meters to the main concourse (see 2).

When the power plant is activated, all equipment in the room will light up and begin to function. If the characters try to operate the various devices, they will discover that all the display screens show the same message regardless of what they do. The message reads, "NO TARGETS IN RANGE... NO TARGETS IN RANGE... NO TARGETS IN RANGE."

2. MAIN CONCOURSE. This huge chamber is the central building for the starport. The concourse's walls and high domed ceiling are decorated with colorful Amerindian mosaics and painted designs. Located evenly around the outside wall of the concourse are large windows, but beyond them is nothing but packed sand. To the east and west of the central group of rooms are two wide passages leading to the east and west terminals. To the south are escalators leading down to the baggage claim area. In the center is a circular area divided into many rooms. Each of these rooms is detailed below.

2A. THE RESTAURANT. This establishment once served many hungry travelers the finest food in the solar system. The restaurant is totally automated . Three waiters and the maitre d' are simple modified general robotoids (HD: 5; hp: 20 each; AC: 4; MV: 12; AT: none). All of the tables are carefully set, but until the starport's power plant is activated, everything is covered with a thick layer of dust. If characters peruse the restaurant's menu they will find many archaic and unknown types of food; however, Mygnyl Chorts are available. The characters may eat here as often as they wish, but each meal will cost 5-10 domars per person. The restaurant's cash register (located within the maitre d's chest) currently contains 237 domars . If the characters will not pay for their meals, or otherwise cause trouble (including robbing the register), the maitre d' will summon the security robot from 16.

2B. THE KITCHEN. This room is filled with all manner of cooking apparatus, including a quark-powered cooker, a selenium stove, and a maxi-boron boiler. Large quantities of canned and freeze-dried foods are stored in a small adjoining room. The restaurant's two cooks (also general robotoids) will not bother anyone in the kitchen unless they are prevented from performing their duties.

2C. LOUNGES. These two areas are virtually identical. Both have dozens of comfortable plastic chairs, a display screen showing departure and arrival times (none are listed currently), and a friendly information robot implanted in the wall. This helpful machine will gladly answer any questions the characters ask about the starport (as it was before the accident), but it is programmed for nothing else.

2D. GIFT SHOP. This shop contains hundreds of cheap knick-knacks such as imitation turquoise jewelry, miniature plastic thunderbirds, small drinking glasses, inedible candy, and piles of flaky dust which once might have been paper-back novels. Sitting behind the counter are three cal then (HD: 6d8; hp: 21, 17, 15; AC: 9; MV: 0/300/6, 6/600/12 flying; AT: 1 bite (3d6 damage), 2 kicks (2d6 damage)) which flew in through the opening in the tower and have been investigating the starport. If outnumbered, the creatures will not attack unless discovered. Although the cal then have no valuables, a cash register hidden in the counter will be discovered if characters spend a few minutes searching for it. Inside the cash register are 750 domars.

2E. RESTROOMS. The east room is for males, the west room is for females. None of the devices in the rooms are operable, but there is an undamaged 1m x 2m mirror in the east restroom. It is made of polished crysteel, and is very sturdy.

3. BAGGAGE CLAIM AREA. This large room was used as a combination waiting room and baggage claim area. Aside from the many chairs and benches, the only other structures in the chamber are six half-meter high circular platforms. These disks were used as receivers for the starport's mass transmitters. The luggage and other inanimate objects in each shuttle's hold were transmitted here. The disks will not function even if the power is on. On the westernmost platform are 10 suitcases. All are locked, but characters will have little trouble breaking them open. Eight of the suitcases are filled with such useless things as ancient ragged clothing and toiletries. In one suitcase, underneath the deteriorating rags, is an energy cloak modified to operate on hydrogen energy cells with 10 hours of use remaining. Nothing of value has survived in the last suitcase, but if it is forced open it will release a 3-meter-diameter cloud of Nervium-12 anti-theft gas. Anyone within the cloud will be stunned for 20 minutes minus their constitution score.

