HOSTILE

A HORROR SHORT

HORROR RULES 2 ADVENTURE SCRIPT

by Chris Weedin

STORY

SYNOPSIS

Hostile aliens have secretly taken over a number of megacorporations in preparation for an invasion of Earth. With their plan now moving into the end game, they're merging companies and launching hostile takeovers of competitors to consolidate their power, dominate the world infrastructure and bring all the separate components of their sinister scheme together. In a plan this scale, however, there are bound to be a few mixups. Unfortunately for the Characters, they're caught right smack in the middle of one. "Hostile" doesn't even *begin* to describe it...

PLOT

Mystery

The Characters must learn the secret of the Black Door and activate it. Or the world will end. No pressure.

PLOT POINTS

And Then There Were None

CASTING CALL

All Characters are employees of Peace Pharmaceuticals (aka Peace Pharm), a moderately sized bioengineering corporation. Together, the Characters make up a research team working on Project Turkey – an effort to develop a sleeping pill made from highly concentrated tryptophan. They can be any Character Type, but must be able to contribute in some way to the project (Labcoat: scientist, Action: security guard, VIP: regional manager, Propellorhead: lab tech, Con: industrial spy, Regular Joe: assistant to the regional manager, etc.)

The Characters were notified this morning that Peace Pharm has fallen prey to a hostile takeover by the Black Sky Corporation, a huge, powerful, multinational megacorp with a mysterious origin but a reputation for ruthlessness. Their team has been summoned to a mandatory meeting with Black Sky senior management to present on Project Turkey. Water cooler talk is that projects that fail to impress are getting the axe.

SETTING

Black Sky Corporate HQ

A towering, ominous, black monolith of steel and glass, this massive skyscraper looms above all other buildings in the city's crowded heart. Over 100 stories tall, it is equipped with all of the latest technological advances: facial recognition scanners, voice activated everything, AI everything, etc.). The interior is cold, sterile and highly unfriendly.

Location 1 – Executive Board Room
Dominating the topmost floor of Black Sky Corporate HQ like the skyscraper does the city, this expansive, opulent conference chamber is as cold and sterile as the rest of the building – and even more so. Everything is whitewashed walls, glass and blackened steel. An immense black table dominates the room, surrounded by a platoon of stiff, high backed leather chairs. Wall to wall, floor to ceiling windows stare out haughtily over the dark cityscape below and a giant flatscreen monitor dominates one wall. There are no paintings or pictures or decorations of any kind. It feels like an autopsy room had a baby with a corporate board room.

Location 2 – Sub-Sub-Sub Basement Labs
Located at the very lowest section of Black Sky Corporate HQ, this subterranean complex houses the deepest, darkest, most secretive research of the hostiles. Walls, floor and ceiling are all constructed from a strange, shiny metal that reflects no light or images. The surface seems to ripple or pulse occasionally in an unsettling manner. The air has a shimmering heaviness and leaves the faint taste of old meat on the palate, as it is conditioned to the aliens' physiology. All doors are the swishing space style door marked with strange symbols and scanning pads and the lights are simple, flickering fluorescent bulbs (there's nothing more alien than that). Odd buzzes, clicks and beep-boops come from nowhere, putting the nerves on edge. Everything is designed for the hostiles, so the Characters will find it slightly smaller, colder and less comfortable than normal.

BAD GUYS

Black Sky Suits

BLK: 2
COR: 2 **Move:** 4
Health: 6 **Weak Spot:** 8
Grip Check: Freak
Attack: 5
Damage: Lethal (Disintegration Ray)

Skills
Hand-to-Hand 4
Sneak 5
Medical 9
Science 9
Technical 9
Watchfulness 7

Powers
- *Perfectly Normal Human Disguise Generator:* A small stainless steel contraption sprinkled with colored lights and worn on the belt, it bends light into solid shapes, making the wearer appear to be a normal human. Generators are not field adaptable, only projecting the image for which they were pre-programmed. In this case, it is the Business Executive module, so the aliens appear as humans in black suits with only slight variations in race, height, weight and physical appearance. It is possible to get a brief glimpse beneath the disguise by careful observation, but requires a Lucky Break on a Detection Check made within Short Range.
- *Disintegration Ray:* Old school Buck Rogers style pistol, stainless steel cylinder surrounded by rings of multicolored plastic. Makes a loud zappy sound when fired and produces a searing white beam of crackling energy. Instant disintegration of whatever it hits.
  - Range: Short
  - Damage: Lethal
  - Ammo: A Few
  - Special: Requires a Technical Test to fire.

