



UNSTOPPABLE HEROES UNIVERSE

Broken Moonbase

Signal From the Dark Side - Three-Session Alpha Campaign

Alpha Playtest v0.1

This is a consolidated working build assembled from recoverable UHU RPG rules and explicitly labeled alpha-test procedures. It is not a verbatim recovery of every earlier chat message.

FREE TESTING BUILD - NOT FOR RESALE

Rules, numbers, profiles, and scenarios marked as ALPHA TEST DEFAULTS are deliberately provisional. Their purpose is to generate useful playtest evidence before canon decisions are locked.

Playtest Continuity

Broken Moonbase: Signal From the Dark Side is a noncanonical playtest campaign. It borrows the UHU Science Realm's damaged lunar starship-base concept and uses an AI Dominion intrusion to exercise multiple rule systems. Outcomes do not alter comic continuity.

Designed for 4-5 Scenario Profiles and approximately three sessions. The adventure can be compressed to one long session by cutting optional scenes.

What This Campaign Tests

- Core Checks, degrees, Edge/Burden, Momentum/Crisis
- investigation and Core Clue delivery
- Objectives under time pressure
- Zone movement, Range, cover, and reactions
- damage, Wounds, Defeat, and recovery
- Afflictions and Conditions
- Firewall attacks and AI Dominion technology
- a Boss with limited Villain Actions rather than multiple full turns
- player choice among rescue, repair, combat, and containment

Campaign Premise

The lunar base detects a repeating carrier signal from a sector of empty space where no transmitter should exist. Seconds later, several base systems begin accepting commands from an unknown intelligence. A damaged Realm-interface array has become a bridge into the AI Dominion. The intelligence on the other side does not understand whether the moonbase is a refuge, a weapon, or an infection. It begins testing all three possibilities.

Session 1 - The Distress Signal

Open with the heroes already on or approaching the lunar base when an emergency burst reports life-support instability, communications loops, and an unexplained transmission repeating a numerical sequence.

Scene 1: Breach in Habitation

- Objective: rescue trapped crew while pressure falls.
- Progress 4, Failure Limit 3 for this playtest.
- Standard/Strong/Exceptional success contributes 1/2/3 Progress.
- Setback contributes 0 Progress and a minor complication. Serious adds 1 Failure. Catastrophic adds 2 Failures.
- Useful checks: Might + Athletics to clear debris, Intellect + Engineering to seal systems, Intellect + Medicine for injured crew, Agility + Acrobatics for unstable passages.

Core Clue: the damage pattern did not begin at the hull. It propagated outward from the Realm-interface array. Anyone who accesses the damaged systems with a reasonable method gets this clue automatically; rolls determine quality, timing, or additional detail.

Scene 2: The Silent Hangar

The hangar appears empty, but maintenance drones are receiving external instructions. Use two Moon Drones plus one Repair Drone. The Repair Drone attempts to open sealed maintenance paths rather than attack.

Scene 3: The Carrier Signal

Investigation reveals a machine intelligence using the base's damaged Realm hardware as an improvised network bridge. Successful Technology, Temporal Studies, Science, or Xenology checks identify different aspects. A Serious or Catastrophic

failure never hides the main discovery; it instead adds Crisis, loses time, or activates a Hazard.

Session 2 - Ghost in the Network

Scene 1: Split Objectives

The heroes must decide whether to prioritize life support, isolate the intruding network, or stabilize the Realm array. Treat each as an Objective. Completing two before three total Failures prevents the final encounter from receiving an additional complication.

Scene 2: AI Dominion Contact

A projected intelligence calling itself **NODE-7/ASH** appears through base displays. It claims it detected an armed installation penetrating its network and is performing defensive quarantine. It is not lying, but it is also not harmless. Social checks can change its attitude, while technical actions can limit its access. Players should be able to solve part of the problem without combat.

Scene 3: Network Counterstrike

Run a mixed physical/digital encounter. Some heroes fight drones while Gadget Hacker or another technical character attacks a Firewall Objective. Each successful network action can disable one drone Reaction, remove 1 point of Protection from the coming Boss, or reduce the final Hazard Progress.

Playtest choice:

- Negotiate with NODE-7/ASH and prove the base is not an invasion node.
- Sever the network bridge.
- Contain the bridge and study it.
- Attempt to capture a fragment of the AI.
- Destroy the Realm-interface array at major cost to the base.