4. THE LOADING ZONE. The party passes through the outer glass doors into an underground tunnel. The tunnel extends both left and right but about 30 meters out the roof has collapsed, closing off the passage. In the open section of the tunnel are three passenger vehicles. They are heavily corroded and will not function. The two cars parked at the curb are empty. Inside the third car's glove compartment are 350 domars, a state of New Mexico vehicle registration, a flashlight (normal illumination but infinite life, a radium chronometer (will keep perfect time for the next 400 years), and the car gun--a stun ray with seven charges remaining. The car's rear trunk is slightly open. Inside the trunk is a mutated chuckwalla (HD: 12; hp: 43; AC: 5; MV: 18; AT: bite for 3d6 points of damage plus intensity 7 poison; MU: reflection, heightened intelligence, and symbiotic attachment. This iguana-sized intelligent reptile will wait until a character approaches the back of the car before leaping out of the trunk and attacking with symbiotic attachment. After this first attack, the chuckwalla will use its reflection power until its victim falls under its control. Inside the trunk is the chuckwalla's treasure hoard, consisting of one book explaining the mysteries of Cerebrospinal Evolution, 16 dice, three pairs of women's

stockings, one football helmet, one rubber monster, and one canister of breath freshener displaying the message, "IT SMELLS RIGHT WITH PYRIDITE!"

5. WASHROOM. This room contains all the equipment one would expect in a 23rd century restroom, including an egg-shaped sonic fresher and a low-power disinfecting energy bath. Anyone who enters the fresher clothed or otherwise, will be scrubbed clean with energetic sound waves. Any electronic devices (ray guns, energy cells, etc.) subjected to this cleansing have a 20% chance of malfunctioning. The low power energy bath will totally disinfect anyone who stands beneath its circular mechanisms. If a force field enters the energy bath it will cause an electromagnetic flux, destroying both the force field generator and the energy bath in a shower of crackling energy and shooting sparks. This is harmless to living things, but will destroy all electronic equipment within three meters.

6. JANITOR'S ROOM. The door to this room is locked, but the lock is weak and will snap if given a hard shove. The room is filled with all kinds of cleaning devices and fluids (none are poisonous). In a corner of the room is a sani-rob (HD: 3; hp: 15; AC: 4; MV: 8; AT: none). This robot has a humanoid appearance from the waist up, but its lower body is a box-like hovering machine. When the power plant is activated, the sani-rob will repair the broken window at 9 and clean up the sand which has spilled into the room. The robot is preprogrammed to do its job, and will not obey verbal commands.

7. THE FLINGING FERN. This chamber is the same as 5, except that in the room is a mutated houseplant (HD: 20; hp: 70; AC: 6; MV: 6; AT: eight vines can constrict opponents for 3d6 points of damage each up to nine meters away, MU: explosive seeds, squeeze vines, mobility, and size increase). Originally this creature was a small potted houseplant which was left here by a frightened tourist during the evacuation of the starport. When the cloud of radioactive dust swept over the area, it caused the plant to mutate. Over the years the plant has kept the starport pest-free by devouring all intruders. When characters open the door to this room they will be attacked immediately by the monster's eight constricting vines. Each limb will take 10 points of damage before being severed. When four or more vines have been severed, the mutant plant will start flinging explosive seed pods at the party. Each pod may be thrown up to 20 meters, exploding on contact for 5d6 points of damage in a two-meter radius. The plant has only 10 pods.

8. PAGING/LOST AND FOUND. This room was used for starport paging, information, and lost and found. The room is divided in half by a clear plastic wall. The near side of the room is filled with the remnants of what were once chairs, tables, and couches. Through a door in the plastic wall are two desks, a control console for intercom paging and several shelves. The desks are filled with scraps of ancient paper pencils, and other stationery. The shelves contain various objects left and forgotten by the starport's travelers. Among the items are three leatherette jackets, two purses, one camera (self-developing, three photos remain), one pair of binoculars (amplify vision up to 20 times), and three sets of keys (none are useful). If the characters activate the starport paging system, they will hear their amplified voices booming throughout the starport.

9. EAST TERMINAL. This huge room contains four ticket counters, dozens of benches and a central lounge. The east wall is a huge window made of transparent plastic. Nothing can be seen beyond it but a wall of sand. One section of the window has collapsed, allowing sand to pour in. If someone approaches within 15 meters of the sand, three seps (HD: 17d6, hp: 60, 40, 30; AC: 5; MV: 4/300/12 burrowing; AT: 1 bite (9d6 damage, 6d6 and 4d6 points of damage respectively) will emerge from the sand and attack the nearest character. If the seps' carcasses are cut open, the characters will find a pair of infrared goggles and a mutation bomb. Behind each ticket counter is a room containing ticket machines and thousands of travel brochures. Each ticket counter is equipped with robotic travel agents programmed only to sell tickets. The robots will charge 1,000-10,000 domars per ticket depending on the distance traveled. Tickets are useless, of course, since there are no starships left in orbit. In the center of the room is a lounge surrounding a holotank television. The television shows a short documentary on the healthy effects of weak delta radiation. Leading out of the terminal are three corridors labeled, "TO SHUTTLE FOUR," "TO SHUTTLE FIVE," and "TO SHUTTLE SIX." Corridors four and six have collapsed, but corridor five is in perfect condition. It leads to the starport's only operational shuttle.

