

AGENDA



- Fill the void of Space with danger and excitement.
- Show how big Space is, and how small the PCs are.
- Play to find out what happens.

An Impulse
Starter by
Peter Cobcroft

ARMISTICE SPACE

Adrian Thoen's Impulse Drive

WELCOME TO ARMISTICE SPACE

The 50 year peace between the five major factions around this region of space has given rise to The Agency, a necessary multi-system law enforcement organisation. The Agency handles bounties big and small, with official offices on every law abiding planet in the region, with one headquarters near the centre of Armistice Space.

QUESTIONS



Who stole the Totraum Schwarzrelikt and why is the Church so eager to get it?

Who discovered the cryocapsule containing the last surviving Pyx? Why were they all wiped out by the Pattern Eater?

Why is the AI interfering with your contracts? Why have you been unable to stop it?

Why did you join The Agency?

Who is the United Suns Security Agency after? Why have they stopped infiltrator androids?

Teakry is a thriving Alliance planet on major trade routes with an orbiting military space station - the Newport Naval Yard and home to 25 warships

UISGIN

Uisgin is orbited by thirty moons, some of which appear to be captured asteroids from the system's asteroid field. The two closest moons play havoc with the planet's single ocean

Zelazney's World. Both ground and cloud cities exist here. It is an emerging industrial power, producing artificial intelligence hardware, machinery, and computers.

ZELAZNEY'S WORLD

CALLS



- Use an NPC, Location, or Ship Call.
- Divide them.
- Deliver bad news.
- Give them a tough choice to make.
- Put something vital in danger.
- Deal Harm.
- Show danger approaching.
- Offer an opportunity, with or without a cost.
- Hint at danger elsewhere.
- Use up their resources.
- Destabilise the environment.
- Give them Advantage or Disadvantage.
- Turn their Move back on them.
- Tell them the possible consequences and ask.

PRINCIPLES



- Embrace the senses, describe sights, sounds and smells.
- Show the fragility of life in space.

- Make the Galaxy behave consistently to its own rules.
- Explore the Galaxy with your players during play.
- Create interesting dilemmas, not interesting plots.
- Address yourself to the characters, not the players.
- Make your SM Call, but don't speak it's name.
- Treat your ideas and NPCs as expendable.

- Give everyone a name. Make your NPCs real people, and your monsters truly Alien.
- Ask provocative questions and build on the answers.
- Provide opportunities for decisive action.
- Be a fan of the characters.
- Think cinematically.
- Think offscreen, too.
- Begin and end with the Fiction.

TEAKRY

SENFLUS

Senflus is an idyllic earth-like world with ruins of ancient human civilisations and day old modern colonies that have been abandoned

Aliens are common and may disobey the laws of physics, inter-dimensional aliens are incredibly rare.

IMPRESSIONS



The galaxy is full of advanced civilisations, each in their own distinct region, constantly vying for power, resources and territory. But only a few dominate.

Armistice Space is frontier law against the borders of big factions.

Mining colonies become regular colonies for often less law abiding individuals

NEWS ITEMS



Michael Altman (Church of Anastasis) today denies condemning AIs as cursed evolutionary dead ends.

A system wide Alliance Web Fraud Alert for tier 3 and lower public transactions.

Disturbing reports of cannibalism amongst some of the pirate clans if Uisgin.

United Suns denies attempts to suppress information on a recently discovered allegedly "dead" galaxy.

Terrorist attack on the Alliance: Alleged Aeodronian rogue faction used an unknown weapon to dissolve a mining operation on Naxtar.

STRAINS



The Rogue AI is constantly interfering with the PCs contracts with The Agency for its own reasons

The Pattern Eater wishes to enter normal space on every planet in the galaxy and consume ... something

The bio-engineered hostile life forms collected by the terrorist group are being seeded to start another civil war within The Alliance

The Church of Anastasis wishes to unify everyone's consciousness. After death.

CONTRACTS



Arnette Ran wanted for Piracy by the SSDC on the 18th moon of Uisgin. Possibly armed and dangerous.

Complication- Recent supply shipment for the entirely underground asteroid mining base contained a hostile lifeform intended for a different destination by a terrorist organisation led by a mad genetic scientist. The creature gets loose and indiscriminately kills.

Member of a newly contacted race wishes for Agency help to track down a murderer of its parent. The Agency sees this as a very important contract politically.

Complication- The alien race uses organic technology, and if the PCs wish to use its devices/ship they must be implanted (see Organic Cyberimplant in Items). If they finally confront the culprit, their contractor, who insists on coming, challenges the murderer to a duel, and loses.

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ITEMS



Organic Cyberimplant - Upon implant transfers one from a different approach to Alien. After some time adjusting, allows the user to interface with machines. Eventually the character will want to become one with machines. For further details see the Babylon 5 episode "Ship of Tears" Season 3 ep 14

Rogue AI Virus - Upon using any public information terminal any robotic character, or one with computer implants or limbs will contract this virus. Which causes them to roll with Disadvantage until fixed.

FACTIONS



The top five factions that declared the cessation of hostilities and actively sponsor **The Agency**



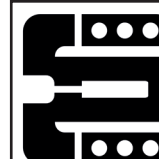
The Alliance (Representative Meritorious Democracy) or "Remedy" occasionally has a civil war with its ideologically different twin faction. Consisting of AIs in body shapes best suited to their occupation. Quality of life for organics in Remedy is less nice than in the Tidy, as they rarely are able to vote quickly enough.



The Alliance (True Democracy) or "Tidy" occasionally has a civil war with its ideologically different twin faction. Consisting of AIs in any body shape.



Chianas. A psychic plant militocracy, which has proud traditions of independent mercenary work.



Aeodronian. A Saurian militocracy that verges on ecoterrorism as religion.



The Imperium. Consists primarily of Humans and has an Emperor

OTHER FACTIONS



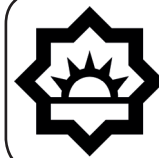
The Rogue AI



The Pattern Eater, an inter-dimensional entity



The Church of Anastasis



The Agency, law keepers of Armistice Space



The United Suns



The Pyx, a long dead warrior race