

PLAYER COMPANION - SESSION 10

The Trap at the Gas Giant

A Beginner-Friendly Traveller Teaching Campaign

PLAYER USE

A useful lead points toward a gas giant refueling point. There may be fuel, cargo, a distressed ship, a secret transfer, or a rival waiting in the storm shadow. This is the final session of the training arc, and what you do here helps define the campaign that follows.

Field	Player Brief Detail
Campaign	Book One: The Drinax Training Arc
Session	10 - The Trap at the Gas Giant
Target Play Time	Three Hours
Your Focus	Verify the lead, approach the gas giant, manage fuel risk, read contacts, survive the crisis, and choose the crew's next direction.
Rules Focus	Gas giant refueling, integrated crisis play, multi-party encounters, tactical retreat, emergency repair, and transition review.
Spoiler Status	This document contains no Referee secrets.

PLAYER NOTE

This companion helps you handle the final teaching-arc transition without revealing hidden contacts, the trap structure, consequence branches, or Referee-only details.

2. Where We Are Now

The crew has built a record: court tests, first jump, port trouble, cargo pressure, a first prize, ship danger, faction diplomacy, and alliance-building. Now a useful lead points toward a gas giant. The fuel is valuable, the opportunity is tempting, and the risk is obvious.

Current Item	Player-Facing Status
Current Location	Aboard the Harrier, following a lead toward a gas giant refueling area.
What Happened Before	Session 9 should have created a world contact, favor, route lead, local enemy, or alliance status.
What You Are Dealing With Now	A gas giant opportunity involving fuel, possible cargo, a distress signal, a cache, a meeting, or a rival.
What Is Unresolved	Whether the lead is clean, who else is present, and what risk is acceptable.
Known Ship Status	Current fuel, damage, cargo, passengers, favors, and repairs should be checked before approach.
Known Campaign Status	This session pivots from guided training into player-directed sandbox play.

3. What Your Character Knows

Known Facts

- The lead came from recent campaign events, contacts, evidence, or favors.
- The gas giant offers fuel and cover, but also sensor problems and ambush risk.
- The ship's current condition and crew roles matter.
- A distress call, prize, cache, or meeting may not be what it appears to be.
- After this crisis, the crew should be ready to choose its next path.

Rumors

- The gas giant hides ships that do not want names attached to them.
- A rival may know the Harrier's pattern now.
- A distress call near free fuel is never free.
- Someone may want proof that Drinax privateers are just pirates.
- After this, the court may stop asking if you can act and start asking what you want.

Open Questions

Player Checklist	Player Checklist
■ What risk is acceptable to the Harrier?	■ What matters more: mercy or profit?
■ Do we need fuel badly enough to skim under pressure?	■ What kind of crew are we becoming?
■ What evidence tells us whether this is bait?	■ When do we retreat?
■ Who might witness what we do?	■ What direction do we choose after this?

4. Player Learning Objectives

Learning Area	What You Should Understand
Rules	How gas giant risk, integrated crisis play, multi-party encounters, retreat, repair, and transition review work.
Gameplay	Traveller becomes most alive when systems overlap: map, ship, crew, sensors, reputation, and judgment.
Story	This is the threshold from teaching arc to open Drinax sandbox.
Crew	Each station should act during the crisis, and the crew should make an explicit next-phase choice.
Campaign Tracking	Fuel, damage, evidence, witnesses, favors, enemies, court reaction, and chosen campaign direction should be recorded.

5. Rules You Will Use This Session

Rule or Concept	Plain-English Explanation	What Players Do	Common Mistake to Avoid
Gas Giant Refueling Risk	Free fuel creates exposure.	Decide whether to skim, hold safe orbit, scan first, or avoid risk.	Do not treat free fuel as automatically safe.

Rule or Concept	Plain-English Explanation	What Players Do	Common Mistake to Avoid
Integrated Crisis Procedure	Several systems happen at once.	Pilot, sensors, comms, engineer, medic, gunner, and command each act as needed.	Do not leave one player to run the whole crisis.
Multi-Party Encounter	Not every problem has two sides.	Victim, rival, observer, patrol, pirate, or witness may all want different things.	Do not assume every contact is an enemy.
Tactical Retreat	Survival can be success.	Run, hide, negotiate, delay, lure, or withdraw if the ship is at risk.	Do not treat retreat as failure.
Emergency Repair	Damage creates immediate and future choices.	Stabilize a stressed system during or after the crisis.	Do not wait until port to care about damage.
Transition Review	The campaign now opens.	Use the ledger to choose the next campaign vector.	Do not wait for the Referee to assign one path.