10. MANAGEMENT OFFICES. This room was used by the starport's management staff. The room contains four desks, eight chairs, several filing cabinets, three neurotypers, and a computer access console connected to the starport's brain room. All of the paper material in the desks has long since disintegrated, but the mechanical equipment is in perfect condition. Attempts to use the computer console will get little result since the brain's memory has been removed (see 17). The adjoining back room is empty.

11. THE POWER PLANT. This chamber contains the starport's broadcast power receiving station and the emergency fission micropile power plant. The emergency power plant is in perfect condition. The small (one meter square) micropile is featureless except for a single large red button. If the button is pressed, the micropile will surge to life, supplying power to the entire starport. Lights will come on, the escalators will begin to move, all of the robotic units will energize, and soothing music will begin to filter out of the hidden speakers. The miniature reactor will operate the starport for two years. The most important device activated when the power plant is turned on is the powerful automatic forcebeam projector located on the top of the ultra-radar tower. Immediately the device will begin clearing sand away from the starport and shuttlecraft. Light will pour into the main concourse and terminals, and the six corroded shuttlecraft will become visible several hundred meters to the north. If the micropile is damaged in any way, there is a 75% chance that the device's delicate internal mechanisms will be ruined forever. The remainder of the time the micropile will melt down into a white-hot puddle of slag and radiate intensity 12 radiation in a 20-meter radius. Under no circumstances can the power plant be used to recharge any device.

12. WEST TERMINAL. This chamber looks exactly like the East Terminal, but the west wall is intact. There are two sets of double doors in the west wall that open to the outside of the starport but until the power plant is activated they are blocked by a wall of sand. Three long corridors lead out of the terminal. They are labeled, "TO SHUTTLE ONE," "TO SHUTTLE TWO," and "TO SHUTTLE THREE." All of the corridors have collapsed a few meters from their entrances. If the characters move down corridor three, they will be attacked by two mutant scorpions (HD: 15; hp: 48, 43; AC: 2; MC: 24; AT: two pincers for 2d6 each plus one sting for 1d6 plus intensity 14 poison, MU: size increase and increased speed).

13. SECURITY. The walls and ceiling of this room are covered with video screens, each displaying a different section of the starport. In the center of the room is a security robot (HD: 12; hp: 72; AC: 2; MV: 120; AT: two paralysis rods, one slug thrower with 10 clips of large caliber ammunition, 10 sleep grenades (treat as intensity 15 poison), and 10 tear gas grenades). The robot is in the "off" mode, but will re-energize if its services are needed anywhere in the starport (provided the power is on). If characters openly carry any kind of weapon, the robot will attempt to disarm them, stunning or slaying anyone who tries to interfere. If characters try to remove the robot's weaponry after they have defeated it, they have a 40% chance of success per weapon.

14. STORAGE ROOM. This room is filled floor to ceiling with boxes and cartons of office supplies, standard tools, emergency food rations (enough to feed 100 people for a month and the starport's emergency water supply, a full 20,000 gallon tank).

15. BRAIN ROOM. This room is the nerve center for all of the starport's electronic and robotic mechanisms. The outer door is locked and will take 30 points of damage before breaking in. The walls are covered with control panels, switches, knobs, and buttons. From here the lights, power and robots of each area of the starport can be controlled. The main computer also is located here, but its memory tapes have been removed. Any character with computer skills (and replacement tapes) will be able to reprogram this central brain to run all of the robots and other mechanisms however desired.

16. ROBOTICS. In this room are spare parts, tools, and repair mechanisms for all the starport's robotic units. Among the racks of tools are two laser torches that can be used as weapons if turned up to full power. The laser torches have a one-meter range, do 5d6 points of damage, and have enough energy for 10 minutes of use. Also in the room is the body of a malfunctioning general robotoid (HD: 5; hp: 20; AC: 4; MV: 12; AT: bash with arms for 3d10 points of damage). It will come to life and attack the nearest character if it is moved or its mechanisms are disturbed. The deranged robot will attack until destroyed.

THE SHUTTLE

Note: As with the previous descriptions, the following sections assume that the starport's power plant has been activated. If it has not the shuttle will still be deep in sand, as well as dark and powerless.

