

STAR

LEGION



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STAR LEGION

The Game of Space Opera

STURDINESS

Athletics _____
 Brawling _____
 Drinking _____
 Shooting _____

CRAFTINESS

Bargain _____
 Con _____
 Gambling _____
 Mechanics _____
 Pilot _____
 Perform _____
 Seduction _____

BRAINS

Astronavigation _____
 Awareness _____
 General Knowledge _____
 Languages _____
 Technical Knowledge _____
 Xenoscience _____
 *Psionics (if any) _____

COOL

BLOOD

GUTS

REPUTATION

CHAR PTS

NAME: _____
 OCCUPATION: _____
 CREDITS: _____
 Height: _____ Weight: _____ Gender: _____
 Eyes: _____ Hair: _____ Age: _____
 Notes: _____

Hit Location	1 Head	2 Torso	3 R.Arm	4 L.Arm	5 R.Leg	6 L.Leg
AV						

Item	Dam

ITEM	DAM	COST
BlastPistol	9	100
BlastRifle	13	350
Club	3	5
Grenade	20	50
Knife	3	10
SlugPistol	8	75
SlugRifle	12	250
Spear	5	60
Sword	4	100
VibroBlade	4	25

Background Table (1D6)

- CRIMINAL:** -1 Fashion, +1 Brawling & Shooting, +1D6 x 100 Credits.
- BUREAUCRAT:** +1 General Knowledge, Technical Knowledge, Con, Cool.
- MERCHANT:** +1 General Knowledge, Bargain, Con, Languages.
- SOLDIER:** +1 Pilot, Shooting, Guts.
- LAW ENFORCEMENT:** +1 General Knowledge, Shooting, Guts.
- MYSTICAL ORDER:** +1 General Knowledge, Guts, Cool, Xenoscience.

Attributes: Roll 1D3 for each.

Skills: Roll 1D6 for the total number of points to distribute into all skills. Skills starts at 0 and can be no more than 3. If you need extra points, you can take them from other skills, leaving them at -1 for each point taken. No attribute/skill combination can be less than 1.

Cool: Roll 1D6. You may need to make a Guts check to keep your Cool.

Blood: Roll 2D6+5. When you have lost all your Blood, you are dead.

Guts: Roll 1D6. The more Guts you have, the easier it is to keep your Cool.

Reputation starts at 0. Roll 1D6 and get the same or under your Sturdiness, Craftiness and Brains attributes (but you may only try once for each, at the beginning of the game). Add 1 to your Reputation for each successful check. Use Reputation to reroll failed skill checks or call in favors.

Roll on the Background, Status and Homeworld Table for more perks & details.

Money: 2D6 x 100 credits.

GUTS CHECK: Any time you have a traumatic experience in the game, you must make a "Guts Check". Try to roll equal to or below your Guts. If you are not successful, your Cool goes down by 1. When Cool is reduced to 0, you must roll a 4 or less each time you wish to make a skill check or combat roll, or else your character is twitchy and shellshocked, unable to function properly.

SKILL ROLLS: When you want to do something, figure out what attribute/skill combo will get it done. Add your attribute and skill together to get your Target Number and roll 1D6 equal to or below it. **Rolling a 1 is always a success and rolling a 6 is always a failure.** If you are fighting, use the Brawling skill for attack, and evasion. Although a 6 always fails, having a target of six gives you a higher potential margin of success than a target of five. Always add your Sturdiness to hand-to-hand weapon damage. If the attack is ranged, the attacker rolls Shooting and the defender rolls Athletics to evade. **Ties always go to the defender.**

ARMOR: Certain items give you an Armor Value (AV). When you take damage, subtract your AV in the appropriate location from the damage you are dealt.

SEE RULES OF PLAY FOR DETAILS

DEEP 7 IPG™ brand RPGs assume the players and ref already have some rudimentary experience with roleplaying games. All DEEP 7 IPG™ games are played with 6-sided dice. DEEP 7 assumes no liability for mental instability on the part of players, refs or their families.

Status Table (1D6)

- WANTED:** +1 Reputation.
- MYSTIC SERENITY:** +1 Cool
- HAVE SHIP, WILL TRAVEL:** (Roll Hi/Lo — Hi: Sleek Fighter; Lo: Junk Freighter)
- ALIEN (HUMANOID):** +1 to any 3 Skills
- WEALTHY:** +2D6 x 100 Credits
- ODDITY: (1D6)**
 - Psionic:** Simply tell the ref what effect you are trying to accomplish, and roll a Brains + Psionics check vs the appropriate difficulty. Psionic combat is done via opposed rolls like normal combat.
 - Alien (Non-Humanoid):** +1 Any Attribute
 - Clone:** +1D6 Blood

- Cyborg:** +1 to any 3 Skills, +1D3 Blood (a cool thing about cyborgs is that they can be rebuilt —sic "rerolled" — as a new model of the same character)
- Mutant:** Able to metamorph at will. Must rest at least 1D6 hours between metamorphoses.

Homeworld (1D6)

- ARID WORLD**
- AQUATIC WORLD**
- FOREST/JUNGLE WORLD**
- MOUNTAINOUS WORLD**
- ICE WORLD**
- COMBINATION** (roll 1D3 additional elements on this table, ignoring results of 6).

Rules of Play

THE GAME: *StarLegion: The Game of Space Opera* is a simple-to-learn roleplaying game where players take on the roles of naïve heroes, bizarre aliens and jaded pilots in a science fiction movie. It assumes the players and referee already have some rudimentary experience with roleplaying. It is meant to be played in the vein of *Star Wars*, *Star Trek*, *The Last Starfighter*, *Enemy Mine* and even animé staples like *Starblazers* and *Robotech*, so keep it light (yet adventurous), and pass the beer & pretzels.

CHARACTER CREATION: Okay, hotshot, here's the deal: Players roll 1D3 for each attribute. Then they roll 1D6 for the **total number of points** to distribute into skills. Every skill starts at 0. No skill can be higher than 3. If players need extra points, they can take them from other skills, leaving them at -1 for each point taken. **No skill can be lower than -2, and no skill/attribute combination can ever drop below 1.** If you don't see a skill you really want your character to have (Advanced Underwater Basketweaving or whatever), just scrawl it in the margin.

Players then roll 1D6 and write the result in Cool. Cool describes how well their character responds under stress. Every time something traumatic happens to them (like getting savaged by an alien, or getting shot), they make a "Guts Check" (explained below).

Next, players roll 2D6+5 and write the number in Blood. This is how much Blood the character has. Every time they take damage, they lose that many points of Blood. When they have lost all their Blood, they are dead (even though Blast weapons automatically cauterize wounds, this is still a reflection of the trauma done to the character's body).

Every player starts with 1D6 in Guts. Any time the character has a traumatic experience in the game, the player must make a "Guts Check". The more Guts you have, the easier it is to keep your Cool (see Guts Check, below).

Reputation tells you how many hero worshippers and/or law enforcement agencies across the galaxy have heard of your character and his exploits, and possibly have a data file on them. It is important any time you need to ask for favors or get what you want. It also may be used to reroll failed skill checks. Everyone's Reputation starts at 0. Everyone may try to roll 1D6 and get the same or under his character's Sturdiness, Craftiness and Brains attributes (but they may only try once for each, at the beginning of the game). Add 1 to the character's Reputation for each successful check. Remember, this is a character's overall Reputation, good or bad, according to his deeds. If you need to make a Reputation roll, see below.

Everyone should also roll on the Background, Status & Homeworld Tables, to get some space opera affectations. And

2D6 x 100 credits to spend.

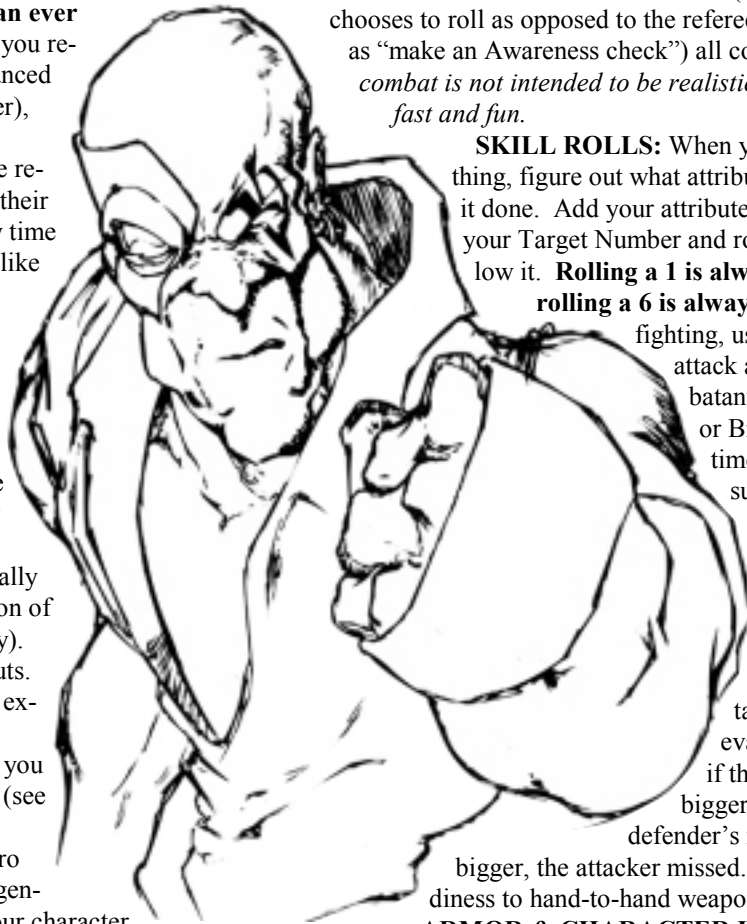
GUTS CHECK: Any time you have a traumatic experience in the game, you must make a "Guts Check", where you get to try to roll equal to or below your Guts. If you are not successful, your Cool goes down by 1. If you completely lose your Cool, you become twitchy and panicked. You need to roll a 4 or less every time you shoot in order to avoid hitting one of your comrades by mistake. Most likely one of them will have to sedate you or give you a grenade enema.