Vulnerabilities
- *Brains Over Brawn:* The Black Sky aliens rely heavily on their technology and sinister plots and are not much in a fight (except for, you know, the disintegration rays). They tend to be rather frail and an aggressive assault can often prevail.

Description
Lean, smallish, gray-skinned aliens with oversized heads, overlong limbs and large oval eyes like black pits. Their mouths are small and round and filled with sharp teeth. They look hungry. The Black Sky aliens are carnivores (especially fond of marrow sucking) from a distant galaxy who long ago exhausted their own planet of food. They have tagged the Earth as their next planet sized meat market and have been living amongst us for the last decade while they quietly, secretly enact their sinister scheme for world conquest. Although highly advanced, all of their technology looks like something from a 1930's B-movie science fiction flick. Don't laugh, though. It'll kill ya.

Black Sky Death Bot

BLK: 4
COR: 3 **Move:** 6
Health: 31 **Weak Spot:** 2
Grip Check: Scare
Attack: 7 (It will always use all three attacks in order when able, starting with the Tentacle, then the Buzz Saw, then the Shock Probe)
Damage: Grapple (Tentacle), Moderate (Buzz Saw), Light (Shock Probe)

Skills
Watchfulness 9

Powers
- *Human Detector:* It's a guard bot, so it's equipped with the very latest human detection scanning tech. It can instantly tell who's human and who's not within Long Range.
- *Tentacle:* Short Range, gleaming metallic tentacle that whips and lashes madly, attempting to grasp and hold its victims. Make a standard Vs. Grapple Test.
- *Buzz Saw:* A wicked looking saw blade of glistening metal on an articulated metal arm, Close Range melee attack.
- *Shock Probe:* A short metal barrel festooned with wires and lights jutting from the torso, it makes a Short Range attack of powerful crackling electricity. When it hits, victims must Test BLK or are knocked down.
- *Immune to KO:* It's a robot, buddy. You ain't knockin' it out.

Vulnerabilities
- *Integrated Systems:* Every 10 points of Damage the Bot sustains shuts down one of its weapons, starting with the Tentacle, then the Buzz Saw and finally the Shock Probe.

Description
A large, roughly humanoid metallic torso about the size of a refrigerator with a vaguely triangular shape, wider at the shoulders and tapering toward the waist. The central body is black, making it look as if it's wearing a suit. It hovers on an anti-gravity field generated by a pulsating globe at its base. It has no arms or legs, but it's three offensive weapons protrude from its center torso instead. The head is low, wide and flat, with long eye slits similar to the aliens that glow red. It is programmed to instantly attack any humans it detects.

Production Notes

Special Rules

Horror Rules Deadstream! First did this at FanfestNW in 2025 as a Livestream Horror Rules 2 All Stars Demo Event on the main stage. These are some fun audience participation elements and activities we used during the event.

- **Walk On Role**
  - Pick an audience member to come up on stage and play Whats-His-Name the Intern the Walk On
  - Instructed him to mostly be an observer and not speak until spoken too.
- **SFX**
  - Ask audience to make various noises (as a group) when they hear certain words/phrases. See the list below, add more as needed and as things develop.
  - Start of Game
    - "Black Sky Corporation": Dun dun duuuuuuun!
    - "Project Turkey": Gobble gobble gobble!
  - As Encountered (a possible list, can do more or less as desired)
    - "Disintegration Ray": Zzzzzzzzzzzzzzz!
    - "Tentacle": whpsh! (whip sound)
    - "Buzz saw": bzzzzz!
- **Ask the Audience: Left or Right?**
  - When faced with the Left or Right corridor in the Sub-Sub-Sub-Basement, the audience will vote.
  - Characters may still do what they wish, but should give the audience's vote some consideration.
- **Bit Parts**
  - For the Closing Scene dialogue, pick a volunteer to read the lines.
- **Credits**
  - The audience will nominate and vote on the credits.