The length of the corridor between the east terminal and the shuttle is 100 meters. Through windows in the side of the tunnel the characters can see they are approaching a strange spaceship. The outside of the ship is badly corroded, but it appears more or less intact. In the distance the characters can see five other shuttle craft in far worse condition. The corridor ends at an open hatchway leading onto DECK 1.

DECK 1. This brightly lit chamber is empty except for a ring of thickly padded chairs (acceleration couches) and a hollow plastic jump shaft running from the middle of the floor to the ceiling. In front of each acceleration couch is a small porthole. The jump shaft is a null-grav tube made to allow the passengers to move with ease between the shuttle's decks. The padded walls are studded with soft handles so passengers may pull themselves along.

DECK 2. This round chamber is the same as DECK 1, except the jump shaft does not continue down. There is instead a locked door opening onto a set of stairs leading down to the cargo hold. The door will take 20 points of damage before breaking open.

THE CARGO HOLD. This large room is filled with ruined boxes, crates, and other containers. Many of the objects look slightly burned. Hiding among the containers are 20 mutant rats (HD: 1; hp: 4; AC: 7; MV: 6; AT: bite for 1 point of damage; MU: light wave manipulation and electric generation). These creatures have remained in this cargo hold for centuries, surviving on the contents of the containers. They will attack the characters as soon as the party reaches the hold floor. They are cowardly creatures, however and if more than half their number are slain, they will use light wave manipulation to become invisible and flee. About three-fourths of the containers are completely empty. The rest are filled with useless bits of what once was clothing, building materials, electronic devices, and food concentrate. The GM may list the contents of several boxes, cartons and containers which hold valuable, intriguing or dangerous objects.

COCKTAIL LOUNGE. This room contains a long, hardwood bar, dozens of bottles of alcoholic beverages, several tables, many chairs, a large video screen, and 10 tri-vid amusement games.

COMMAND MODULE. This small room contains four acceleration couches and is packed with switches, dials, and readout screens. The area is illuminated by a myriad of blinking colored lights. All of the equipment has been disengaged from manual control and is now on an automatic countdown sequence. If the characters watch the readouts carefully, they will see short reports such as "ATM-OK," "PWR-OK," and "ENG-OK" flash across the screens. After a few seconds the message "ALL FUNCTIONS GREEN AND GO" will flash on and then the screens will read "T MINUS 30 SECONDS... T MINUS 29 SECONDS... T MINUS 28 SECONDS," and

so on. Characters will be unable to reach the outer hatch of the shuttle (on DECK 1) in less than 30 seconds. At T minus 20 seconds the main hatch will close and lock shut. At T minus 15 seconds the characters will be able to feel vibrations in the deck floor and walls. At T minus 10 seconds a wailing siren will sound and the shuttle's bright lights will be replaced by a flashing red warning sianal. At T minus 0 seconds the ship's thorium fusion engines will ignite; the shuttle will shake violently and begin to move upward at an ever-increasing speed.

The G-force produced by the acceleration will cause 2d6 points of damage per round to any character not lying down in an acceleration couch. After 10 rounds of acceleration the shuttle begins to coast the lighting returns to normal, and the ship's internal artificial gravity comes on. If any of the characters look out one of the shuttle's portholes they will see the Earth receding far below them. The shuttle continues on its course for approximately 30 minutes before the warning lights and siren come back on. Looking out of the portholes, the characters see that the shuttle is rapidly approaching a huge ring-like construction--an ancient space station. Several sections of the station appear to be badly damaged, but the characters can see dim light coming out many small windows.

THE SPACE STATION

Note: The GM must remember to announce that the shuttle returns to Earth two hours after it arrives (see LEAVING THE SPACE STATION).

A. DOCK-POD. The GM should determine at which of the four operational dock-pods the shuttle arrives. After docking, the main hatchway swings open. Immediately, air rushes out of the ship and into the space station. Since the station has lost some of its atmosphere to slow leaks, it has a lower-than-normal air pressure. (The outrush of air is caused by the equalization of pressure between the station and the shuttle.) This low pressure will cause some discomfort at first but characters will be able to breathe with little difficulty.

The dock-pod is sparsely furnished with aging chairs and couches. Faded wall posters tell the splendors of the cloud cities of Jupiter, the intra-ring pleasure ports of Saturn, and many other famous vacation spots around the solar system. The floor of the dock-pod is carpeted with a bright shag rug, but in some areas the thick pile seems sodden with a dark brown, gooey substance.