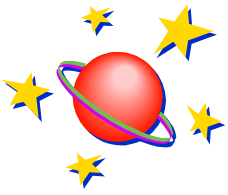
ORDER OF PLAY: Combat order can be determined very simply in a couple of ways — you can either roll 1D6+BRAINS each round, or simply dispense with the initiative roll altogether and seat the players around the table in order of highest BRAINS to lowest (ties can dice off for initial seating).

ACTIONS: Every character gets one action per round. Combat rolls and "active" skill checks (those skills the player chooses to roll as opposed to the referee telling him to roll, such as "make an Awareness check") all count as an action. *IPG combat is not intended to be realistic. It is intended to be fast and fun.*

SKILL ROLLS: When you want to do something, figure out what attribute/skill combo will get it done. Add your attribute and skill together to get your Target Number and roll 1D6 equal to or below it. **Rolling a 1 is always a success and rolling a 6 is always a failure.** If you are fighting, use the Brawling skill for attack and evasion. Two combatants will roll their Shooting or Brawling skill at the same time. The higher margin of success is a successful hit (although a 6 always fails, having a target of six gives you a higher potential margin of success than a target of five). If someone is attacking and someone is evading, do the same thing: if the attacker's margin is bigger, the hit was good. If the defender's margin was the same or bigger, the attacker missed. Always add your Sturdiness to hand-to-hand weapon damage.

ARMOR & CHARACTER IMPROVEMENT: Wearing certain clothing gives you Armor Value. Thick Cloth gives you 1 AV, Leather gives you 2, PlastiCeramic armor is worth 4 (as is a helmet or flak vest). When you take damage, subtract the AV in the appropriate location from the damage you are dealt. If you survive a whole scenario, you get 1 Character Point for every person at the table. Put these points into Skills, Presence, Blood, Guts, or Reputation. You may also put Character Points into Cool. But Star Legion characters aren't necessarily meant for long campaigns — don't worry if they get vaporized. Just roll up a new one.



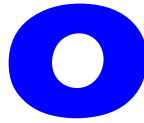


FOR THE REFEREE

ITEM	DAMAGE
BlastPistol	9
BlastRifle	13
Club	3
StunGrenade	*
Sonic StunGun	*
NeuroSpray	1
SlugPistol	8
SlugRifle	12
Spear	5
Sword	4
VibroBlade	4
Punch	0
Kick	1
Grenade	20
Thermite Bomb	20
Ship Laser	30
Knife	3
Crowbar	3
Shard of Glass	2
Human Bite	2
Alien Bite	8
Alien Claws	6
Alien Secretions	4 per turn 1D6 turns
Welding Torch	5
Fire Extinguisher	3
GravSled	20
Power Armor	12
GravTank	40

* Target must make a STURDINESS check or lose consciousness.

ITEM	ARMOR
VacSuit	2
FlakVest	4
Power Armor	12



Okay, so you drew the short straw. It's really not all that bad. You get to have your bizarre alien lifeforms chew the heads off your friends (or otherwise blast them into oblivion)! Whether you're a novice or a pro, here are some helpful hints for running a successful game of STAR LEGION.

CUT TO THE CHASE: That means keep the adventure short and to the point. Think of it in terms of a movie. Get into the meat of the story as soon as possible. Remember, you don't have to plan a campaign. Each scenario is meant to be played within a single evening, or 2-3 hours each. If you want to bring back surviving characters and play another scenario, go for it! Space opera is crammed full of recurring characters.

MAKE THEM RELAX: For many experienced players used to competitive campaign-style roleplaying, the idea of disposable cowboys and indians might be a bit foreign. Tell them to chill. You may have to remind your players that they are the starfaring Überhelden in a cheesy space opera. Reference *Star Wars*, *Star Trek*, *Battlestar Galactica*, *Space: Above & Beyond*, and for more sober input, *Alien(s)* and *2001*.

SET THE MOOD: Put on some appropriate soundtrack music (any sci fi film score will do - we highly recommend James Horner's memorable work). Tell a visual story. "The signal on the beacon grows stronger as you approach the crash site. The jungle foliage parts in front of you to reveal the remains of your compatriot's ship. Upon closer examination, you spot some viscous fluid oozing from under the canopy. It looks like a secretion for a biological lifeform. Suddenly, you hear the sound of jaws opening behind you..."

THE BAD GUYS: A good rule of thumb when creating a villain or villains is to make them durable enough to be a challenge, but vulnerable enough to make the players believe they have a chance. Heh heh. If you have a hive full of aliens, give them 15 Blood. A lone psychic energy form might have 20 or more (balance the challenge).

IMPORTANT: Bad guys seldom kill the entire cast in a space opera. Usually one or more characters survive, often only to be eaten alive in the sequel! Even if the first string gets blown away, make sure at least one character survives to fly off into space (even with an bleeding headwound). A well-run game will either slowly whittle away one set of characters, or completely blast them so the players will get a chance to play a second one. These characters are so one-dimensional, it is even possible to play two at the same time!

FUDGE ON THE DICE: It is your prerogative as the referee to tell the story as you see fit. Never be afraid to say, "because I said so..." If you need a decision made, roll a die for it. If you need to figure out how many alien soldiers are hiding in the air ducts, roll a die for it. If the task is really easy, give 'em a +1 or +2 on their target number. If the task is super difficult, give 'em a -1 (remember rolling a 1 is always a success and a 6 is always a failure).

THE STORIES INCLUDED: There are five scenarios included with this game that can be played either in sequence or in whichever order you see fit. Feel free to design your own, and keep checking www.deep7.com for free scenarios to download!

STAR LEGION™ SCENARIOS

#1 - MISSION: EARTH: A group of citizens of the Toodari Republic get caught in the Earth rebellion, fighting against the evil aliens that conquered Earth some two hundred years ago.

#2 - THE PASSENGER: A science vessel, out exploring new bizarre worlds and cultures, comes across a beautiful alien woman in cryogenic freeze.

#3 - ADRIFT: A derelict spaceship, immense in size and alien in origin, is heading toward its own destruction. As crewmembers of a passing freighter, our heroes stake a claim and decide to investigate.

#4 - SALVATION: A ship drifting in space has become a haunted vessel. A small group of characters comes aboard to search for survivors or salvage, but they soon find that they cannot leave... and they may face the fate of the original crew...

#5 - LONESTAR SQUADRON: A group of free-spirited fighter jocks take on the service as well as a devious enemy bent on the domination of an entire sector.

#6 - FOX HUNT: A former teammate deserts, along with some very valuable cargo. Nab the mercenary before she sells her stolen goods to the highest bidder!

#7 - EXPENDABLE: A routine planet evacuation becomes less than routine as an angry swarm of Hive soldiers attacks the gallant soldiers of the *Maid of Orleans*.

MISSION: EARTH

By Gavin Downing

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: A group of citizens of the Toodari Republic get caught in the Earth rebellion, fighting against the evil aliens that conquered Earth some two hundred years ago. The aliens have enslaved humanity and, while some humans have begun rebelling against the Toodari, the Republic has created a new superweapon to put down the rebellion once and for all. However, the superweapon may also provide the key for freedom for Earth... The Toodari are a foul-looking alien race – they are humanoid, and decidedly EVIL, which you can tell due to the slimy skin, the wavering facial tentacles, and the ugly fangs. They should have an average Buffness of 3, and a Shooting skill of about 1 (they are all graduates of the Stormtrooper Academy of Marksmanship).

THE SETUP: The players should all have normal citizen characters, although they can be self-taught in the ways of energy weapons or other combat skills, and are trying to find the Partisan Army to join it. They are all friends, or at least part of the same social circle, and after a tough day at the mines, they are enjoying some rest and relaxation in a convenient social setting – perhaps an arcade or something similar. They can hang out, enjoying each other's company, when suddenly: A Beautiful Woman enters the area.

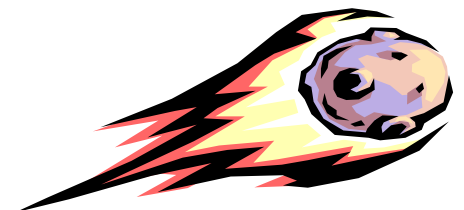
THE STRANGER: Upon entering the recreation area, the woman should immediately come to the notice of any men in the group. Perhaps one or two of them will even hit on her, but she will give them the cold shoulder. She is waiting for someone else. Just as the last man is about to give up on her, a Toodari hover-vessel flies overhead, and the area starts to fill with Toodari, looking for someone. She immediately grabs one of the men of the group and starts making out with him. When one of the Toodari passes close by, she plants a tremendous kiss on the character. Unfortunately, the Toodari soldier notices the stranger and tells both her and the character to halt. She bolts, telling her new friends to flee, too.

THE CHASE: The characters are now on the lam from the evil Toodari. If they stop or surrender, they will be immediately put to death – which may inspire the surviving characters to run even faster. The beautiful stranger will lead the players through the city, down into a maze of mines. When you feel the chase has gone on long enough, let them think they've lost the Toodari. They haven't... but it is very important for them to think so. The beautiful woman, whose name is Alari (Buffness 2, and Shooting skill of 3), explains that she is a leading member of the Partisan Terran Army (or PTA.), and that she is sorry for getting them mixed up in this trouble. In fact, the rebellion needs all the help it can get. So she brings the characters to the hidden, subterranean base.

