Player Characters

Option 1: Criminal – hired as infiltrators with false papers
Option 2: Anarchist – could be hab locals, or travelers caught up in events

Location

Perhaps the strangest mechanism on Oberon is its spider-walking farcaster, Cobweb. The facility is mobile, moving about the surface of the moon to escape its magnetic field and enhance farcast signal reception.

The facility, which can accommodate around 50 people, sits on a massive, building-sized, arachnid-like walker frame. It is currently located in Othello crater, near the south pole but moving north. Use of the farcaster is limited due to Oberon's tight security, and no amount of money can buy you a farcast, only being in good standing with the autonomists and calling in a big favor will do, or being personally invited by a member of the Love and Rage collective, the Argonauts from Lear, or a member of the Gelderloos collective that oversees it.

Situation

Cobweb has been invaded. A member of Gatecrasher corp Black Crow, who had managed to cadge an invite from a less than properly wary Argonaut, smuggled in a virus designed to hijack the facility's farcast capabilities. They got locked in a spare room in the living quarters, but not before they managed to start the process of downloading and resleeving several other Egos.

Having begun the process they caused a deliberate distraction, and by the time they were caught their comrades were already up and running. The mercs quickly locked down the upper portion of the ship, most importantly capturing the missile batteries, main comms, armory and beam cannon, making outside intervention next to impossible without destroying the facility. Having done so things are in a very temporary lull.

For the anarchists, priority one is to re-capture the base by eliminating the infiltrators. For the Hypercorp mercs the priorities are to a) upload all available info in Gelderloos' databanks to Black Crow (necessitating access to protected servers near the main reactor core in the bowels of the ship), b) Sabotage/destroy the facility, ideally while escaping.

Who's on board

On the anarchist side of the line 15 regular members of the Gelderloos Collective are present, including a five-strong security-specialised crew. In addition there are half a dozen Argonauts, and nine anarchists who were in transit towards Chat Noir at the time of the incident. Other than the security specialists most of the people on board are there either for scientific research, as hab engineers keeping everything running, or as workers in the Egocasting suite.

Other than the prisoner, six Black Crow Operatives are sleeved along with another three infomorphs. Total current on-board population is 40, and a handful of morphs are still in storage.

Factions & NPCs

Black Crow: Well known in the PC gatecrashing scene as an up and coming extrasolar resource extractor, the hypercorp thinks it has spotted a major opportunity to soften up Oberon for a PC coup through sabotaging Cobweb. Without the farcast facility Oberon is more susceptible to a campaign of attrition, and its throughput data alone could yield valuable insights about vulnerabilities both technical and human.

- **Dassan:** Hypercorp saboteur. An expert hacker and stealth specialist. Dassan's Ego has been pruned to de-emphasise their desire to live, and they have no stack – they're not expecting to return from this mission and are functionally a throwaway of their parent, who is safely back on Mars, out of harm's way. Black Crow spent heavily to produce a top-grade cover ident for them, which got them to Pan, Saturn, where their mark, Artem, had been attending a symposium on recent exoplanet discoveries. They assiduously romanced the Argonaut, who fell head over heels. The rest, as they say, is history. Sleeved in a Bouncer morph.
- **Reed:** Leader of the ops team Dassan brought on board. Reed is a combat specialist and veteran in low-gee. Sarcastic and deliberative, she has excellent strategic acumen and is rarely flustered. A long-timer in her industry. Sleeved in a Fighter-oriented Flexbot.
- **Liar's Dice:** Lead infomorph on the infiltration crew. He's a natural gambler, hyperactive and veers between being easily distracted and hyper-focused, but as a skilled

hacker, and being well versed in hab design, he's the point man for oversight, advice, and occasional assistance when the strike team is making its way towards the server.

Gelderloos Collective: A subgroup of Oberon's controlling Love and Rage Collective, the crew of Cobweb works on regular rotation, with decision-making generally being by consensus but often delegated in crisis situations. While the group itself is security conscious, it relies heavily on the vouching system for letting people in and out, which came a cropper when an Argonaut got romantically involved with the wrong person and invited them to come visit …

- **Arditi Popolo**: Lead combat specialist. With the situation having gone into battle mode, they have been acclaimed for a temporary leadership role. A hothead, they are furious at the incursion and resentful of the Argonauts for bringing Dassan on board, but they are an effective organiser and have already started the process of reconfiguring fabbers for producing ordnance. Sleeved in a Fury.
- **Myna Bucchanan**: Administrator. Myna is fairly diplomatic by nature and a fan of neatness and order, qualities which make her a useful admin and keyholder but unsuited for combat, so she has been sidelined. Arditi was none to graceful in doing so, and the two have a long history of snappy backbiting, so she's in a bad mood. She's in a Bouncer morph.

