

FIRST CONTACT: OMEGA

A Scenario For STAR LEGION: The Game of the Space Opera

PUBLISHING NOTICE

Star Legion: The Game of the Space Opera is published by Deep7

P.O. Box 46373 Seattle, WA 98146

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By Eric Mead & Bill Movish

Disclaimer: DEEP 7 and its personnel in no way endorse careening through the galaxy with a multi-limbed sidekick. Do not attempt FTL travel at home. It is our opinion that any teen or adult with half a brain SHOULD be able to tell the difference between reality and fiction, tribute and parody.

THE PREMISE: Your characters are the crew of the Starship *Herodotus*, an explorer ship wandering deep space cataloging uncharted worlds on behalf of the United Space Patrol. Your leader is the decorated Captain Jenner, hero of the Zarthrakian Uprising of 4367. On this expedition, you are also accompanied by Jarvis Snively, the abrasive, bean-counting representative for NovaCo, a giant mining conglomerate which gets a piece of any good planet you find in return for financing the expedition. After a long series of dead star systems, you are eager for your newest mission: another exploration ship, the *Bounty*, has crashed in the uncharted Omega system. The *Herodotus* is the nearest ship, and has been sent to find out what happened.

THE SETUP: Your team is trained in space piloting, planetary science, and most importantly, making First Contact with alien races. The PCs can be soldiers, scientists, linguists, priests, doctors, or anyone else useful to a First Contact team. At the beginning, the Referee should take each player aside and give him or her a Juicy Secret. This becomes important later as the PC's suspect each other of being traitors (though none of them are).

THE ARRIVAL: After orbiting Omega Prime, the crash site, the PCs excitedly discover that there are signs of civilization on the planet! Captain Jenner calls home base and informs the PCs that their orders are to land, investigate the crash, and make contact with the life forms below. After the natives are befriended, the crew is to radio home and an official delegate party from the United Space Patrol will arrive in three days. Scans show that the *Bounty* is in a dense jungle, so the PCs must land and walk to the site on foot.

THE SHIP: The jungle through which they travel is perilous, filled with man-eating plants and such. Play up the PCs wonder at having found such a lush world, then sic the flora on them. (Carnivorous Plant: Sturdiness 3/Brawling 1/Blood 15, digests characters 4 points damage per round after first hit until killed). Soon after, let them reach the crash site. They quickly discover that the ship has been stripped of several parts including the computer, which contains all the log data they need. Tracks lead to the north...

CONTACT: After walking a while, the PCs arrive at a huge walled city. The guards are all of the indigenous race: the Varg. Varg are 4' tall, spotted, and with three eyes on stalks. They wear robes of different colors to indicate their caste (Soldiers: gray – make up castes and associated colors as you go). None are armed with anything more advanced than a sword. The PCs are quickly escorted to the Grand Vizier and his Council of Elders, who are scheming politicians and the leaders of this region's Varg. The council chamber is lavish, with shiny furnishings that the PCs realize are made of Zortron 26, a super heavy metal used for powering star cruisers. It's absolutely EVERYWHERE on Omega Prime, they learn. Play First Contact as you would expect: PCs are spokespeople of their race and their job is to make a good impression. Plenty of comedy ensues as the PCs violate cultural norms of the Varg. The Varg want the PCs to share their technology so that the Grand Vizier can conquer neighboring city-states. Hopefully, the PCs don't agree. When asked about the ship, the council plays dumb, unwilling to reveal their new cult of computer worship to the PCs. At a dramatically appropriate moment, they are attacked by Varg assassins from a rival nation. After the attack, they notice that Snively isn't there. He returns a bit later with a lame excuse. Having fought side by side, the Varg are now prepared to show the PCs their temple containing the ship's computer. Reviewing its log shows the big shocker – a message sent from the *Bounty* to the *Herodotus* just before the crash: "Black Widow to Grim Reaper... Everything is in place. Am crashing the ship in two hours. Proceed with enslavement when you arrive..."

THE PLOT THICKENS: Somebody aboard the *Herodotus* knew about the crash beforehand! The obvious suspect is the unpersonable Mr. Snively, but it comes out that he's a closet idealist, radioing back to base for medical data of use to the Varg (an elder can corroborate this). Now the PCs begin to suspect each other. They're given luxurious quarters in which to have palace intrigue while they wait for the second delegation to arrive. Play up paranoia with spying butlers and the like. Feel free to take players aside and ask if they're doing anything special. If you're feeling ambitious, introduce Varg factions and ally one to each PC. When they've made some progress, but haven't figured it out, the assassination attempt comes. The human who sent the message, Alicia Fatale, tries to kill the characters. She had been hiding in the palace with a traitorous Varg. That Varg's rival takes a laser-blast for the PCs if necessary. What matters is that she is captured and interrogated. Her plan is revealed: she's part of a breakaway Earth faction looking to enslave the Varg and make them mine Zortron 26. She names Captain Jenner as the traitor, and reveals that her people will stage a mutiny on the delegation ship. And the characters are too late to stop it, ha ha ha!

THE GRAND FINALE: Jenner has stolen the crystal that powers the PCs transmitter. Now it's a race against time to see if the PCs can catch the evil Captain Jenner, recover the crystal, and warn the delegation of their impending mutiny before they emerge from hyperspace in two and a half hours. If they succeed, peace between the Varg and the United Space Patrol will reign forever, and the PCs will all be made heroes. If not, well... it just wouldn't be space opera. Good luck!