B. MATTER TRANSMITTER PADS. This large round room has five separate areas, each marked, "TO STARSHIP 1," "TO STARSHIP 2," and so on up to 5. Each of the triangular rooms is totally bare and empty. The doors are transparent and reveal a maze of complex circuitry and wiring. These rooms are giant matter transmitters which once transported shuttle passengers to the large outbound starships located farther out in orbit. Age and lack of repair have left all the matter transmitter pads inoperable.

The carpeted floor of the walkway around the transmitter pads is coated in a layer of the brown, pudding-like material noticed in the dock-pod. All the transporter rooms are empty except the one marked with a star (*). In this room the party will see what looks like a man standing with his back to the door. The figure appears humanoid, but his body quivers and shakes in a very inhuman way. It is a plague zombie, a victim of the horrible Canopus plague (HD: 8; hp: 35; AC: 9, MV: 9; AT: see below). It appears to be made of a dark brown, glistening, gelatinous substance. The disgusting creature will attack the party by bashing characters with its two misshapen fists. Each attack does only 1d3 points of damage, but anyone struck will be coated with some of the creature's gooey substance. The brown material will eat away at the victim's flesh, causing 1d10 points of damage per round. If the damage taken exceeds the victim's total number of hit points, the victim will become a plague zombie and attack the rest of the party. The only way to stop the plague from taking over a body is to remove the affected flesh with a sharp object causing 1d6 points of damage per affected area. Once the plague has taken over a body, there is no cure. The plague zombie is clothed in a plain jumpsuit and has no other possessions.

The Canopus plague is an alien disease brought back to Earth by long-range scout ships in the early 2300's. It is highly contagious and causes its victims' flesh to change into a viscous, pudding-like material. Once the plague has totally taken over a body, the victim becomes a

zombie, interested only in seeking out healthy humans and infecting them with the foul disease. The Canopus plague never broke out in epidemic proportions on Earth, but many space stations such as this were completely contaminated. When this station was infected, the survivors were lucky enough to escape and leave the plague zombies behind. The space station has remained functioning, but plague zombies wander the rooms and halls in an endless search for infected humans.

C. DESTROYED DOCK-POD. During the battle between the plague zombies and the survivors, a group of zombies tried to reach Earth by boarding one of the shuttles. To prevent their escape, the station commander blew up the shuttle before it could leave the station. The explosion also tore open the dock-pod where the shuttle was docked. Pressure-safety doors automatically sealed off the damaged pod. These doors (and all other pressure-safety doors leading to vacuum) will with-stand up to 200 points of damage before breaking open. If they are opened, all the air in this section will rush out into space through the shattered dock-pod. Pressure-safety doors immediately seal off the area to protect the rest of the station, but anyone still in the matter transmitter area will be sucked out of the station to die in the cold, airless void of space. (If the GM feels charitable, he may give the players some warning about the dangers beyond the pressure-safety doors, such as flashing lights, signs on the doors stating "VACUUM," or a noticeable hissing and outrush of air as the door nears its breaking point.)

D. HAROLD JOHNSON'S FAMILY RESTAURANT. This once-fine restaurant is now a total shambles. Many chairs and tables have been broken, others were burned. The backroom and kitchen are totally demolished. Five corpses lie in the rubble. They have not decayed in the station's bacteria-free atmosphere, but have become mummified over the years. If the bodies are searched, characters will find 20 domars, one laser pistol with two charges remaining, and an energy mace with 30 seconds of energy remaining (enough for three melee rounds of use).

E. THE MOON SURVIVAL STORE. Before the plague, this shop specialized in survival gear for travelers going to the moon. Characters can see the ruined remnants of spacesuits, radios, food concentrates, and other paraphernalia in the shop. Before the party can do a complete investigation, however a plague zombie (see B) (HD: 8; hp: 34; AC: 9; MV: 9; AT: two attacks for 1d3 points of damage each, plus plague) rushes out of the back of the room and attacks. If the characters search the shop after killing the monster they will find one inflatable pressurized four-man tent, one pressure suit with enough air for 24 hours, two walkie-talkies with a maximum range of 10 miles, and a lunar mini-rover which is about 1.5 meters wide by 2.5 meters long and can carry two passengers and their gear at 20 kilometers per hour over almost any terrain. The mini-rover is solar powered and will run one hour for every two hours of charging in direct sunlight. If characters check the back room they will find 10 tanks of pressurized oxygen. If any of the tanks are seriously damaged, they will explode in a five-meter radius for 10d6 points of damage.