Argonauts: Largely based on Lear but with a handful of staff at Gelderloos, the science group mostly studies the moon's magnetic flux.

- Radial Cordon: Argonaut longtimer. An infomorph, Radial habitually bounces between Chat Noir, Gelderloos and Lear as a sort of busybody and go-between for various projects. Unofficially he's a leading voice for the resource group on Oberon. He's not too concerned about data breaches, as most of the Argonaut data is free to use anyway, but if Cobweb falls over so do various datasets so he's anxious to get it back in working order.
- Artem: Lovestruck fool. Artem is a lovely young chap, but naive and he watches too many romance flicks.

He was an obvious target for Dassan, and having been thoroughly rinsed is now having a melancholic crisis. His dramatic perspective of what we do for true love may yet become problematic … Sleeved in a Menton.

Travelers:

- Irental Thane/Crackerjack: Thane is a particularly trusted figure in the Love and Rage Collective, known for his outstanding contribution to an influential ethical gatecrasher ruleset which helps inform operations around the Fissure Gate. His high @-rep led to a responsible and sought-after role as a negotiator for gate scheduling, for which he frequently has to travel. He is in fact just back from one such trip, and was waiting to take a shuttle out to Chat Noir when events went down. He's sleeved in his favoured Olympian morph.
- Yoroat: A brilliant young extreme sports star from Titania who has been fascinated by the gates since she was a child and has been desperately trying to get an invite to Chat Noir. Housed in an Olympian, her flight and low-gee manoeuvring skills are second to none, though she is very prone to showboating.

Timeline

Day 1: The upload of Dassan was completed at around 5pm standard time, with debrief at 6pm. After a romantic dinner and some old fashioned fun, the operative waited until the hab was mostly asleep,

Day 2: The operative stole up to the farcasting suite at around 1am, hacked the doors, and uploaded a potent virus which hijacked the system, beginning an automated process of calling in their backup. In order to cover the process, they sealed the doors, moved down into the lower decks, and began to sabotage propulsion mechanisms until the station's legs ceased to move. Dassan then engaged in a game of cat and mouse with the enraged Gelderloos crew, eventually being caught at around 2pm, but by this time several other operatives had revived and were beginning the task of capturing key parts of the facility. As the afternoon wore on the operatives killed six Gelderloos Collective members and locked down key systems. As of the start of the mission, it's around 4pm.

The remainder of the conflict will play out over a few hours.

Tactics and terrain

The Black Crow mercs have only limited time before sufficient heavy weaponry has been fabbed up by the Collective to arm their larger numbers and overwhelm the infiltration team - and will have to get a move on to get to the main servers if they want to get the data they need before blowing the ship. This will force them to split their efforts, with a small strike team attempting to quickly fight their way through to the servers while the rest keep the exit route and ship batteries secure.

The Anarchists meanwhile need to take down the saboteurs as fast as possible before any more damage is done. Their priority will be to protect the server and the main reactor core, and to recapture the defence batteries to enable support to arrive. While they are light on weaponry, with only a handful of people starting out holding small arms, they may be able to use items already on hand in the warehouses - industrial equipment etc.

Cobweb is reasonably spacious for a 50-capacity hab, alternating between rooms with low ceilings for convenient traversal/habitation, and more open hub traffic areas with handholds and mezzanines for easy jump access. Gravity being a mere 0.036g, a flat human would have a vertical leap of more than 11m and a transhuman far higher - equivalent to clearing the height of a typical four-storey building on Earth in a single bound.

This means both care must be taken in doing so in order not to strand yourself as a target in open areas, and that most combat has elements of micro-gee strategy, allowing for leaping between/bouncing off walls, ceilings etc. It is armoured on its outer hull, though the belly is less well shielded.

Mesh & Server

With communications held by Black Crow and server control in the hands of the anarchists, the former are able to talk to contacts on nearby moon Titania (direct contact with Mars HQ is a 4-6 hour round trip), while the anarchists are limited to whatever was on the server when the invasion took place. Fortunately Cobweb has extensive data vaults of its own thanks to the security policies of Love and Rage, including weapon blueprints, but there are limits to what's available.

Complications

For the last year **Crackerjack** has been an asset of Project Ozma, which initially blackmailed him using a poorly-covered strikebreaking incident from his past. Once he'd carried out the little sabotage job they'd tasked him with in return for their silence there was no way he was getting out.

He had no idea that Black Crow was making a move, but was DM'd and asked to help out however he could by Dassan, who lied and told the gate scheduling negotiator that once the data was collected Cobweb would be left unharmed. He is an asset that the mercs will try to keep alive if it's not too inconvenient, and may or may not find untraceable ways to undermine the anarchist side.