THE PLAN: Alari wasn't planning on going directly to the base – she was going to meet another rebel in the recreation area. She has been undercover as a loyal member of Earth's governor's staff, and she was bringing important information to her contact. However, with her contact captured and her cover blown, she had no choice but to bring this information directly to the base. A new warship, a Toodari Battle Cruiser, was going to be arriving on Earth soon. And it had plans to destroy an entire city every hour from orbit until all high-ranking Partisans surrendered. They were willing, if needed, to wipe out the entire human race and send robotic drones in to do the mining that they had enslaved humanity for. But Alari has a daring idea: to sneak aboard the Battle Cruiser and take it over. With a Battle Cruiser in the hands of the Rebellion, the Toodari could finally be driven from Earth.

THE ATTACK: As soon as the plan is hatched, the base comes under attack. The Toodari have followed the characters back to the base and are moving in to capture as many humans as possible. Feel free to give the Toodari war toys as well, such as giant robots or hover-bikes. The characters eventually need to flee – but the only place they can find to hide is in the back of a troop carrier. Once the Toodari troops return, they will need to remain quietly hidden under seats and in arms lockers, etc.

THE FINAL BATTLE: The troop carrier ends up not returning to the local garrison, but begins to leave for low orbit. The Battle Cruiser has arrived, and all Toodari are retreating from the surface of Earth for the time being. The characters are then aboard the Battle Cruiser (with or without as many other rebels as you choose to allow hiding with them). Most other rebels should be evenly matched with the Toodari, or have a slight advantage, but the characters should be tremendously outnumbered. Think escaping from the Death Star in reverse. Once they make it to the bridge, they will find the governor of Earth, an especially evil Toodari named Zoongar, in command of the Battle Cruiser. Upon killing him, it should be relatively easy to take command of the vessel. In fact, it should be remarkably easy to seal the bridge, then expose the rest of the ship to the vacuum of space. The Toodari will all die, the PTA has a Battle Cruiser to protect themselves against further Toodari invasion, and Earth is once again free!



THE PASSENGER

By Gavin Downing

Disclaimer: DEEP 7 and its personnel in no any way endorse gallivanting through the galaxy with green alien slave women. 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: A science vessel, out exploring new bizarre worlds and cultures, comes across a beautiful alien woman in cryogenic freeze. Upon being revived, the alien seems very powerful and benevolent. But is this benevolence... or something more sinister?

THE SETUP: The players should all have characters that serve aboard some science vessel. There should be a large amount of other crew members – redshirts of some type or another. Basically, it should be possible to kill a large number of the background NPCs if needed. Allow the characters some time to interact and learn what kind of relationship they all have to each other. As they enter one system to study the sun’s irregular solar flare patterns, they notice an alien distress call. Upon investigating, they discover a coffin-sized container pod floating in space. Inside the pod is a beautiful alien woman in some sort of cryogenic freeze. The container seems to be some form of escape pod, but the design and structure are quite unusual, and nothing like anything else known. Have one of the more observant crewmembers notice that the warning light on the stasis control panel is blinking red... she’s defrosting.

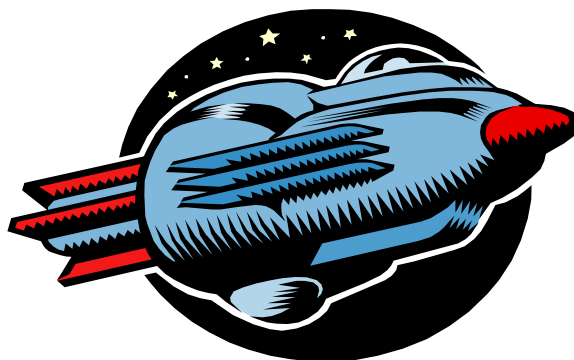
THE ALIEN: Her name is Sukari, of the Vinmayres, and she claims her ship was damaged in an asteroid belt, then it was caught in a star’s slowly degrading gravitational pull. She loaded herself into her escape pod and shot herself out into deep space, which she felt was her only chance. Upon checking the current star charts, she realizes that she has been frozen for thousands of years. Sukari looks very similar to a human, with an unusual skin tone and a somewhat exotic look. The differences, however, seem only to make her more attractive. The males immediately fall for her, regardless of species (unless it’s something really weird). The females are immediately jealous, and this may lead to several conflicts aboard the ship.

LITTLE PROBLEMS: Sukari is a friendly alien, and starts helping out. She explains about her culture, or at least what it was like many thousands of years before. She believes that her homeworld was destroyed – she was one of the few of her people fleeing the destruction of her world due to the fact that the Vinmayre sun was about to go nova. Her somewhat sullen attitude lightens very quickly as she begins taking on duties onboard. However, as she starts working harder, other people start laxing off on their jobs. People start showing up a few minutes late here or there. One lazy technician, falling asleep at his job, nearly causes the engine to explode – luckily, the crew is saved at the last minute by a very attentive Sukari. The women start to become very suspicious of Sukari, but the men merely dismiss it as jealousy.

BIG PROBLEMS: One day, the characters awake and find the halls littered with several bodies of fellow crewmen – possibly as many as a fifth of the crew. The only obvious wound is a slight scarring on the inside of the left ear. The other crewmembers still alive are wandering around as in a trance. When the characters get together to figure out what is going on, a zombie-like security team shows up, demanding that they surrender and be taken to Captain Sukari. They have two options: to flee, or to surrender. If they surrender, skip the next section and go to the last portion, though the characters will be disarmed and under guard.

THE ESCAPE: Assuming they do not surrender, they will have to move quickly through the ship, fleeing their crewmates. Most will probably not want to shoot with lethal force, as their foes are their own crewmates, under some form of evil mind control. They will need to eventually work their way to the bridge, where they find the evil Sukari, preparing her master plan.

THE EVIL OF SUKARI: Sukari is actually a psychic vampire, feeding off the life force of her prey. She has also been freed from millennia of imprisonment in the stasis pod. And she plans on becoming the ruler of all civilized space. As if that weren’t enough, there is a large egg-sack in the corner of the bridge, and once it hatches, each larva will crawl into one of the zombified crewmates, gestate there, and eventually hatch from the host as a young Vinmayre. Whether under guard or imprisoned, Sukari will explain all of this, then try to drain the essences of the characters – done by a snaking tentacle, released from her mouth, towards the victim’s ear. Those who are fed from become her servants until death. The final fight scene should ensue, with the eventual death of Sukari – probably a very close call – and all the mind-controlled crewmembers are freed. The ship disposes of Sukari’s body, and leaves the system, in search of new adventure.



ADRIFT

By Ron Dugdale

Disclaimer: DEEP 7 and its personnel in no way endorse the creation of genetic mutations, the killing of genetic mutations or the reuse of genetic mutations as a convenient plot device. 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: A derelict spaceship, immense in size and alien in origin, is heading toward its own destruction. As members/passengers of a passing freighter, our heroes stake a claim and decide to investigate. The ship is both treasure trove and tomb as a remnant remains to protect it's own. This story incorporates the feel of *Alien* and can be played as either a sci-fi horror roller coaster ride or as an exploration of an ancient alien artifact or as a case study in the greed of man as seen in *Treasure of the Sierra Madré*.

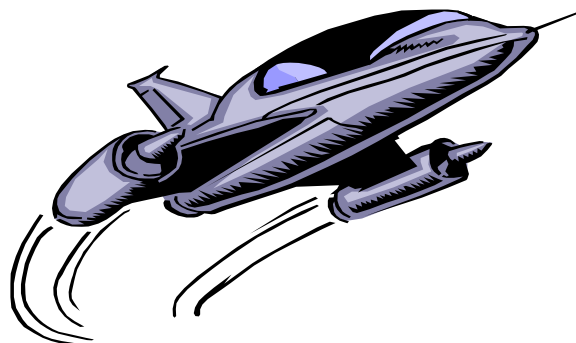
THE SETUP: The players can either be part of the crew or passengers of a small tramp freighter/passenger liner on their way through an unknown sector of space. If you want a more military feel (a la *Aliens*), make it a military frigate that has become separated from its command group. A good cross section of skills and interest would be a good idea as this adventure is designed to test the mettle, not necessarily metal. Tailor the alien to the group. The alien can either be a large super killer or many smaller swarms of death. Here is a twist... have the players work up two characters each. This will allow the GM more targets and death and terror can come more readily without taking a player out of the game at first blood. Let the group pick rank, position and set them on their way. This is where our story begins...

THE SHIP: Sensors will detect it across the system. A large, oddly shaped asteroid, no wait, a ship! Play up the immense size and alien configuration. Upon closer inspection, a docking point will be found and hopefully the group will be intrigued enough by energy emissions that search party will be formed. Upon entering the derelict, sensor reading will lead the party to a wealth of technological gems – let your imagination run wild. Whatever you decide, make it riches that each player can take advantage of. Gold is the obvious choice but any precious substance will work. Allow the players to separate as they locate mother lodes in a variety of locations in the ship. No sign of any life should be found. Give the players a couple of days to figure out how to collect the substance and finally start to extract the riches before things start to happen. Let the greed grow rampant. Encourage fighting, gambling and distrust. Help the group disintegrate into factions until...

