

Outpost Adventure

You are the crew of a medium sized Federation starship, sent to investigate the Tachyon research outpost at Tannis 9, which has gone silent.

As you approach, you find a low power message coming from the station. "Attacked two days ago . . . in distress . . . we have injured . . . request assistance." Then there is a flash of light and the distress signal stops.

Unbeknownst to the players, they just got themselves stuck in a time loop.

Three days ago, an Akari scout ship attacked the station because they believed it was spying on the Akari Empire. The Tachyon containmnet system exploded, causing a local fracture of the space-time continuum, sending the players traveling across different times.

Start

Far Future (4 years since the event)

The station is dusty and abandoned, but the life support is still operational and the tachyon collector is still functioning. The food replicators no longer work, and the food reserves are gone. The captain's log will indicate they took a shuttle to the planet Kvasir when the planet's orbit brought it close enough to the station. When the players are not paying attention, their ship disappears.

At this point, players are be thrown into random times in the loop.

The Station Crew:
Captain Jana Bailly
Science Officer Ryan Perra
Chief Engineer Darlene Phillips

Present (3 days since the event)

An Akari battleship shows up to investigate and accuse the players of destroying an Akari scout ship two days ago. The Akari Captain Olil Soomi's battleship also gets caught in the fracture when they approach, and they will blame the Federation for setting this trap. Surely dialogue is another Federation trick. The player's ship finally is present, only to maybe get blown up.

Near Future (2 years since the event)

The crew is barely surviving on the station. The captain explored the option of living on the planet Kvasir, but was injured by hostile fauna. The crew of the station will innitally be suspicious, and perhaps even hostile, to the players. They will want to use the player's ship to escape, which is impossible, giving us delicious story conflict. The station's shuttle is present.

Deck 1:
Airlock & Storage
Common Area
Crew Staterooms

Deck 2:
Tachyon Collector
Engineering

Deck 3:
Control Bridge

Near Past (0 days since the event)

An Akari scout ship is preparing to attack the station. When they do, the Tachyon lens will be damaged and the containmnet system will be overloaded, fracturing the space-time continuum. The Akari ship will be destroyed in the explosion. Ryan Perra will be injured and will die without aid. If the station crew sees the players in any earlier times, it will sure make this time loop perdicament much more believeable to the crew.

Time Loop Exit Posabilities:

- The players stop initial Akari attack.
- The players may navigate the fractured space in a ship.
- Players manage to repair the Tachyon collector, sealing the fractue.
- The system overloads, stoping the time loop, but trapping the players wherever the are.

Possible Additional Threats:

- Players may encounter scavengers.
- Life support may fail.
- The Akari might return to the station for revenge.
- The station crew may lose faith in the players.
- A stow-away creature or parasite from Kvasir may attack.

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by Senator Bix