

THE INTRUDER

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

By Jeff Cook

PUBLISHING NOTICE

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

P.O. Box 46373 Seattle, WA 98146

www.deep7.com

All material is © Copyright 2001 Deep7

1PG is a trademark of Deep7

All rights reserved worldwide. Any unauthorized duplication, distribution or commercial use of this product in its electronic or hardcopy form is expressly prohibited without prior written authorization of Deep7.

LICENCE AGREEMENT

By opening this file, you agree to the following terms of license:

- ◇ You are granted permission to print the electronic file to hardcopy form, so long as it qualifies as personal use, is not used for commercial sale and does not infringe upon the copyright in any other way. You are authorized to make and keep one (1) copy in electronic form for backup purposes.
- ◇ Unauthorized duplication, distribution or sale of the product in any form constitutes a breach of this license, and will be prosecuted to the full extent of the law. Support Deep7 by not pirating our products, and we will continue to offer revolutionary roleplaying material.
- ◇ You agree to hold Deep7, its principals and personnel free of any and all liability in relation to this product.



THE INTRUDER

By Jeff Cook

The Premise: An alien has come aboard the ship; an alien predator that becomes more powerful and intelligent with every kill it makes! Can the characters stop it before it kills them all and makes it to civilization?

The Setup: The PCs are all part of the same group, anything from merchants to marines to criminals. The only requirements are that they must be on the same ship with no escape vessels; and one and only one must be an extraordinary pilot. No one else is permitted any piloting skills related to their spacecraft. They have just left an apparently uninhabited world for reasons appropriate to their jobs (exploration, salvage, mining, setting up a listening post, etc). Now they're headed towards civilization. What the characters don't know is that the world was inhabited, and now they've picked up one of the world's native predators as a deadly stowaway. At first, it's just hunting and getting its bearings; with some of its special abilities, however, it soon sets upon a new plan: kill the pilot and take the ship back to civilization where it can escape and hide among a ready supply of food.

The Alien: It's a tough bugger. It's strong, tough, fast, hideous-looking, stealthy... you get the point. It has a couple unique abilities worth noting. First, it doesn't show up on scanners of any variety at all. Second, it can perfectly mimic any sound it hears, down to fine detail. Third, and worst, when it kills someone, if it eats the brain (its favorite food), it steals the person's knowledge and skills. The more it kills, the tougher it will be to defeat. After its first kill, it will know how to work any technology aboard; know to stay near banks of important equipment so no one can use heavy weapons against it; know the layout of the ship; and speak all languages the dead character knew. From then on its goal is to kill the pilot and eat his brain so it can fly wherever it wants to, and then kill off any stragglers so no one can warn anyone.

The Ship: Make sure there's lots of room and tons of hiding places. Tons of catwalks and crawlways. Think the Alien movies for visual influence. It's dark, damp, and creepy, even when there ISN'T a homicidal alien creeping about. It doesn't have an autopilot; that would make it too easy on the characters. Oh, and make certain they can't communicate with any other ship; it's not fair if the characters get help or assistance.

The Hunt: The best way for the characters to realize that something is amiss is by giving the alien someone to feed on. (Because it's so early in the game, I'd give it an NPC to munch on.) That gives the alien enough intelligence to make it dangerous, and it makes the remaining characters wonder where the missing person has gone. Try to keep the pilot alive until the players start to realize what's going on. He's their only way home, and they have to try to keep him alive. Make certain the creature is usually seen near important ship components, which makes it more difficult to use heavy weapons on it. This thing is tough, and smart, and it will use every advantage it can get. They'll also need to be smart, and use teamwork. Overall, pull no punches; they're going to have to win or lose this one honestly.

The End: This story can have several different endings, depending on how the game is run. They can defeat the creature and go home, possibly with a valuable specimen in tow; they could defeat the creature at the cost of destroying their engines (I warned you against using heavy weapons); the alien might win and be heading for a major starport; or everyone can die due to some sort of heroic self-destruct or somesuch. With luck and intelligence, the players will defeat the alien and head for home. Good luck!