

Atlantis - Mission Three - 100

Overview

It has been three weeks since the saving of the NX Atlantis and the consequences of that to the Vrav feeding grounds and the Ud Clan. The Atlantis is following a path back to Earth but the Vrav are following close by and putting considerable strain on the ship and the crew. How will surviving in a new part of the universe change the crew and the way of life they have come to know?



The Vrav

The Vrav or more specifically clan Ud are more or less space refugees after a disaster on their homeworld many years ago left them wandering the stars and terraforming planets to create food fit for them.

Weaponry and Ships

The Vrav use kinetic pistols and their ships use kinetic batteries. They may be projectile in

nature but are accelerated projectiles if you will. Their ships shoot projectiles about the size of a cup but would hit like a ship has been hit with a missile. Their handhelds are about equivalent to the Atlantis' crews phase pistols but without a stunning setting.

Timeline

The mission starts Day 29, Month 1

- Days 29-59:: Upgrading the ship and dealing with Sloan.
- Days 60-90:: Discovering the wormhole.
- Days 91-100:: Getting a new normal.

Focus Posts

- Day 29:: Engineering repairs.
- OPEN:: Senior Staff discussing what to do about Sloan.
- OPEN:: Work on something to enable Vrav to create other sources of food.
- OPEN:: Leroux & others negotiate with the Vrav to work on something to stop the attacks.
- OPEN:: Negotiations fail.
- Day 35:: Boarding party happens and Sloan escapes brig.
- Day 60:: Find wormhole.
- Day 90:: 24 Hours of Hell.

Mission points of reference

- This mission starts a month since the ship has been stranded far from home.

The ship is under attack often from the Vrav but they have never gotten on board or caused any significant damage until day 35.

- The science labs have been out of bounds to anyone apart from the engineering crew as they attempt to salvage and repair after the attack on day 8 when Sloan is recovered.
- If anyone has an upgrade for the ship that they think will fit in please approached the command team and we can discuss and work it into things.
- The timeline is loose enough to allow characters to develop and grow into new roles and themselves. We do not want to force people into neat endings of plots but to develop characters so just because it starts in this mission does not mean it needs to end this mission.
- Players are encouraged to tell their own stories within the open days and the subplot planner is available.