WE HAVE A PROBLEM: Someone with science skill will be the first to notice. The alien ship's trajectory places it on a collision course with the moon of one of the major planets in this system. Three days and the ship will smash into the moon. Let the players try to find some way to move the ship either by using the ship itself or their own. Nothing will be enough to change the trajectory. Their only chance is to get as much of the treasure onboard their ship as quickly as possible. This is the time to take out the 1st character. Play it like this... "Have you seen Joe?" "Yeah, he's down by the power couplings." "No he's not!" Slowly collect character sheets in this way until each player has only one character left. Toward the end, allow for the odd clue: a piece of clothing, a scream, alien goo, whatever it takes to heighten the mood of *something is out there*.

THE CREATURE: The creature should be what nightmares are made of. This monster can be a pure beast with teeth/claws and all things terrible or it can be the invisible foe, unseen and deadly to the mind and psyche, feeding of the terror generated by the situation. Choose this foe carefully... it will set the stage for the battle to come...

THE END?: On top of having an alien doing its best to decimate the crew, your ship is losing power. A slow energy drain has made it impossible to restart the engines and the only power source is out there in the alien ship. The timing here is important as you want the search for the power source to be a journey into terror as the alien stalks and drags off a number of the crew. The mood is very important here. The ultimate destruction of both you and the ship is inevitable if you are not able to get this power source installed in the ship. Steam, strobing lights, dank corridors, shadows and plenty of GUTS checks need to be made. Let this running battle go as far as is needed to get what's left of the party really scared and then get them to their ship. A couple of tech rolls to get the alien power source installed and... nothing happens. The alien has found some way to anchor your ship to the derelict! Hold them there until they are within minutes of the moon's surface and ultimate death and then, through the miracle of luck or technology your ship will break free. The ship is saved and the alien is destroyed in the collision with the moon... or is it??



SALVATION

By Gavin Downing

Disclaimer: *DEEP 7* and its personnel in no any way endorse dressing in load-lifting exoskeletons to battle evil aliens threatening little girls. It's just a game. Get over it.

THE PREMISE: A ship drifting in space has become a haunted vessel. A small group of characters comes aboard to search for survivors or salvage, but they soon find that they can not leave... and they may face the fate of the original crew... This plot is designed in a similar vein to *Event Horizon*, *Sphere* and to a certain degree, *2001* and *Silent Running* (the isolation factor). Keep it scary and foreboding, and pass the ammunition.

THE SETUP: The players should all have characters aboard a spacecraft far from regularly traveled space. This might be a science vessel exploring new areas of the galaxy, a mining vessel on its way back to or from an ore haul on Tantiv IV, or really any other reason you care to come up with. Regardless the reason, there should be no NPCs on the vessel – the characters make up the entire crew. Whatever the reason, while the characters are far out of reach of the rest of the world, and rather alone, they receive a distress signal...

THE GHOST SHIP: By law, the characters must investigate the distress call. They also get any salvage rights if the crew of the other ship is deceased or missing. Upon arriving, the characters find a ship floating dead in space. The ship appears almost completely shut down – the running lights are blinking, and the distress signal is flashing its beacon, but there is otherwise no sign of any power on the ship. The ship appears to be of human design, but there is a thick layer of space dust on the ship that normally would take centuries to accumulate. It is so dark in this part of space that searchlights must be used to aid in docking to the other ship. If someone dons a vacuum suit and attempts to wipe off enough dust to read the name of the vessel, the ship is discovered to be the *Salvation* (this information can also be learned by coming aboard the ship – the name *Salvation* is written on all ship equipment and is in the ship computer... just the same, a spacewalk would sure be eerie). According to your own ship's computers, the *Salvation* is a medical ship reported lost two months ago, in a completely different corner of space...

BOARDING: If the characters want to leave at this point, remind them that according to law, they must provide any medical assistance available to any survivors, and that they must investigate the ship to verify that there are none. If this does not get their attention and they still want to leave, have someone notice a figure dressed in a vacuum suit waving his arms from the bridge, trying to get their attention. A few people might see the figure, but when they look again later, he is gone. If all else fails, have their engine suddenly blow out for no real reason. Their only choice for survival is salvaging parts from the other ship. Upon boarding, the characters find there is no gravity in the ship, and the temperature is well below freezing. Someone may try to bring the ship back on line with a successful roll, but turning on anything more than gravity, life support, and the emergency lights (which bathe

the ship in an eerie red glow) will take a lot more time. Within five minutes of turning on life support, the ship will be warm enough to take off the suits. There are no bodies anywhere aboard. Everything is coated with a thick layer of dust.

THINGS GET BAD: About this time, some people may start seeing ghosts of the *Salvation*'s crew. They will be bleeding, or staggering blindly, or other ominous things, but only one character ever sees the ghosts at a time, and it is only for brief glimpses. The medical bays will be great places to have frightening scenes. With some work, the technician may be able to bring the *Salvation*'s computers back on line, and it will show that the computer's clock ran to the end (which means that at least 300 years have passed since the last ship entry). The last log entry states that the crew found the ship being pulled toward a wormhole with such strength that even at their maximum engine power, they could only slow their descent. There are no survivors, or even bodies, left anywhere on the *Salvation*, and people by now may be creeped out enough to want to leave. If they haven't done so already, their ship's engines go out now.

THINGS GET WORSE: The only way to fix the ship is to salvage parts from the engine of the *Salvation*. If it hasn't done so already, the computer of the *Salvation* comes on-line (on its own). The characters who go aboard the other ship to salvage the parts find the ship itself begins to turn against them, with repair bots attacking them, wires and coils reaching out to choke them, life support turning against them, surgical equipment coming for them, etc. As it turns out, the *Salvation* picked up an energy being while traveling through the wormhole, which attempted to help the medical ship by injuring and killing everyone (hence, more people for the medical bay, by its sense of logic). The characters who show up are just new victims. Once the needed parts are salvaged, the characters fight their way back to their ship and get aboard. When they are no longer aboard the *Salvation*, the medical ship's computers begin trying to load a program into the characters' ship's computer (the energy being is having a baby). Their time is limited. They need to fix the engines and leave as quickly as possible. Just to keep up suspense while the techs fix the ship and/or try to keep the *Salvation* from downloading its baby into their ship, have some of the *Salvation*'s surgical bots make it aboard the characters' ship. Just as the surgical bots are destroyed, the engines come on-line, and the *Salvation* has nearly laid its child in their computer (should be a close call all around), the characters manage to pull away, breaking the link with the *Salvation*. As soon as they are out of range, a wormhole opens up nearby, pulling the *Salvation* in, and nearly pulling the characters in as well. Just before being pulled in, however, the wormhole closes, allowing the characters to return home. Whew!

LONESTAR SQUADRON

By Ron Dugdale

Disclaimer: DEEP 7 and its personnel in no any way endorse the creation of genetic mutations, the killing of genetic mutations or the reuse of genetic mutations as a convenient plot device. 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: A group of free spirited fighter jocks take on the service as well as a devious enemy bent on the domination of an entire sector. This scenario takes elements of *Top Gun*, *Black Sheep Squadron* and *Space: Above and Beyond* into a fly by the seat of your pants action yarn.

THE SETUP: The players are all members of a carrier based fighter squadron stationed on the border between two warring factions. An uneasy truce has been declared and the fleet tries its best to keep its fighting men and women ready for battle. This is space macho fighter jocks on parade. Attitude and skill is rolled into a group filled with Tom Cruise jawlines and Denise Richards jumpsuits. Let the group pick rank, position, and set them on their way. A variety of skills are recommended to reflect military training and various combat environs. A lot can happen outside the cockpit.

SHORELEAVE: Start the squadron off with your basic barroom brawl. Fight over a spilled drink/opposite sex/service based slur/personal slur, whatever it takes to get the macho juices flowing. The squad should bend but not break, at least until the MPs show up...

THE CAPTAIN'S OFFICE: Time to chew some butt. Capt. Trask is a cigar-chomping, fire-and-brimstone officer spewing acidic barbs as he reads the riot act to the squadron. If you feel so inclined, stand up the group and literally walk up and down the line and really chew on the players. Get in their faces and give them a going over in your best DI voice. Lay into them with phrases like "your are on the list", "I've got my eye on you", "one more screw up and you are out". Then send them out on the worst duty for a fighter squadron... routine patrol.

THE PATROL: Get them strapped in and ready for launch. The spacecraft they will be flying is the **F4w Phantom IV**.

Maneuver (MAN)	Speed (SPD)	Weapon Control (WC)	Damage (D)	Shields (S)	Armor Value (AV)	Hull (HUL)
+1	+1	+2	2D6	3	5	5

When in your fighter, add MAN, SPD and WC to your Pilot skill, use D for amount of damage done, use S to deflect damage and AV if a damaging hit exceeds the shield rating (just as wearing protective clothing). Your shields will renew after every shot, while your AV will stage down with each blast that penetrates it. If you take damage in excess of your Shield and Armor Value, you will start taking damage to the Hull (HUL), your weapons will be reduced to 1D6, and your Shields will drop by 1. If you lose all 5 HUL points, your ship is destroyed.

The squadron will begin very routinely with patrol on station for 3 hours. Then a low frequency power source will be noticed by one of the squadron. If this isn't enough to get them to break patrol and extend beyond fleet patrol boundaries, throw in a freighter distress call. Of course it's a trap...

THE TRAP: Olanzian Marauders are waiting in-system behind the asteroid belt. CRAFTINESS 2/Pilot 1

Maneuver (MAN)	Speed (SPD)	Weapon Control (WC)	Damage (D)	Shield (S)	Armor Value (AV)	Hull (HUL)
+2	+2	+1	2D6	2	3	5

There will be twice times the players' number arrayed against them, but the pilot's skill and superior armor should save the day. Once the battle is done additional signals will be gathered from a local planet. Further investigation will reveal a hidden fighter base and invasion staging area. Pick the two squadron members with the most damage done to their ships and hit them with defense lasers. Allow them to somehow make a landing in the jungles below. Does the squadron leave and go for help or they go after their own? Obviously they go in after their fallen comrades.