F. PHARMACY. In this drugstore are many containers of drugs and medicines. Each container holds 3d10 tablets. The labels are either too faded to read or missing entirely. If characters swallow any of the drugs, roll percentile dice on the following chart to determine the effects.

Roll	Drug	Effect
1-15	Analgesic	Kills pain for one to four hours
16-30	Anti-motion sickness	Prevents nausea for eight hours
31-45	Oxy-tab	Provides all oxygen necessary to survive for four hours
46-60	Vita-fed	Contains over 100 vitamins, dietary supplements, and other agents
61-75	Aller-tab	Stops all allergic reactions for four hours
76-100	Spoiled medicine	Poison, intensity 3-18 (roll 3d6)

G. FASHION OF THE FUTURE. This store would be a yexil's dream come true. It contains meter upon meter of rayon, nylon, dacron, ultron, and other man-made fabrics. Scores of fashionable outfits are tastefully displayed on mannequins throughout the store. As characters investigate this store they will be attacked by two former salesgirls who are now plague zombies (see B) (HD: 8; hp: 40,32; AC: 9; MV: 9; AT: two attacks for 1d3 points of damage each, plus plague). If the characters search the store carefully they will find 300 domars in a concealed register.

H. PERSONNEL QUARTERS. These six rooms once housed the station's permanent personnel. Each room has several beds, closets, chairs, and a washroom. There is a 50% chance that each room will contain 1-3 plague zombies (see B). If the characters search these rooms, they will find one or two items of interest per room. These may be chosen randomly from the treasure tables in the GAMMA WORLD rulebook or devised by the GM to fit the situation.

I. COMMUNICATION BOOTHS. This room has 10 booths, each containing a telephone-like arrangement with an attached video screen. Characters may activate the devices by entering the booth and closing the door. To determine what happens, roll percentile dice on the following chart.

Roll	Effect
1-20	Nothing happens
21-40	A woman's face appears and asks the character to deposit 1-100 domars. The image is a recording and will not respond to questioning. If the money is deposited, roll again. If no money is deposited, the image fades.
41-50	A humanoid mutant with the head of a giant fly appears on the screen. The creature says something in a strange language, gestures wildly, and switches off.
51-60	The communication gear explodes, inflicting 2d6 points of damage on the character inside the booth and burning his or her clothing.
61-75	An image of a woman (a programmed operator) appears and asks the character to pay 1,000-20,000 domars for the call he has been making over the last century (the line was left open). If the character refuses to pay, the doors will lock shut and the operator will politely berate the character for his or her unwillingness to pay up. The doors will take 10 points of damage before breaking open.
76-00	An "out of service" sign appears and the character is given a refund, or the GM can create something to fit the situation.