Mood

1. **Corporate Coldness**
   Black Sky HQ is sterile, cold, ominous and imposing. It should feel unfriendly, undecorated and almost inhuman. Cuz it is.
2. **They Walk Among Us**
   Once the Players discover the presence of aliens (which will happen immediately) they should be swept up in the absolute and astounding revelation that they are not alone – and that the neighbors are hungry. Play up every flying saucer, Area 51, abduction/probing myth and tale you can. Make the Black Sky Suits sound like aliens when they talk (robotic, flat, off-center grammar and pronunciation, etc.) and give the general feeling of strangeness. The gray skins are here. And they're not friendly.

Plot Pushers

None

Walk-Ons

1. **What's-His-Name The Intern**
   Assigned to Project Turkey as part of a corporate mandated community goodwill project, the Intern is nameless (wait, I just had it… Larry? Gary? Barry?), faceless and, as far as the team is concerned, useless. Everyone ignores him until it's time to make coffee, clean up the lab or do a quick off-the-books clinical trial. In spite of all this, the Intern is loyal, helpful, friendly and determined to support the team with a smile, no matter the ask. He's very useful for comic relief or cannon fodder. He is also doomed.

Scenes

Opening Scene (Cinematic)

EXT. BLACK SKY CORPORATE HQ SKYSCRAPER – NIGHT
The Characters arrive at the towering Black Sky HQ building, check in through security and are escorted to the top floor by unsmiling men in black suits. They pass countless other corporate employees, every one of which also wears a black suit and is also unsmiling. The building is immaculate, cold and vaguely menacing. Stepping out of the elevator at the top floor, the Characters are led to the corporate boardroom. They can have a little chatter on the way up.

INT. BLACK SKY BOARD ROOM – NIGHT
The Characters are seated together around a massive black boardroom table. Several Black Sky Suits are in the room already (one per Character), staring at them with unblinking eyes and flat, emotionless expressions.

Unbeknownst to the Characters, these are all aliens in disguise. Unbeknownst to the aliens, they have mistaken the Project Turkey Team for a team from another undercover alien corporation (they're more book smart than street smart). The *actual* alien team was working on a fail safe defensive device codenamed Project Black Door. When activated, the device will immediately send all of the aliens on a one-way trip home through a wormhole and seal it behind them. The real Project Black Door team, however, had made mistakes and was being called in for a reprimand – the permanent kind. Wrongly believing they are addressing their fellow offworlders and that the intern is the team lead, the Black Sky Suits have him stand to face the music.

BLACK SKY SUIT
As you know, your project is critical to our success. Without it, we would be vulnerable should things go awry. You have failed to submit your previous two status reports. This is unacceptable. In addition, we are aware that you have failed to properly safeguard the key. (He produces a flat black key-like strip of metal with a strangely notched end.) It was left unattended during the performance of your physical self-care routine. Thankfully, it was retrieved by one of our Watchers. What do you have to say for yourself?

INTERN
(Looks completely bewildered)
Uh….

BLACK SKY SUIT
Yes. We thought as much. This behavior is irresponsible and dangerous. If the Earthlings had discovered the key and learned its purpose, they might have thwarted our entire plan. You know the price of failure.

The Black Sky Suit Produces his Disintegration Ray pistol and *ZZZZZZZZZZZZ!!!!* disintegrates the Intern. Then he turns to the Characters, expressionless and cold as if nothing has happened.

BLACK SKY SUIT
What is the status of Project Black Door?

Scene 1

INT. BLACK SKY BOARD ROOM – NIGHT
All Characters make a **Freak Check (**for the disintegration). They will then somehow need to survive the presentation and get the key. They've never heard of Project Black Door before (and the aliens won't buy Project Turkey), so they'll need to get creative: bluffing or a clever con might work, or just plain overpowering the Black Sky Suits (# Black Sky Suits = # Characters).

Scene 2

INT. BLACK SKY CORPORATE HQ SKYSCRAPER – NIGHT
Once they have the key, the Characters will need to locate the Black Door itself. Again, this may happen through cleverness or Sweet Talk or hacking the computer system (Technical or Thief). The Black Door Lab is located in the sub-sub-sub-basement, which can only be accessed by a special high-speed elevator located off the board room. The elevator is so fast, it requires a **Startle Check** when riding it.