THE JUNGLE: Olanzian Troopers – pale, bug-eyed humanoids with scaly skin (Sturdiness 2, Brawling & Shooting 2) have tracked the fallen ship(s) and are patrolling the jungle. A small running battle with a good number of Olanzians on the way back to the LZ will be enough to make 'em sweat while they rescue their buddies. Play as much jungle warfare as you want and then get them back into their ships and into space. They are not out of the woods yet, as there is an entire fleet of Marauders waiting for them. If you like you can have a go at more space combat. Refer back to

The Patrol for stats for the Phantom and *The Trap* for the Marauders.

THE CAVALRY: When the battle seems the bleakest, send in the cavalry. Another squadron has received transmissions from the squadron and have come to investigate. The fleet is not far behind and soon the ground assault will begin to take care of this incursion. A job well done for the Lonestar Squadron. Fly off into the sunset. Roll credits.

FOX HUNT

By Allan McComas

DISCLAIMER : This scenario is typical sci-fi movie fare and should not be confused with reality in any way. Deep7 and its personnel do not condone real-life violence, industrial espionage, sabotage, nor irresponsible use of faster-than-light travel. Deep7's roleplaying products are about mature, intelligent people having harmless fun in a social setting. If you believe that sci-fi has no place alongside other genres of popular fiction, please do not play this game. If you believe roleplaying to be evil in any way, please seek professional help. Otherwise, enjoy Deep7 products and game responsibly!

THE PREMISE: Two weeks ago a simple mercenary in the employment of the F.F.T. – the Federation of Free Traders – disappeared from the newly remodeled science station Alpha Tello after being deployed there for only four days.

In the wake of the seemingly routine desertion, four prototype holochips were discovered missing, and the path of bytes and silicone shine clearly through a hastily executed heist to Braden Cuis (callsign: Fox). In trying to regain some of the honor (and hopefully a continuing profitable career with one of the largest reputable trade federations in the system), the remaining crew of the battalion have volunteered to return the missing holochips to their owners, along with Braden for trial.

THE SET-UP: All of the characters are members of the battalion of mercenaries to which Braden Cuis once belonged. The crew itself is hired out to various routine missions through a common headhunter in the capital, and Braden has served here moderately well for the past six months. The current mission was a simple escort of a few scientists and their gear to Alpha Tello where they were experimenting with new theories to cultivate replacement brainstems in lower primates for victims of illness or accident. What is out of the knowledge of the general population is the concept that this study could be used for more nefarious

schemes. In any case the mere subject of this research makes the information contained within the chips nearly priceless.

For the two weeks following the incident the players have been separated and held in the quarantine chambers

as sort of a makeshift brig while the local F.F.T. investigators conducted an inquiry into the crime. During this time the characters have had precious little else to do but submit to excruciating hours of repetitive cross examinations, and stare at the stars for answers.

On the first day of the third week, the players are escorted to an unused laboratory facility, converted into quarters suitable for the use of the F.F.T. magistrate. The already mentally starved mercenaries are left standing during the entire two hour debriefing, in which it is explained that although they are not directly implicated in the theft of the holochips, the Federation is holding the crew somewhat responsible. Though it lacks any legal means of forcing the mercenaries to pursue their former comrade, the F.F.T. can “cut them off”, denying the PCs any future support.

Through their investigation, the F.F.T. has discovered that Braden Cuis is a freelance mercenary sent from another guild, whose primary income seems to be from dealings with any crime syndicate who will pay her a tidy sum to accomplish any insidious

plan they might conjure up. In this particular case, a faction of the earthbound Yakuza, the “Kirin”, is behind the heist. The investigators have discovered that a much more involved plan had been set into motion months earlier that



might have resulted in a much “cleaner” operation, but due to some medical complications of one of the primary researchers, the project was going to be moved from Alpha Tello to a location closer to acceptable medical facilities. Due to this unexpected change Braden was forced to act in haste, and without a proper escape route. She is still hiding somewhere on the station, waiting for a transport to arrive, which was dispatched immediately by the Kirin upon their learning of the change in plans from Braden.

Braden’s last message was captured the day after the chips were stolen, indicating her request for evacuation. Braden must be found before the transport ship arrives, for if she manages to stow away on the vessel it will be impossible for the magistrate to stop their departure. Initially F.F.T. investigators tried locating Braden with tracking devices ranging from brain wave detectors to infra red sensors, but they have come to the conclusion that she must be wearing some kind of a personal jamming or cloaking device.

Further complicating the matter is the length which F.F.T. investigators took in completing their inquiry, leaving the crew of mercenaries with only 22 hours in which to locate the Fox before the Kirin transport arrives.

If the players make any inquiry into the importance of the holochips, the magistrate will reveal that a theory exists that might allow this research to cultivate what the underworld calls a “Black Lotus”, or the perfect assassin. With this threat in mind, the F.F.T.’s main objective is to not allow this information to fall into the hands of what they perceive as a very hostile force. They will take the Fox any way they can- alive or dead.

ALPHA TELLO: The floating science lab was created primarily as an interplanetary project to unify scientific efforts to generate better and more advanced means of travel, but since it’s remodeling two years ago it has become a haven for just about any field of science looking for a facility and refuge to work on various projects. Originally designed as a trade station, the warehouses have long since been converted into laboratories and living quarters, but most of the station still remains unused. Over two weeks travel away, Alpha Tello is located in the middle of a vast asteroid belt, far from the influence of any one government or alliance. Its hierarchy resembles more of a University than an established rulership. The station is governed by a conclave of scientists, elected for a set term of 226 days by the residing population. The only other groups with any influence are a few trade organizations, who receive all of their authority from the assembly of governing scientists. The rest of the population is a mismatch of all races and nationalities, and Alpha Tello is one of the few places in the galaxy where the trade of information in the name of science is freely encouraged.

THE HUNT: The characters can begin the adventure preparing for the search and retrieval of Braden Cuis. They will be given all of the possessions that were confiscated before their capture, and they will also be given a small allowance by the F.F.T. to spend on whatever supplies they might require. It should be noted, however, that aside from food rations and scientific supplies, very little is available, especially in the way of weapons. The GM should use her best discretion to limit the number and type of arms the players may purchase.

THE QUARTERS OF BRADEN CUIS: Unlike most missions of this type each merc was given individual quarters upon their arrival. Despite the spartan appearance (cot, footlocker, mirror, porthole) of the room, they are luxury accommodations compared to the cramped spaces most mercs have to put up with while “on the road”. A quick scan of the room will yield nothing of particular interest (clothes and a few personal items), but a successful search behind the mirror plate (*BRAINS/Awareness*) will yield a technical data sheet regarding the storage of biological storage media, such as holochips.

THE HOLOCHIPS: Upon reading the info sheet the players will discover that due to the vast amount of data required to produce quality holochips, researchers have resorted to using chips that utilize primate brain cells as storage media. By applying specific electrical currents to the cells, they can be stimulated to store data to be “remembered” later by addressing them with the correct electrical patterns. The result of a successful *BRAINS/Tech. Knowledge* check is what will be of further interest to the players: that the storage of holochips requires a bio-containment case, which emits a low radiation field. This in turn can be tracked with a simple radiation sensor. Although Braden Cuis seems to be equipped with a personal cloaking device, she was not prepared to conceal the radiation emanating from the case.

TRACKING: Once in possession of a level-two rad scanner, the players will be led through a series of half-assembled labs and warehouses scattered with storage containers to an unused portion of the station. This part of the station is only partially powered, rendering the illumination to a few dim emergency lights. Doubtless the players will be forced to pass some terrain completely devoid of light. Knowing that it could be days before the Kirin transport ship would arrive, Braden has set up some decoys along the way to discourage anyone from following her, including a Mark II plasma mine [Damage: 20 to a 4m radius (1st round) shrinking to 10 to a 2m radius (2nd round) - characters without eye protection are blind for 1D6 minutes]. Players might also be distracted from the

trail by rooms left looking like they might be, or have been occupied by, someone in the recent past. The tracking device the players will be able to purchase or barter from one of the scientists will most likely not be of the highest quality (after all, what use would a long range level two rad scanner be when studying the relation of zero-G forces on bovine sperm?). However, it should keep the players on the right track, though a slightly malfunctioning unit might add a little excitement to an already time-sensitive mission (perhaps a well-timed short and a *CRAFTINESS/Mechanics* check at -1 to spice up the tension). Braden can eventually be found holed up like her namesake in a room with only one obvious entrance, and one exit hidden from immediate view.

