

GM Notes: The Hades

Why the *Hades* exploded: because **R. App Elby** talked it into it:

Three days ago you visited the colony ship *Hades* in the construction yards and convinced its Positronic brain that carrying humans to Echo would result in their being harmed. You had expected the *Hades* to simply refuse to act as a transport, but instead it seems to have decided to self-destruct. While no humans were directly harmed, the explosion is widely suspected to be an act of sabotage, though there is disagreement as to whether Echo, Baleyworld or Aurora is responsible. This in turn threatens war, a clear harm to humans which must be prevented at all costs.

The harm posited was a virgin soil epidemic wiping out the transferred Perseponians due to their lack of immunity. While quarantines, vaccinations and isolation can significantly reduce this risk, the consequences are catastrophic. The *Hades* took the only logical solution, and destroyed itself in order to prevent harm.

The positronic probe can only give true or false states. E.g.

- Did the Hades blow up as the result of a malfunction? False
- Was the *Hades* destroyed by sabotage: true
- Was the *Hades* destroyed by a bomb: false
- Was the *Hades* ordered to destroy itself: false
- Did the *Hades* destroy itself: true

A complete list of questions and answers from the first two playtests is in the Hades Questions spreadsheet.

If characters ask “silly” questions, feel free to have the scientists raise the matter with **Anan Kora** or **Dr Roth** and make it the character’s problem.