6. Gameplay Reminders

- Check ship status before committing to the gas giant approach.
- Verify the lead if you can. Ask who gave it, who benefits, and what is missing.
- Use sensors before closing with the target, beacon, or distress call.
- Fuel savings are useful only if the ship survives.
- A rescue, retreat, bluff, or clean proof can be a victory.
- When information conflicts, state the crew's priority out loud.
- During the final debrief, think about identity, not just reward.
- The campaign now belongs more to player choice than planned lessons.

7. Crew Roles This Session

Role	Useful This Session?	How It May Help
Captain / Mission Lead	Yes	Sets risk tolerance, assigns priorities, and chooses the final next-phase direction.
Pilot	Yes	Handles gas giant approach, skimming path, evasion, pursuit, and escape.
Sensor Operator	Yes	Reads storm noise, hidden contacts, false targets, distress signals, and witnesses.
Engineer	Yes	Manages fuel, drive stress, power, emergency repair, and ship condition.
Face / Diplomat	Yes	Handles hails, third-party pressure, rescue terms, surrender, and debrief.
Gunner	Possible	Provides threat, disabling fire, or restraint if conflict starts.
Medic	Possible	Handles survivors, injured crew, passengers, and moral weight.
Broker	Possible	Reads cargo, salvage, fuel value, reward, or future leverage.
Security / Support	Possible	Secures cargo, passengers, evidence, prisoners, and internal order.

8. Current Objectives and Quest Status

Objective	Status	What We Know	Player Notes
Review the lead source	Active	The lead came from a prior contact, record, favor, or intelligence source.	
Check ship readiness	Active	Fuel, damage, cargo, passengers, and repairs matter before the approach.	
Approach the gas giant carefully	Active	Fuel and cover are useful, but storms and sensor noise create danger.	
Identify the target, beacon, or distress signal	Active	The opportunity may not be what it appears to be.	
Survive the integrated crisis	Active	Fight, flee, bluff, rescue, repair, negotiate, or gather proof.	
Choose the next campaign direction	Pending	The final debrief should lead to a player-chosen sandbox vector.	

9. Story Reference: What We Learned

This is a pre-session reference. Fill in the blank areas during or after play.

Before This Session	Reminder
Sessions 1-3	The crew learned checks, ship roles, travel, jump, and world profiles.
Sessions 4-7	The crew learned combat, cargo pressure, privateering, and ship combat.
Sessions 8-9	The crew learned faction diplomacy and alliance-building.
Current pressure	All prior lessons now combine in one crisis and one transition choice.

After This Session: Fill In

Question	Player Notes
What was the lead and where did it come from?	
What happened at the gas giant?	
What evidence, witness, or reward did we gain or lose?	
What is the Harrier's condition now?	
What direction did the crew choose for the full campaign?	

10. NPC and Faction Reference

Name or Faction	Known Role	Current Attitude	Notes
Princess Rao	Drinax patron	Measured	Will care about evidence, restraint, consequences, and readiness for autonomy.
King Oleb	Royal patron	Eager	Will care about boldness, story, and the crew becoming a symbol.
Jalen Mor	Old spacer advisor	Practical	Warns that gas giants hide trouble and ships must survive first.
Unknown Contact or Rival	Possible ship contact	Unclear	May be prize, threat, witness, or bait.
Distress Caller or Survivor	Possible victim	Unclear	May need rescue, proof, or careful verification.
Patrol or Faction Observer	Possible witness	Suspicious	May judge who looks like aggressor and what story travels.

11. Rules Clarifications, Table Rulings, and Errata Notes

Topic	Player-Facing Clarification
Official Errata	No official errata are included in this player brief.
Is this a final boss?	No. It is a transition crisis. The goal is to define the next campaign phase.
Is gas giant fuel free?	It may reduce money pressure, but it creates exposure and operational risk.
Can retreat be victory?	Yes. Preserving the ship, evidence, crew, or witness may matter more than destroying a foe.
Do we need to fight?	No. A chase, bluff, rescue, negotiation, or clean withdrawal may solve the situation.
What happens after the crisis?	The crew reviews consequences and chooses a larger sandbox direction.
What should we track?	Lead source, fuel, damage, evidence, witnesses, favors, enemies, reputation, court reaction, and next direction.

12. Player Notes and Questions

Use this space during Session 10. These notes become the bridge into the larger Pirates of Drinax sandbox.

Prompt	Notes
Who do we trust after the lead?	
Who seems dangerous or too convenient?	
What did we promise or refuse?	
What did we learn at the gas giant?	
What changed on the ship or ledger?	
What do we need to ask next?	
What kind of crew are we becoming?	
What should the crew track?	
What rules confused us?	
What campaign direction do we choose?	
CAMPAIGN PIVOT REMINDER	
After this session, be ready to choose a larger campaign vector: loyal privateers, profitable raiders, pirate hunters, alliance builders, faction diplomats, court agents, or rogue operators.	