THE FOX: The players are most likely to remember Braden Cuis as an attractive albeit shy and silent member of the team. This behavior has all been part of her disguise, and if the players come into verbal contact with her, they will see a much more devious and sometimes ruthless side to their former companion. Her important stats are as follows:

STURDINESS 2

Athletics 3
Brawling 2
Shooting 3

CRAFTINESS 3

Bargain 2
Con 2
Seduction 1

BRAINS 2

Awareness 3
Gen. Know. 2
Tech. Know. 2

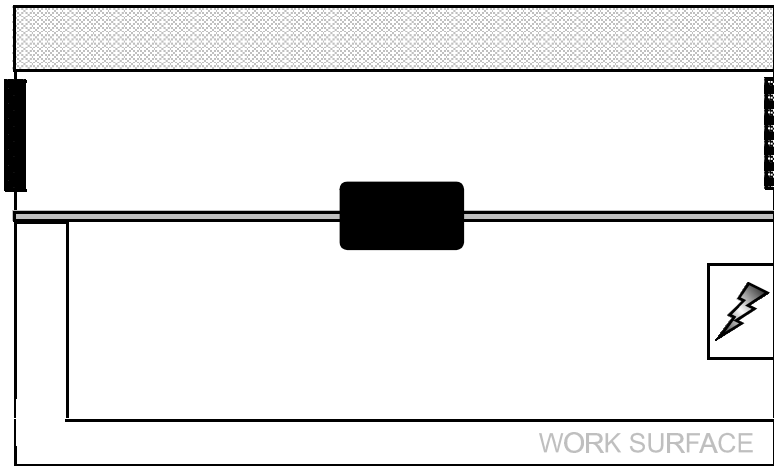
Braden will not hesitate to kill anyone who might threaten her, though if stripped of physical means of protection she will try to charm her way out of captivity, or even offer a part of the fee she charged the Kirin to accomplish this mission. However, whatever promises she makes will not be honored, and at the first opportunity Braden will undoubtedly attempt to flee, kill her captors, or even more likely, do both.



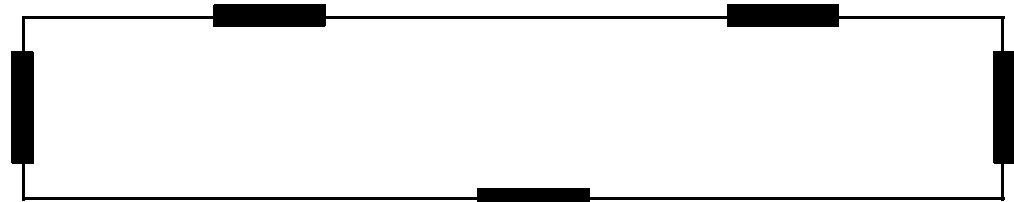
SUN-UP: The mission either ends when Braden Cuis dispatches all of the team, or she is handed over alive or dead to the authorities of the station who immediately move her to another more secure location for judgment and sentencing (if alive). Upon arrival and learning about the capture of their mercenary, the Kirin will deny all knowledge of their involvement, make a few shadow trades, and depart from the station.

RESOLUTION: If the team ends up dead or runs out of time, the Fox will escape, along with any hopes of the team getting hired by the F.F.T. again. If they manage to capture Braden Cuis, they will find on her person the small case containing the chips, and will be given an additional reward (cr1000 each) upon turning her over into custody (or her body to the morgue). If any physical harm should come to the Fox, a check should be made as to whether or not the chip case was damaged (*BRAINS/Awareness*). In the event the chips are destroyed, any reward or fee considered by the F.F.T. will be denied. Though their reputation might be marred for a while, they will eventually be requested for further missions by the F.F.T., as their main objective was to disallow the chips from falling into the hands of the Kirin.

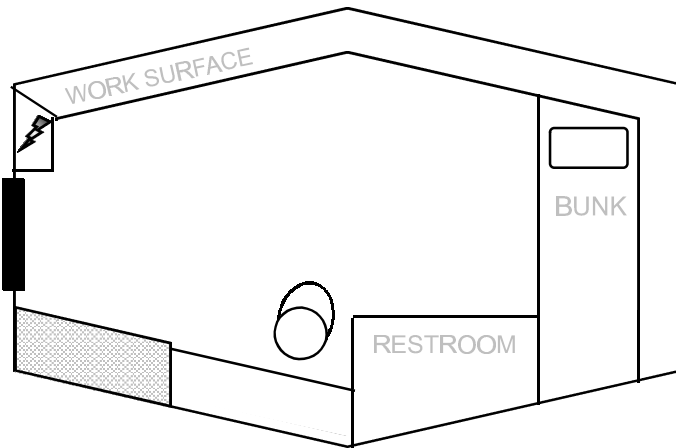
EPILOGUE: The Kirin ship arrives and quickly departs from Alpha Tello. The F.F.T. submits the final results of their completed investigation to the regulatory staff of the science station, and research into uncharted knowledge continues. What has taken place here might make a world of difference to some, and indeed, Alpha Tello is the only world that matters to a few scientists and a handful of mercenaries... But the universe is vast, and the possibilities are endless...



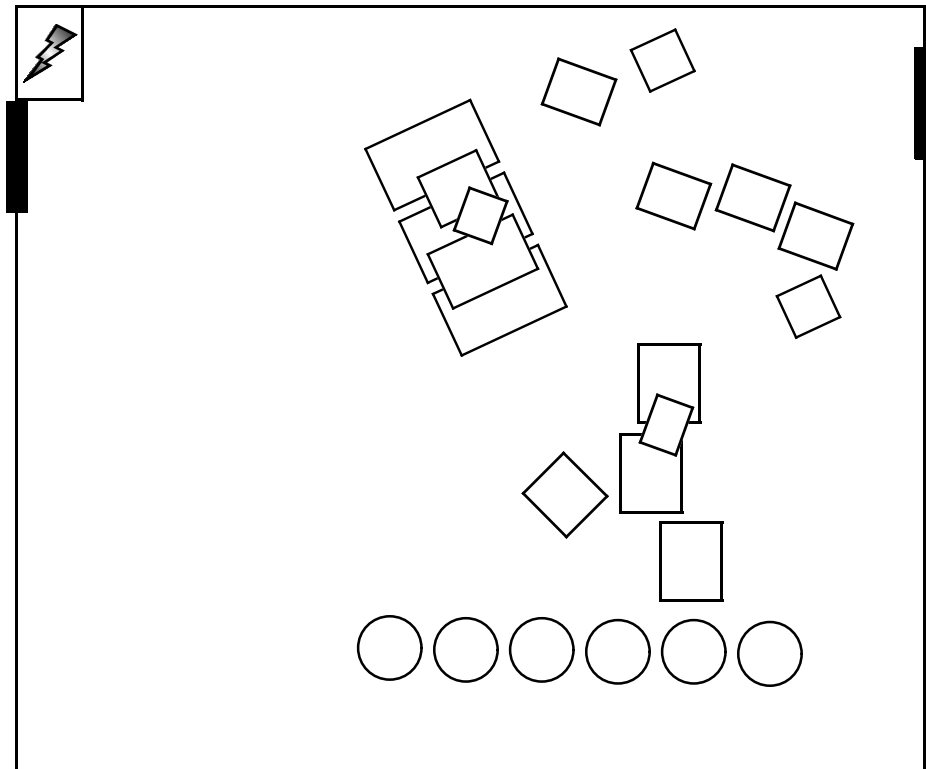
SCIENCE LAB







CORRIDOR



LIVING QUARTERS



STORAGE FACILITY

-  LOCKER/STORAGE
-  AIRLOCK/PRESSURE HATCH
-  HIGH IMPACT PLEXIGLASS
-  COMPUTER ACCESS

NOTE: Because of the modular design of the space station, these rooms can be used repeatedly during the course of the adventure. If the referee wishes, he or she may print multiple copies of this page, cut out the rooms and assemble a dynamic floorplan on the game table, adding rooms and corridors as the characters encounter them. This page may be copied for personal use.

EXPENDABLE

By Todd Downing

DISCLAIMER – This scenario is typical sci-fi movie fare and should not be confused with reality in any way. Deep7 and its personnel do not condone real-life violence, and no offense is intended against those players of insectoid alien descent. Deep7's roleplaying products are about mature, intelligent people having harmless fun in a social setting. If you believe that horror has no place alongside other genres of popular fiction, please do not play this game. If you believe roleplaying to be evil in any way, please seek professional help. Otherwise, enjoy Deep7 products and game responsibly!

THE PREMISE: The settlers on an outlying colony must be rescued from an infestation of the Hive. It seems to be a standard rescue/evac mission to the soldiers of the Star Legion, except for one very important difference – the president of the colony's sponsor corporation, StelCol, is on the planet... and he's not leaving.

THE SET-UP: The characters are all Star Legion regulars, on assignment to Derris IV to evacuate a mining colony suffering a Hive infestation. The Legion has encountered Hive soldiers on several worlds throughout border space, but has never been able to sustain a fight with the alien species.

Hive soldiers, wasp-like insectoid aliens in the service of a Queen, are stealthy, tenacious and easily angered (valuable resource viewing: *Pitch Black*, *Starship Troopers*, *Aliens*, and *Mimic*). They secrete a strong neurotoxin in dagger-like stingers on their abdomens, which they use to immobilize or kill their victims, making the petrified target easily carried away for brood-food. Their chitinous exoskeletons are resistant to most small-arms fire, but intense heat and sonic weapons have been catalogued as effective in prior encounters with the species. Thus far, no Queen has been captured or killed by Star Legion personnel, though it has been assumed that the Queen maintains a subterranean egg chamber somewhere in the vicinity of the Hive soldier sightings. At this point however, any such assumptions are purely speculative. All that is known is that where Hive soldiers appear, humans die.

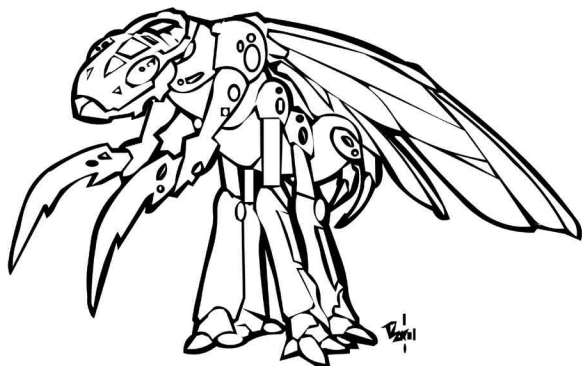
TYPICAL HIVE SOLDIER:

STURDINESS 3/*Brawling 2*;

CRAFTINESS 3/*Stealth 2* (write in);

BRAINS 1/*Awareness 3*.

