



**“Faster than Disaster!”**  
**A Galaxy Prime Scenario**

The Gluggans have always been a generous and peace-loving people. So why would anyone want to sabotage their planet and endanger their economy, their research and thousands –maybe millions!– of lives? And yet an explosion has destroyed many homes, many years of scientific data and killed dozens, with dozens more still trapped and sitting on a volcanic fault line! The Gluggans are too slow to help themselves out of this predicament. Will you be the one to race to their rescue and stop the planet from tearing itself apart?

**Setup**

The party is near the Gulga system (or on-planet already) when the emergency distress beacon is received. It is being broadcast from Gulga's only ocean: the Blupp. This sea is tropical in nature with warm waters and abundant aquatic life. The specific area where the explosion occurred happens to be populated by workers and scientists (mostly Gluggan, but others as well) who have made temporary homes on and beneath the waves. The importance of the site is due to two factors: 1) its proximity to both a fault line and a volcano long thought extinct, and 2) large, coral spires hundreds of meters tall that grow beneath the ocean. The scientists study the fault line/volcano for geological purposes while the workers mine the coral spires for valuable minerals and small foodstuffs. Neither is politically or militarily significant though the minerals and foodstuffs matter greatly to the local Gluggan economy. Those who frequent the site use only simple mechanical tools and no explosives whatsoever. Survivors insist that the explosion was artificial and not the result of geological or volcanic activity. The detonation has weakened the fault line and caused the underwater volcano to become active and now earthquakes and magma emissions threaten to wreak havoc upon the area. Several of the submersible homes and coral spires have collapsed trapping workers and scientists beneath the rubble. Any would-be rescuers will require

aqua suits and a small aquatic vehicle to gain access to the disaster zone. Gluggans are slow moving creatures and it would take days for them to mount any kind of rescue attempt so it is up to the party to get the job done before those trapped below are crushed or run out of air. Also, the ocean floor could rip itself open at any time and that volcano could experience a full eruption very soon...

### Jump the Shark

The disaster zone covers approximately 1 square mile of ocean being about 1 mile offshore, so rental or purchase of a Small, Sea vessel will be required (nearby Gluggans will lend one if necessary). The coral spires that grow out of the water and up towards the sky mark the area clearly. On the surface, many dead bodies float, both people and animals. The water churns with all manner of flotsam and jetsam, evidence of the explosion, the subsequent tremors and the detritus spewing forth from the submerged volcano. Rescuers will first have to locate the victims trapped underwater by using their Uniscan or their own keen observational powers. This will be made more difficult by all of the muck floating about, reducing chances by -25%. Also, the dead have attracted another danger: the predatory Zoics. These shark-like fish arrived early on the scene (only 3 of them) and have begun to devour the remains of the departed and will soon make a play for those that are still alive and trapped. They will also attack anyone else that enters their newfound feeding zone!



There are several pockets of survivors in the area: 2 workers beneath the rubble of a coral spire, 1 scientist trapped in a collapsed housing bubble and 3 others floating freely in the open water. All are unconscious and can do nothing to assist in their own salvation. Those trapped in the rubble and housing have about 1 hour (60 turns) of oxygen left (which can be detected with a Uniscan) so time is of the essence. To extricate them from the rubble will require an individual with 25 Strength or more (and a successful STR check) or a combined STR of 30. Failed checks may result in injury (1d10) to the

rescuers or those they are trying to save as the coral and construction material is very sharp. Telekinesis would also be handy here but a vehicular towing system will be the most likely solution, assuming the party has access to a lot of Synthrope as the victims are about 100 meters down. Tractor beams are not advisable as their grip is too wide and the area is already unstable enough!



### *Return of the Waji*

Right about the time the party is rescuing the last few survivors, the perpetrators return to the scene of the crime; 2 Waji (in separate Small, Sea vehicles) will burst onto the scene and attempt to finish off the survivors and those who offer assistance. They will weave in and out of the spires, firing pulse rifles and throwing grenades at the

party. If the characters try to escape underwater the Waji will follow in their aqua suits blasting away at the fleeing heroes with standard fusion pistols. Should the party get the upper hand, the Waji have backup: a Tuth heavy fighter will hover over the crisis zone and lend its firepower to the effort. If all else fails, the Waji will attempt to board the heavy fighter and escape into space. The party can give chase and try to capture or destroy the ship. Should they succeed in taking the passengers alive they will find a Tuth pilot in the cockpit. Interrogation will reveal that he is called Gub and was simply trying to make a name for himself in the Tuth criminal hierarchy while simultaneously establishing a base on the peaceful world from which to begin his career of organized crime. It wasn't a very well thought out plan...

### *Thanks for all the Fish!*

Assuming the party is successful in rescuing some or all of the survivors they will have made a great many allies. The Gluggans of course will treat them as honored guests, giving them the VIP treatment whenever they choose to visit. There is no material compensation for their efforts beyond salvaging what they can of the Waji/Tuth vessels and equipment. However, one of the workers will likely wish to repay their heroic deeds by joining the party as a Techie, offering to repair and

upgrade their vehicles for free. Also, one of the Xenoscientists will be happy to provide them with contacts and locations where they can find high tech and/or experimental (prototype) armor, bots and cyberware.

Waji Small, Sea Vessel

SPD 5

MV 6

Computer 2

Life Support - 3 wks.

Weapons - Pulse Rifle (1d10x3)

Hull 40

Tuth Heavy Fighter

Q-Drive 3

Q-Energy 30

SPD 5

MV 8

Computer 3

Life Support - 3 wks.

Weapons - Neutron Blaster (1d10; crew only)

2 Fusion Beams (1d10)

3 Space Mines (3d10)

Components - Capture Claws

Shield 35

Hull 35