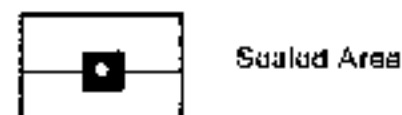
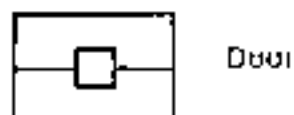
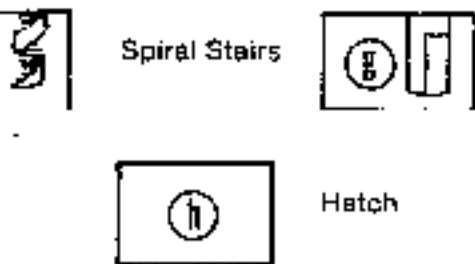
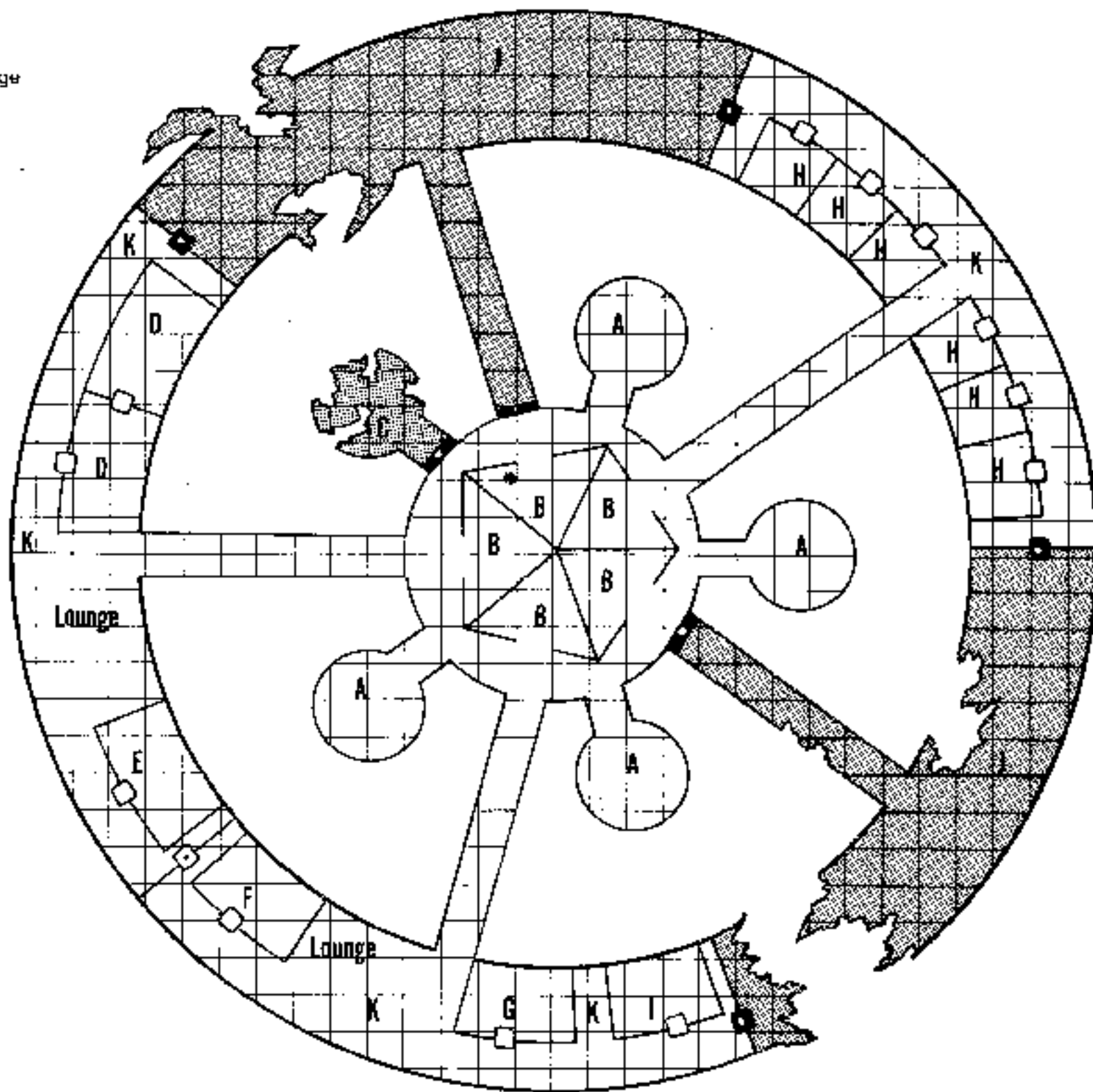
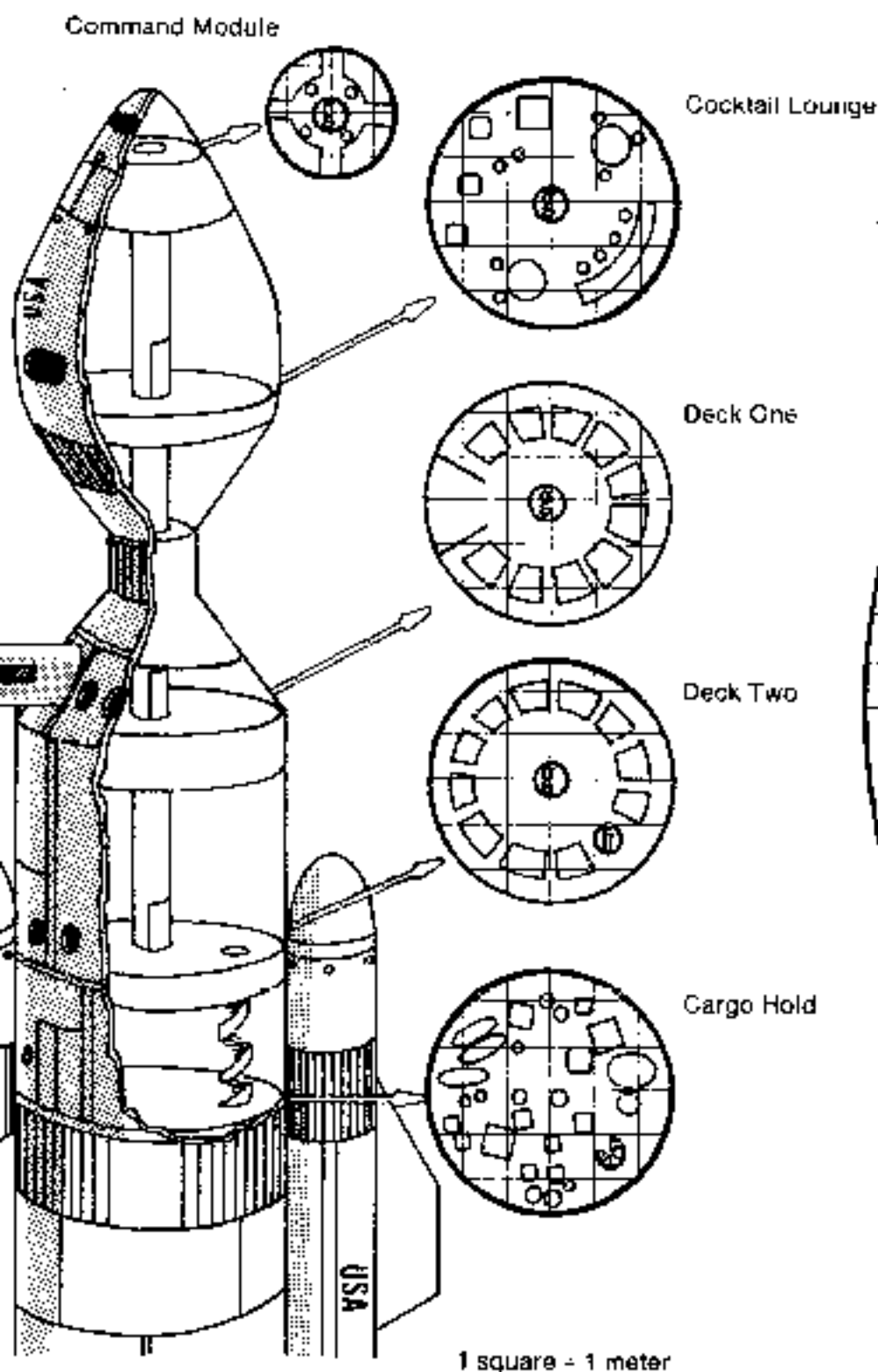
J. DESTROYED SECTIONS. These two areas were severely damaged during the station crew's panicked evacuation and fight against the plague zombies. They are sealed off from the rest of the station by pressure-safety doors which will withstand up to 200 points of damage before breaking open. If the doors are forced open, all the air in the characters section will rush out into space, sweeping the characters along. Pressure-safety doors will immediately seal off the area to prevent decompression in other parts of the station.