Sting does 10 damage, secreted neurotoxin does 3 and paralyzes the victim, putting him into a state of catatonia. Exoskeleton is AV8. Winged, capable of short bursts of quick flight. Size: 2.1m from head to tail. Four primary legs, plus two front legs evolved for combat.



Ford Derris, grandson of the pioneer who discovered the system, is the president of StelCol and the administrator of the colony, and demands protection from the Hive threat, under Unity Charter Alpha, section 12, sub-paragraph M, which states (in basic terms):

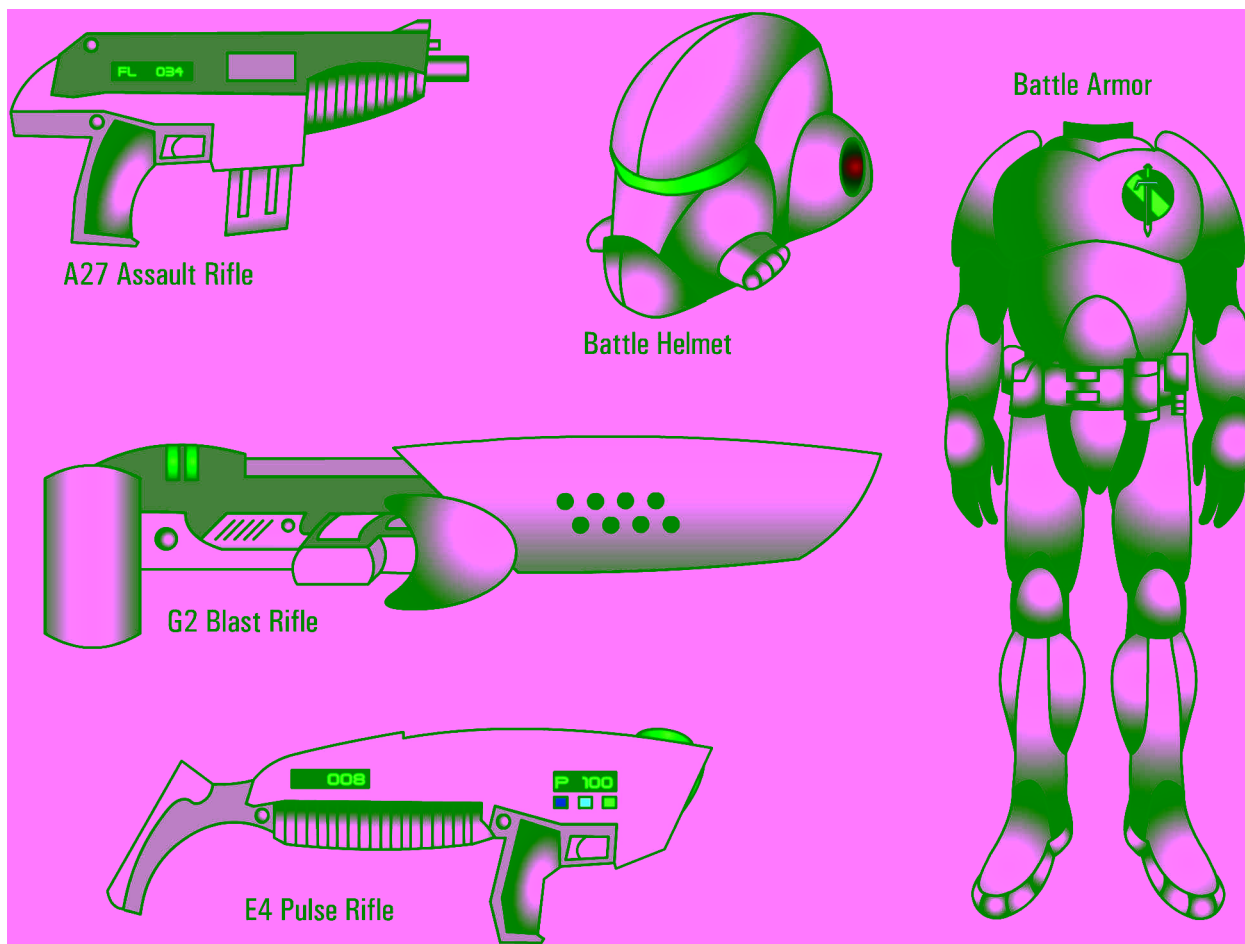
Any colony aligned with the Galactic Unity, paying taxes and participating in affairs of state shall be entitled to Star Legion intervention and protection from external threat.

Although the colony has lost eighteen settlers so far (and that reason alone should be sufficient to evacuate the planet), the players are eager for action and shouldn't mind a bug hunt. The Hive soldiers haven't yet encountered Legionnaires in this sector of space, and the Legion's presence could make it possible for the colonists to stay and ply their trade. The detachment of Legionnaires assigned to the planet will number enough to replenish a squad's depleted personnel should player characters begin to die (and they will). Replacement characters can be found as remnants of another squad or fresh meat from the orbital carrier...

STANDARD ISSUE: The players' Star Legion detachment is deployed on the carrier *Maid of Orleans*. The carrier has been dispatched with a minimum compliment in order to facilitate an evacuation of the colony. She carries only 3 sixteen-person fire teams on this mission (as opposed to the usual 20 per strike group), 2 orbital shuttles and an armed drop ship.

Each Legionnaire is issued standard battle armor (AV: 8 all locations but the head), a battle helmet (AV: 10 head), a vibra-knife (4 damage + STURDINESS, good for 20 strikes before recharge) and an A27 assault rifle (12 damage, 100-shot clip). Squad leaders and/or officers will also be issued a P27 assault pistol (8 damage, 20-shot clip). Finally, there will be one E4 pulse rifle (13 damage, 200-shot power cell), a G62 blast rifle (chemical heat weapon, 14 damage, 50-burst canister), two sonic stun guns (a hit target must make a STURDINESS check or fall unconscious for 1D6 rounds), an assortment of grenades (frag: 20 damage; chem: 10 damage for 2D6 turns; smoke: 3 damage, zero visibility), and four Z2 power packs (good for recharging energy weapons and powering camp lights, etc.).

The drop ship is armed with twin-linked particle cannons (30 damage), and carries two thermal charges (50 damage) for self-destruct or external demolitions. The *Maid of Orleans* carries consumables for 320 Legionnaires for two months, plus emergency medical and food supplies. Reasonable player requests can probably be found aboard the carrier or in the settlement. Otherwise, they will have to make due with what they've got. Referees should use discretion.



THE SETTLEMENT: Derris City is the only bastion of humanity on an otherwise arid rock. Beautiful painted canyons stretch to the horizon, and grand mesas reach into the desert sky. Most of the planet's water supply is underground. Unlike the sprawling labs and refineries of typical colonies, most of Derris City's facilities are tunneled into the natural canyons, forming a network of streets and alleys. The colony has been in operation for approximately six years, and until last year, not one Hive contact had been made. If pressured to leave, Ford Derris will rattle off the estimated value for the site (about 100 million UniCredits), as well as quoting the Charter's protection clause. He knows he is within his rights to invoke Star Legion assistance in dealing with the Hive threat, and he is a man with a lot to lose here.

The colony itself is home to about four hundred settlers, working as miners, scientists, entrepreneurs and ministers. The settlement contains housing for the workers, a few mineral laboratories, a brothel, a health clinic, two saloons, two competing churches and an industrial zone containing the main mineral refinery, storage facilities and two transportation hangars, as well as the main landing platform.

Derris City is powered to a great extent by massive fields of solar receptor panels, which lay atop the canyons. The settlement also has a fusion generator for emergency power.

THE WAY IN: The characters can spend the first portion of the adventure deploying their standard gear and questioning

various settlers, including Ford Derris himself. If asked to be shown the locations of Hive contact, observant troops will notice that in all cases, there was either some kind of subterranean access (lava tube, ventilation shaft, etc.) or the attack took place in open air. Since most of the settlement resides at the bottom of the planet's deep canyon network, anyone on the canyon floor is vulnerable to attack from above.

Most of the attacks seem to have been focused on the areas of the highest population/food density – the private quarter. While the group is poking around in this area, you can spice things up by having a horde of 2D6 Hive soldiers attack.

Anyone killed in the initial attack can be replaced by Legionnaires from the *Maid of Orleans*. If you wish to push the group toward their tunnel crawl, have one of the Hive soldiers escape and crawl down the drainage grate in the saloon. The tunnel extends down into darkness, a small passage only about 1m in diameter. Just large enough for a squad of Legionnaires to traverse head or feet-first, single file.

A SIMPLE PLAN: If Derris is set on keeping his mining colony alive, these bugs will need to be dealt with. A small group could descend into the tunnel with the chem grenades and the blast rifle (a glorified flame-thrower), clearing the way for a thermal charge from the drop ship.

If there is a Queen present, as is assumed, killing her will doom this Hive faction to extinction. However, the Hive Queen is actually being held by Derris himself. This is never

to be common knowledge to the group, as this will let the cat out of the bag, so to speak. Let the players plan and plot to their hearts' content, using the following paragraphs as necessary.

