

'The Prize is Right'

A Galaxy Prime Scenario

Once per solar year, wealthy elements within the Nomme system of the Sulven League host a quasi-legal contest wherein the competitors vie for dominance on land and in space. The winner of this tournament will be the recipient of a sharp new Nomme Fast Transport! Needless to say, many would rip the cyber gear out of their bodies just for the chance to compete for such a valuable award. Held on one of the moons of Nomme, the participants race through a specially designed wilderness course searching for half of a Kryzmalian geode in hopes

of finding it before the opposing team does. Afterwards, they are whisked off into orbit and must navigate an asteroid maze in order to find the second half of the geode. If either team finds both halves or disqualifies the opposing squad then they will win their very own starship!

Setup

The two teams will be comprised of 3-6 participants (depending on the size of the party) and any race should be allowed. Suggestions for the NPCs races include Zhani, Kywokk, Gelrun, Ziryan, Uncha and Molgans. Weapons, armor and equipment are also allowed but only of the non-lethal sort. Any deaths will automatically disqualify the killer's team and make him subject to arrest. Any opponent that is knocked out by stun weapons or pain checks is removed from the field and the contest. Teamwork is emphasized as the course is fairly large and the contest is timed. Both teams will begin at opposite ends of the field.

Phase 1

The course is approximately 1000 meters square, set in an area that is largely forested hills. Various terrains and obstacles include: a pond, a small cave, a rock pile, a bog, a (star)shipwreck, an observation post, a gully and a tunnel leading to the opposite side of the field. Anyone leaving the boundaries is disqualified. The

area is also inhabited by fauna that could prove troublesome; there are kret-krets, luproots, sludgers, hinich and phead flys lurking about and they will have to be dealt with or they will likely hinder the party's efforts. Because of the ample tree cover, it will be difficult to spot the other team and monitor their progress unless one is airborne or climbs the observation post. The judges will have hidden the geode randomly, perhaps in a tree hole or within one of the other terrain elements. The contestants have 20 turns to find it.

Phase 2

Once in space, the 2 teams will face a similarly-sized course but with a few differences.

There are 13 stationary asteroids defining the maze that the participants must find their way through. Several of these asteroids will have intermittent force fields that pop up between them, no more than 5 at a time. The force fields will prevent travel in a certain direction and will cause damage (1d10) to a ship if one collides with them. They are not visible so both parties will have to scan for them. Asteroids will cause similar damage upon collision. Lastly, there are 6 automated sentry turrets placed within the maze. These are visible and will fire a Black

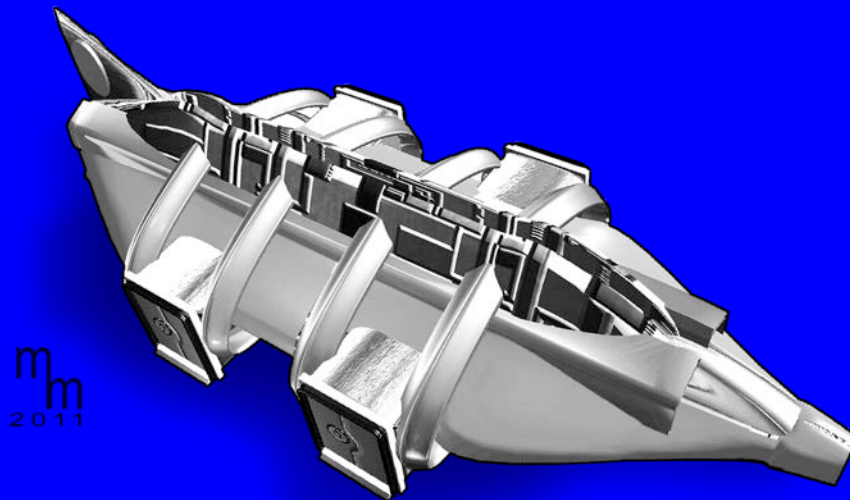


Ray weapon (50%) at any ship within range and line of sight. The turrets can be powered down by causing 10 points of Black Ray damage to them or by forcing them into an asteroid or force field using the ship's (reversed) tractor beam. The tractor beam can also be used to push the opponent's ship out of bounds. The judges will have placed the geode on one of the asteroids and once it is located (via scanners) the team will have to use the tractor beam to collect it. If their tractor beam becomes somehow damaged or powered down, a teammate will have to

suit up and perform an EVA to acquire the geode. Again, they have only 20 turns to find it, each starting at opposite ends of the maze. At least one party member must have the skill of "Pilot - Small, Space" and they will only be allowed to use the SPD (Standard Propulsion Drive) while piloting through the maze (no Q* Drives).

Winner, Winner, Kret-Kret Dinner!

If either team finds both halves of the geode they are declared the undisputed champions! If each team finds one then points will be used to decide the winner, with a point given for each opponent taken out, the amount of damage done to an opponent's ship and whether or not the team was able to bring the geode back to their starting area before time ran out. Since both the field and the maze has full video coverage, cheaters will be discovered and disqualified. Once the points have been tallied a winner will be determined and the prize awarded. The hosts and sponsors of the contest are not responsible for who among the winning party chooses to claim actual ownership of the vessel or of any proceeds derived from the sale thereof.



The following stats are for the ships used in the asteroid maze and for "The Prize" itself:

Ship Name - The Prize
Configuration - Nomme Fast Transport
Class - Small, Space
Q*Drive - 2
Q*Energy - 20
SPD - 4
MV - 2
Shield - 30
Hull - 30
Crew - 12
Computer - 3
Life Support - 3 Weeks
Primary Weapon - Black Ray
Other Systems - Tractor Beam; Escape Pods (2)
Note: This vessel has no Lab or Shuttlebay
MSRP - 88,000c