The **Love and Rage Collective** are no pacifists. They have mobilised and are prepared to destroy Cobweb if it looks like they're about to lose it. They are considering a pinpoint strike against the comms and Egocasting arrays to contain both the infiltrators and core data. (This could be represented by an escalating hour by hour chance of intervention, with a breach of the server room/core beginning a countdown as L&R missiles are launched and attempt to outfox point defences).
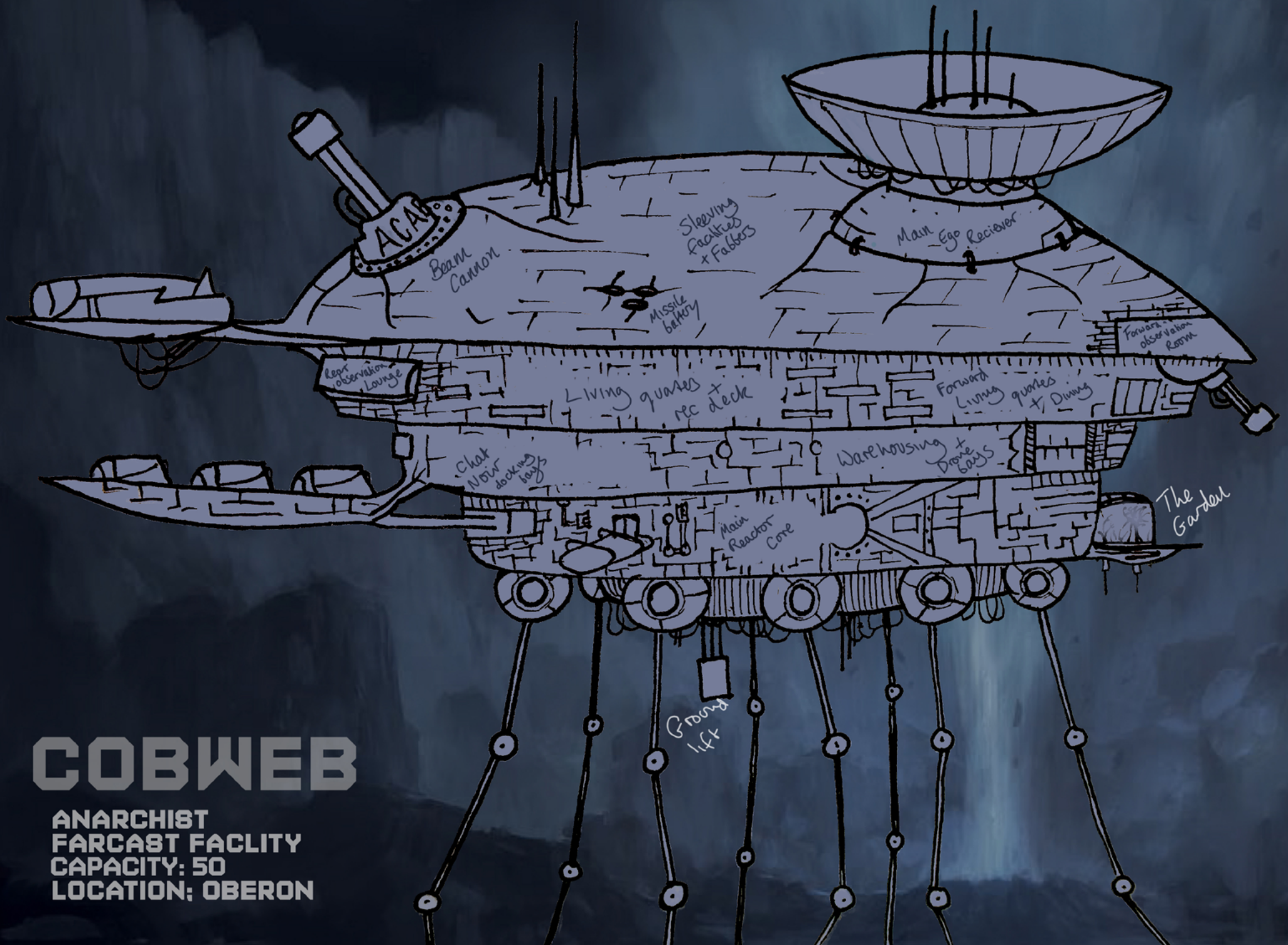
The damage done to **Cobweb's mobility system** has left it stumbling and unbalanced. Without intervention, over a matter of hours it will tend to lean further and further forward – and eventually fall.

Beam Cannon

ACA

Sleeving Facilities + Fabbers

Main Ego Reciever

Missile Battery

Rear observation Lounge

Forward observation Room

Living quarters + rec deck

Forward Living quarters + Dining

Chat Noir docking bays

Warehousing + Drone bays

The Garden

Main Reactor Core

Ground lift

COBWEB

**ANARCHIST
FARCAST FACLITY
CAPACITY: 50
LOCATION: OBERON**