



The Saucer Fell

A cooperative alien shopping trip by Edaqa Mortoray

The Premise

You are the crew of a human reconnaissance mission, observing them in their natural habitat. Disaster strikes! A swarm of geese has hit your saucer, sending it crashing down into a mall.

With the ship hidden from view on the roof, you need to go into the mall and find parts to repair the ship. Quickly, before the humans detect you. Good thing you look almost like ten year-old children. Too bad your attempts to speak to the humans sound like crying or unintelligible whining.

Player Characters

On a small piece of space paper, create a character by writing an alien name using only the letters G, X, K, R, Z.

Roll a d10 and note what special skill or equipment you have.

1	Human Voice	you just sound like normal child, not a crying one
2	Super Stun 1956	puts people to sleep
3	Tall and Bushy	stand still and you look like a plant
4	Rodeo Wrangler Q	a deployable net projectile
5	Gecko Feet	you can climb walls, assuming you're barefoot
6	Depressed	immune to adult help as you look old
7	Gills	probably not useful
8	Sub-Comm Delta	can talk to any other alien over distance, silently
9	Pacificier F13	undoes one failed roll
10	Nothing	you feel special, but aren't

Personal Goal

After having observed the humans for so long, aliens get antsy to try something. You, each alien, must fulfill one personal goal before they'll go back to the ship. This can be drinking a slush, wearing a metal t-shirt, or giving a human wedgie. Let the GM know in advance, and write this down.

When you achieve your goal, you'll get a d6 bonus to one roll of your choice. Only once though.

Game Master

Everything not described here is at the totally non-biased discretion of the *human* game master.

Allow the mall to have any common stores one would find in a local mall, or typical TV mall. Ensure all personal goals are completable here, somehow. Aliens going outside will draw undo attention to themselves – unattended children and all.

Remember, your role is to make this fun!



Challenges

Challenges are met with 2d6. The GM will make a detailed physics and social evaluation of each task (no evidence of this must be given), and provide a challenge rating. You must match or exceed this value.

7 – Sure, worth a shot

9 – Quite unlikely

12 – Looking for a miracle



A failure, regardless of the activity, implies you did something that draws undesired attention. You get an attention token.

If your roll is equal to or less than the number of attention tokens you have, the GM summons the mall cop. He will chase and detain you. You must evade and escape him!

If the group collects 15 attention tokens in total the men in black are dispatched. You all lose. *Increase the amount one for each character beyond 4.*

To help another player you may intentionally draw attention to yourself. You get an attention token, they get to roll 3d6.

The GM may warn that certain activities, such as screaming, or playing ball in the toy store, are unappreciated by the human adults., even if not done as part of a challenge. You will get an attention token if you persist.

Missing Parts

Your ship needs 3 parts for repair. The tables show the alien part and suitable replacement.

Roll 2d6 for easy parts. Reroll a duplicate.

1	Interstellar Bug Mesh	metal grill
2	Quasar Repair-All Paste	gum, toffee, glue
3	Horizontal Warmers	blankets
4	Deep Space Caloric Supplements	junk-food, canned goods
5	Vibe Stabilizer	rubbery wiggly material
6	Captain's Hat	hat, helmet, scarf

Roll a d4 for a difficult part. These are items that children would have a much harder time obtaining.

1	Bug Cleaner	alcohol
2	Captian's Cure-All	painkillers
3	Earthern Incense	tobacco, cigarettes
4	Lattice Weaving	lingerie

Now that you've obtained all the parts you must make it back to the roof with them. It'd suck to drop something or get caught now! Once back, your engineer will fix the ship and you can be on your way. Yay!