ORION TRAIL

You find yourself stranded. Your science officer takes some readings and informs you the ship has been pulled though a wormhole. It will take some time to recalibrate the navigation sensors to back to normal to find the way back home to Orion. Astrometrics advises that investigating the area will help with the recalibration.

Both departments suggest investigating the nearby nebula to start.

***1.) Nebula:*** -

{Shields aren't working, and engines are taking damage. Should we take the time to repair, or should we push through?

[Repair:

[Work on it yourself?

“Your crew was able to fix the engines and adjust the shields to compensate.

[Send distress call?

“No one answers.”

\*>Takes back to repair/push through option

[Push through:

“Engines suffer permanent damage.”

After making it through the Nebula, the Tactical Station informs you there appears to be weapons fire ahead. It appears a smaller vessel is on the receiving end of the exchange.

**2.) Distress Call:**

Small Merchant Freighter - Under attack from a pirate

{*Will you defend the weak, or join the strong?*

[Defend Freighter - *“After fighting off the pirate the merchant hails you thanking you for assistance. They ask if you could be of assistance one more time and repair the damage from the attack.”*

[Demand payment for the trouble of saving and the cost of repairs. *"After mulling it over, the merchant reluctantly agrees, and transfers the money. Your repair crew fixes the damage to the quaint ship"*

[Offer Repair assistance with whatever the merchant has on hand: *"You send a repair team over to assess and repair the merchant's vessel after a couple hours, the merchant vessel most things are repaired."*

[Send repair team with spare parts from your inventory. *“With the supplies from both vessels and the assistance of your repair team, it took less than an hour to make fix all the damage.”*

[Attack Freighter - Freighter disabled "*The freighter can no longer fight, and surrenders."*

[Attack Pirate *"You turn your weapons upon the pirate. Your crew suffered some casualties in the exchange."*

[Split profits: *"The pirate captain agrees to split the profits with you for a fair 60/40 and carries on her way."*

After resolving the issue with the pirate attack, Operations Station alerts you to a series of planets ahead. After approaching for some closer scans, The First one is a Class J Planet, the Second a Class M, and the third is Class H.

**3.)** The First planet; Class J – Definitely not safe to land on. But might be able to take a shuttle down and take some readings.

[Take shuttle down to explore and take some scans.

*“After about an hour or two, and taking dozens of readings, your science officer tells you they’ve ‘never seen anything quite like it.’”*

\*>Takes to next planet.

[*“It’s just a gas planet, what could it possibly offer? Leave it.”*

\*>Takes to next planet.

Second Planet; Class – M planet that leans a little bit towards tropical with satellites and lots of comm activity.

{Open Communications - *“Greetings! How can we help?*”

[*“We would like to engage in commerce”*

*“During the dialog back and forth, a map of the area purchase is decided upon.*

[*“Are you open for cultural/scientific exchange?”*

*“You and your crew get caught up in the exchange of ideas and culture, and comparing scientific wonders. Once the time is realized, a map is provided of the area. It should only take a few hours to import the data into astrometrics.*

[*“Whoa, you guys are ugly.”* Close communications.

The last planet is a Class H Planet – Desert type planet. Harsh temperatures. The science department would love the opportunity to take an away team down for some more detailed readings. After making it down to the planet there are some directions you can go.

[Go North - *“After traveling for an hour you stumble across some ruins. You find some ancient stone tablets. Would you like to read them?*

[Yes - *“You don’t know how to read this language, but decide to bring it aboard for your science crew to take a look at.”*

[No - *“You find them irrelevant, and toss them aside.”*

[Go East - *“After traveling for about five hours you find an artifact. It emits a low, pulsating hum, and shines with an eerie blue glow. Looks like there is a button on the top.”*

{“Would you like to bring it aboard for study, or try and activate it here?

[*“Let’s bring it aboard and give it to the science team for study.”*

[Try and activate it here.

*“You feel a tingling sensation, and your vision turns white. You wake up and find yourself back in your medical bay. The Doctor informs you that you are incredibly lucky and should go wondering about touching who knows what. Might catch some kind of space dysentery.”*

*\*>Takes to next planet.*

[Go West *–* You find nothing in the West.

[Go South – Nothing so far

[Keep going?

*“Pushing through has paid off, you find a small pocket of reptilian species that appear friendly”*

[Approach them – *“They are intrigued by the odd-looking crew, and appear to make an offer to you.”*

[Study them from afar.

[Go back. - *“You find nothing of interest and decide to turn back to the ship.”*

Back aboard the comforts of “home away from home” Operations informs you while you were away they picked up what appears to be a derelict vessel with some faint energy readings.

**4.) *Derelict Ship***:

{What should we do?

[Send an away team and dock with the ship – *“It’s very cold, and the gravity seems a little light. Following the energy signature, you find what appears to be life or stasis pods with faint life signs.”*

{“*Wake them up or let the sleeping rest?”*

[Wake up – *“The pods hiss open and fog slowly falls to the deck plate. They thank you for waking them. They mention that they are trying to get to Orion, and would like your help getting there.*”

[Let them join you. *“We are headed that way as well, you’re more than welcome to join us, as long as you can pull your weight.”*

[Deny their request. *“We have no room for free loaders.”*

>They reiterate their request to join and approach you.

[Let them join.

[Fight them off. *“For a crew that have been sleeping for a while they put up a hell of a fight, and you were no match for them”*

\*You died.

[Let Sleep - *“They must be sleeping for a reason, and decide to move on.”*

{Salvage materials / Strip the ship down with anything of value?

[Yes: *“Lets grab anything of value.”*

[No: *“Let’s not disturb anything and get out of here.”*

[Ignore it. “It’s derelict for a reason.”

A console alert beeps and Astrometrics informs you the recalibrations are complete and they have found the wormhole back to Orion. They’ve mapped the course and sent the coordinates to the conn.

[“Make it so.”

[“Do it.”

[“Engage.”

\*Congratulations! You’ve made it through. Welcome back home!