K. RANDOM ENCOUNTER. Each time the characters pass an area marked K, there is a 40% chance they will encounter 1-3 plague zombies. If the characters are not surprised, they have a 50% chance to avoid the zombies if they wish.

LEAVING THE SPACE STATION

The shuttle is pre-programmed to return to Albuquerque Starport two hours after arrival. The characters may learn this by checking the readout screens in the command module of the shuttle, or by hearing the programmed intercom messages in the space station. These messages begin with, "THE SHUTTLE BOUND FOR ALBUQUERQUE WILL DEPART IN ONE HOUR AND 30 MINUTES" and are repeated at 10-minute intervals. Two hours after the shuttle docks it will automatically close its main hatchway, ease away from the space station, and head back to Earth. Any characters left behind on the station are stranded forever.

When the shuttle is halfway back to Earth, the readout screens in the command module begin flashing messages warning of an overheating element in the shuttle's thorium fusion engines. At first the messages are short and not very threatening, but as the ship approaches the landing pad they rapidly take on emergency proportions. Just as the shuttle touches down and connects to the access corridor a whooping emergency siren begins to wail and the ship's lights start flashing orange. At this point the screens in the command module read "MELTDOWN IN SECTION 6--EXPLOSION IMMINENT--EVACUATE SHUTTLE IMMEDIATELY." Assuming the characters waste no time leaving the shuttle, as soon as they reach the end of the tunnel leading to the east concourse the corridor will telescope inward and seal its outside exit. A tremendous explosion rocks the starport and the characters see all six shuttles disappear in a blinding fireball.



1 square = 6 meters