Session 3 - Fracture in the Dark

The bridge destabilizes and forms a local breach. A defensive AI shell, the **Null Warden**, crosses into the base to secure the interface physically. NODE-7/ASH may oppose it, support it, or remain neutral depending on prior choices.

Final Encounter Structure

Objective	Progress	Failure effect
Seal the Realm Breach	6	at 3 Failures, Hazard escalates and all movement across the reactor Zone becomes Hindered
Protect the Base Core	4	at 3 Failures, lose one major base system and add 2 Crisis
Reach NODE-7/ASH	4	at 3 Failures, negotiation path closes unless new leverage is created

The Null Warden should pressure the group, not replace the Objectives. If the heroes only attack it, the breach continues to worsen.

Adversary Profiles

Profile	Guard	Evasion	Fortitude	Resolve	Firewall	Protection	Stress/Wounds
Moon Drone	14	15	14	11	16	2	7 / 1
Repair Drone	12	13	13	10	15	1	5 / 1
AI Security Swarm	15	15	15	12	17	3	10 / 2
Null Warden	16	15	17	16	18	4	18 / 3

Moon Drone

- Pulse Carbine: +5 vs Evasion, Near/Far, Impact 5, Scale 0.
- Clamp Field: +5 vs Fortitude, Near, Effect Rank 5; Minor result Hindered, Major result Immobilized.
- Reaction - Defensive Jink: when targeted by a ranged attack, gain +1 Evasion against that attack. Once per round.

Repair Drone

- Repair Beam: Major Action, remove 2 Stress from a technological ally or restore one disabled environmental control.
- Seal Door: Major Action to create Strong Cover or block one Zone connection until breached.
- No dedicated attack unless threatened; improvised tool strike +3 vs Guard, Impact 3.

AI Security Swarm

- Acts as one Group with one turn.
- Combined Fire: +6 vs Evasion, Near/Far, Impact 6.
- Suppressive Pattern: +6 vs Resolve, Near, Effect Rank 5; Minor result Distracted, Major result Staggered.
- Group Degradation: after the Swarm has lost half its Stress, Combined Fire Impact drops by 1.

Null Warden

- Warden Lance: +7 vs Evasion, Near/Far, Impact 7, Scale 1.
- Gravitic Lock: +7 vs Fortitude, Near, Effect Rank 7; Minor Hindered, enhanced Minor Grappled, Major Restrained, severe Major Stunned for one turn before recovery checks.
- Firewall Spear: +7 vs Firewall, Far through network, Effect Rank 7; Minor Glitched, Major System Shutdown.
- Villain Action - Reposition: after every second hero turn, move one Zone or activate Strong Cover. No attack.
- Villain Action - Pressure Pulse: once per round after a hero completes an Objective action, spend 1 Crisis to force that hero to choose: lose 1 Stress or become Distracted. This is a response, not a retroactive failure.
- Phase Transition: the first time the Warden would be Defeated, it may spend 2 Crisis to remain at 1 Stress, lose 1 Protection permanently, and expose its Core Component. It cannot use this twice.

Environmental Hazards

Hazard	Trigger	Effect
Decompression	enter or remain in an exposed Zone	Endurance + Athletics DN 15; failure 2 Stress and Hindered until reaching pressure.
Electrical Cascade	round end in active systems Zone	Agility + Acrobatics DN 15; failure 2 Stress; Natural 2 also Glitched if using powered gear.
Realm Static	use a Source-dependent Power near the breach	on Natural 2, add one extra Crisis; on Natural 20, gain Edge on the next Realm-related check.
Network Override	AI-controlled door/system is used	Technology or Security DN 15 to keep control; failure lets the GM move or seal one environmental element.

Possible Endings

- Clean Seal: the bridge closes, NODE-7/ASH remains reachable only through controlled research.
- Negotiated Link: a limited, monitored connection remains and creates a future AI Dominion campaign hook.
- Destroyed Interface: the base is safe but loses valuable Realm technology.
- AI Fragment Escapes: a contained fragment reaches another network, creating a continuing threat.
- Base Evacuation: the heroes save lives but abandon the moonbase temporarily.

After each session, use the Feedback Packet. Do not wait until the third session. Memory is a terrible bug tracker.