INT. SUB-SUB-SUB BASEMENT LABS – NIGHT
The elevator opens on the Sub-Sub-Sub-Basement Labs. At the end of a short corridor is a hi-tech space type door guarded by a Black Sky Suit – except he will not be using his Disguise Generator, so have everyone make a **Scare Check** (if it's their first alien sighting). The Characters will need to get past him somehow and through the door.

The Intersection
Once inside, the Characters are faced with an intersection. One corridor leads left, the other right, and at the end of both are identical doors with strange indecipherable alien symbols above them. The Characters will have to choose which way to go, with the following results.

1. **Left: Probing Lab**
   It's awful: experimentation, probing, dissection, lots of alien scientists, etc. Freak Check. Nothing else to see or do there, dead end, they'll have to go back the other way.

2. **Right: Black Door Lab**
   It's unnerving and spacey and otherworldly and the atmosphere is starting to get to them. Grip Drip of 1 every 3 Rounds (this makes a good Dead-line). Inside the door is a small black room with an elaborate computer console attached by a bundle of cables to a large metallic circle that dominates the center of the room. Big enough to drive a bus through, the ring is festooned with strange alien lights and technical whats-its. The center is a cold, black void, darker than the surrounding darkness.

Activating the Black Door
Also in the Lab is a Black Sky Death Bot. It immediately detects the Characters as human and attacks. To uncover the Mystery of the Black Door, the Characters will need to fend off the Bot and complete a Science/Technical/Detection Work Task. Time for a Test is 1 Round and it requires 3 total successes to complete. The console is large enough for up to three Characters to work the Task at once. They must have the key. Once the Work Task is completed, the key may be inserted into the console and the Black Door activated, which will open a wormhole and send all the aliens packing (see End Scene, below). As a plus, it also sends out a huge power surge that disables the Death Bot. Yay!

END SCENE – FOR WINNERS (CINEMATIC)

INT. SUB-SUB-SUB BASEMENT LABS – NIGHT

Big electrical show, lots of wind and noise, the Black Door opens into a wormhole that the Characters get to watch as the aliens get sucked/teleported in (it's keyed to their disguise generators), bubbled in some kind of protective individual forcefields, it becomes clear they're being sent to a distant world as an escape. They don't look happy. Hundreds are transported through in a matter of seconds. Then the door portal blanks out with a flash and the contraption melts to slag behind them, closing it permanently.

Someone's cell phone rings.

PEACE PHARM HR CLERK

Finally! HR here. I've been trying to reach you guys forever! Hey, there was a mixup and we gave you the wrong time – probably Peterson's fault, that jerk. Anyway, you were an hour early. Geez, hope that didn't screw anything up. These hostile takeovers are a real pain, aren't they?!

END SCENE – FOR LOSERS (CINEMATIC)

INT. BLACK SKY CORPORATE HQ BOARD ROOM – NIGHT

Black Sky Suits watch the news as it starts to report the collapse of the economy and shut down of banking, power grids, services, etc. as corporations take over. Outside, the sky rips opens and huge gleaming metal ships appear, blasting disintegration rays all over and vaporizing whole buildings. One Black Sky Suit turns to another.

BLACK SKY SUIT, MAN

(Checks watch)
Right on time. I am pleased. And hungry.

BLACK SKY SUIT, WOMAN

Agreed. The humans will oblige our appetites nicely. And they cannot blame us too much for taking their world. After all, what is it they say? "It's only business".

THE END

CREDITS

1. Announce each category
2. Take nominations
3. Vote on winners

Casting Director
Best work with making an interesting Character, either created or developed on the fly and played with flair and creativity. Great overall roleplaying goes here.

Stunt Coordinator
Best work with action or putting yourself in a situation to take a lot of punishment, lose Health or just plain die. Great physical sacrifice (or stupidity) goes here.

Key Grip
Best work with playing scared, losing Grip, roleplaying insanities or Panic Reactions. Great mental sacrifice (or stupidity) goes here.

Best Boy
Best work overall with nothing really to show for it. The person who made the game enjoyable for no particular reason – they didn't stand out in any particular way or do anything super great, but they were solid, played in Character, didn't hog the Scenes, made it feel like a cheesy horror movie and were generally liked. People who had a humble role but were always engaged and just made the game fun go here.