

Broken Ring

GM Briefing

Questions

Who built the station, when and why ?
How big is it: large, huge, enormous ?
How long ago was it wrecked ? If it was very recent, this might be a rescue mission.
What are the salvage laws like ?
How was the station wrecked ?
Why are the players here ? Distress, salvage, rescue, industrial espionage, archeology ?
How will they find what they need to find ?
Are there any squatters in the ruins ? What are their interests ? Their resources ?
How much power is left in the system ? What might still be working and what might suddenly start up ?
After they do what they came for, what is in the way of getting out ?
How does the situation change if the players are in a big well-equipped ship versus a small privately owned starship ?
What equipment do the players have that will be unexpectedly useful ?
How heavily picked-over by scavengers is the wreckage ?
How dangerous does debris or other hazards make navigation and EVA activity near the station ?
Is there another place where the objective could be ?
What was this segment of the ring primarily used for ?
What are the odds another team shows up to claim the prize ?
How will darkness, vacuum and zero-G make their lives harder ?
How wrong is their intelligence ?
Will they have to cut their way all the way in ?
What keeps causing all that static on the radio ?
How sure should they be that they'll actually get paid ?

The Broken Ring

The players are approaching a wrecked space station... or at least a big chunk of one. You'll ask them leading questions about why they're here, then lead them through the debris and wreckage after their objective. Once they pull off the job, you get to make things really hairy.

Agenda

Fill the player's lives with adventure.
Play to find out what happens.
Blind them with science.
Make them sweat. Make them think.

Goals

Ask questions.
Establish and re-use details.
Let every player shine.

Environmental Moves

Trap someone.
Block their route.
Cut off their escape.
Get them lost.
Threaten their suit integrity or air supply.
Bring out a robot
Another ship is detected closing on the Ring.
Tempt them with a greater, safer, or easier

Legal

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For the GM

The Broken Ring is a science fiction RPG scenario suitable for any setting or game system. This adventure is set on a derelict space station. Somewhere on it is the McGuffin the players are looking for. They have to go in, get it, and then collect their reward. The PCs will need a good mix of spacefaring skills, as well as special equipment and tools. A scientist might be looking for valuable artifacts, rogue traders might seek archeotech, your average group of PCs might be hired to steal old-but-valuable data from a competitor, or simple greed might drive them to explore for valuables.

To run an adventure in this format, ask and answer the questions and bring the impressions into play as you describe the environment. The questions can be asked of the players if that fits your style of play, or pondered by the GM during preparation and play. The Agenda and Goals sections will keep you focused on running the game for the players. The Environmental Moves tell you what to say whenever the players are wondering what happens next.

The questions are the key to fitting this situation into your setting and your campaign. Read them, answer them as you see fit, make the players answer the other ones you find interesting.

Impressions

Scattered lighting in a docking bay illuminating flurries of debris, detritus, junk, and trash.
A neon sign blinking fitfully, its color the only light.
A machine or terminal waiting patiently for input.
Wreckage blocks a passageway.
The detritus of a child's birthday party drifts lonely in the dark.
Blinking advertisements from a bygone age.
An industrial process goes awry in zero-G.
Starlight glints through a gash in the outer shell.
Vast empty spaces lit only by the players' lights.
There is no noise in vacuum, but vibrations travel through metal.
Phantom emergency transmissions rattle over the radio.