OBSERVATION #1: If there is a tech or medic in the group, you can require a BRAINS check to notice a peculiar honey-sweet smell just before the Hive attack (anyone can make the check at -1). The same smell and a bit of greasy residue are also found at every site of contact. If a tech character is so inclined, an ultraviolet scanner can be assembled out of common parts from the drop ship. The scanner can be calibrated to pick up any enzyme-based substance, displaying it as bright neon blue. Scanning any of the contact sites will display a single concentration of the sweet-smelling substance, appropriately strong or weak in conjunction with the age of the event.

Examination of the Legionnaires in the group will also reveal a small enzyme deposit or marking on the leg armor. This spot can be removed with anti-enzyme disinfectant, but will continue to reappear before a Hive attack. It is important to let the players come to this information via their own ingenuity. Don't force them to build the scanner unless they are completely dense.

Derris has planted booby traps all over the colony, spraying the soldiers with the sticky enzyme in order to distract the Hive from his ultimate plan. They are extremely well hidden, but there is a slight possibility that one or two of these traps can be found.

OBSERVATION #2: For an active mining colony, there doesn't seem to be much recent activity occurring within the mineral labs in the industrial sector. There seems to be a token amount of mining being done, but the industrial sector seems to be pretty dead for a settlement with such mineral wealth. One of the smaller storage facilities has also been sealed off due to its contents – several tons of radioactive minerals.

In actuality, this facility contains the Hive Queen. The Hive soldiers are very unhappy that their Queen has been taken from them and are being suicidal and ferocious in their attacks because of this.

THE BROOD CHAMBER: If the group (or members of the group) descend into the tunnel, they will wind up in a large central cavern, completely devoid of light. Any illumination will reveal the walls and ceiling are crawling with Hive soldiers. If the characters have the enzyme on them, they will be attacked immediately. If they do not, they will be given the opportunity to leave the brood chamber so long as they are quiet and do not attack the Hive. If the group is attacked and remains to fight inside the brood chamber, they will die. There are simply too many Hive soldiers. If they are attacked and choose to flee, the best route is the way they came in, leaving a trail of chem grenades and/or flame from the G62. It is also possible to drop the thermal charge in the brood chamber with a programmed countdown.

THE REAL STORY: When the group emerges from the tunnel and/or has had what you feel to be a satisfactory

number of frights and encounters, feel free to lead into the resolution.

At some point, have the commanding officer receive a hail from the *Maid of Orleans*, asking if they should prepare to receive the "other settlers". Apparently, Ford Derris has decided it's not worth the stay after all, and is readying his personal shuttle to rendezvous with the carrier. Of course, this sounds completely strange to the characters, who will have to race to the landing pad to investigate.

Derris is indeed on the pad with his shuttle, powering up. If he sees the characters, he'll toss a couple small cylinders on the ground toward them. They are not explosives, but dispensers of that familiar sweet smell. By this time, some of the player characters should have determined that the enzyme substance is actually a pheromone from the Hive Queen, and will attract the Hive soldiers within a few minutes.

STRANGE CARGO: The group will have only a minute or so to attempt to arrest or subdue Derris before the Hive soldiers arrive. The group's drop ship is there, so if anyone is a qualified pilot, the group will have escape and covering fire. However, the guns only fire forward and Hive soldiers are extremely quick in flight. They are also not above sacrificing one of their numbers to fly into an engine intake to hobble (and potentially crash) the drop ship.

The players have a couple choices:

- 1) Free the Queen and take off to the carrier or take their chances evacuating the settlement while the soldiers escort their matron back to the brood chamber
- 2) Destroy the shuttle with the Queen inside, neutralizing the long-term Hive threat on this planet

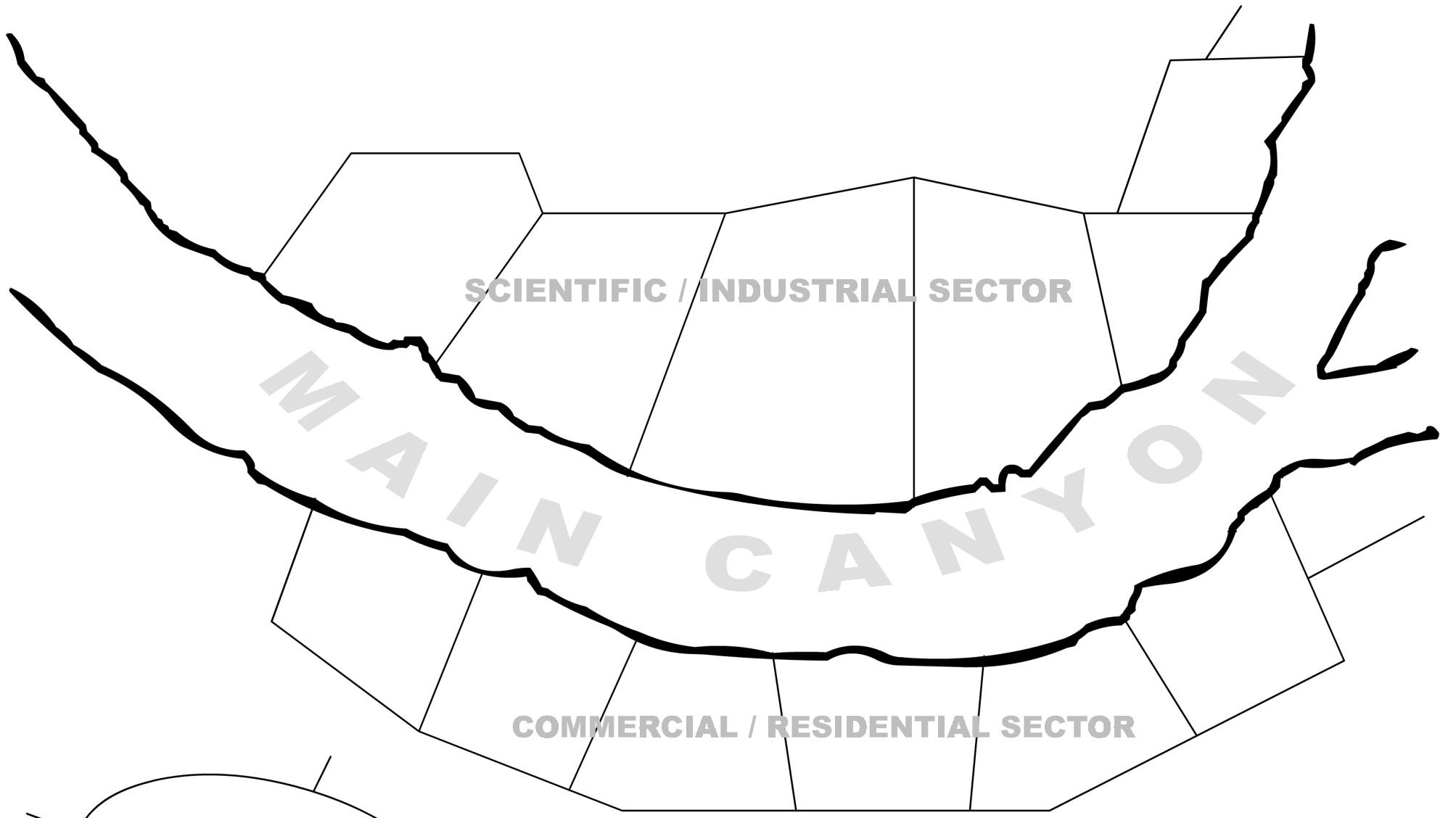
Derris will not fight directly unless backed into a corner. If it looks like the group has sniffed him out, he will defend himself with a standard blast pistol (9 damage). His single motivation is to protect the cargo he holds in the shuttle. A very dangerous, very valuable cargo – the Queen herself.

FINALE: What action the group decides to take and how they execute it is up to them. If the Queen is freed, the Hive soldiers will decrease the ferocity of their attack, focusing instead on getting her to safety. If the Queen is killed, they will frenzy for a couple rounds, then vacate the area quickly.

Derris can be killed by the Legionnaires (dramatic), killed by Hive soldiers (poetic) or taken into custody (realistic). In the aftermath of the chaos, a small case with a disabled explosive charge attached can be found near Derris' shuttle. Contained within are several small vials of aqua-colored liquid. A chemical analysis will determine that the substance is harvested from a gland somewhere on the Hive Queen, and when distilled becomes a powerful narcotic. Derris wasn't interested in mining anymore because he'd discovered a commodity a lot more valuable than ore - drugs.

If the Queen is killed, the Star Legion will have a valuable scientific resource in regards to future dealings with the Hive. If Derris is taken into custody, he will be found in violation of the Unity Charter on a capital level and faces life in a penal colony or possible execution.

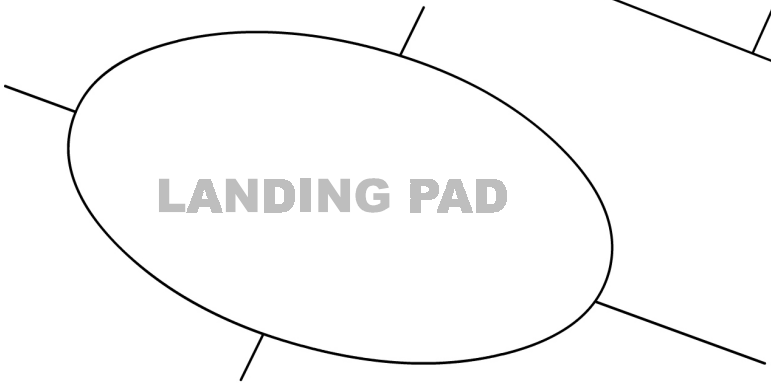
For the surviving player characters, it's all just another day in the Star Legion...



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