

PLAYER COMPANION - SESSION 4

Trouble at the Port

A Beginner-Friendly Traveller Teaching Campaign

PLAYER USE

The first world does not greet you as heroes. A delayed payment, a tense port, and people watching your crew create pressure before anyone draws a weapon. This session is about choices under stress: talk, investigate, pay, threaten, retreat, or fight.

Field	Player Brief Detail
Campaign	Book One: The Drinax Training Arc
Session	4 - Trouble at the Port
Target Play Time	Three Hours
Your Focus	Handle payment trouble, port pressure, possible violence, injury, law, and reputation.
Rules Focus	Initiative, cover, range, armor, damage, first aid, morale, surrender, and aftermath.
Spoiler Status	This document contains no Referee secrets.
PLAYER NOTE	
This companion helps you handle a public portside conflict without revealing hidden motives, consequence branches, or Referee-only details.	

2. Where We Are Now

You completed the first jump and reached the destination world. The courier delivery has not become simple money. Payment, local authority, and public reputation now matter, and the port is watching how your crew handles pressure.

Current Item	Player-Facing Status
Current Location	A destination starport after the first courier delivery.
What Happened Before	The Harrier completed its first jump, reached a new world, and began the courier handoff.
What You Are Dealing With Now	A delayed payment, tense port mood, local authority, and possible confrontation.
What Is Unresolved	Who controls payment, who is pressuring the crew, and how public the problem becomes.
Known Ship Status	Nearby and subject to port rules, docking limits, and local attention.
Known Reputation Status	Newcomers with a noticeable ship. The crew is still defining its reputation.

3. What Your Character Knows

Known Facts

- The courier delivery brought the crew to its first offworld port.
- The expected payment or confirmation is not moving smoothly.
- Local authority is present and does not want public violence.
- A broker may offer help, but help may come with a price.
- The crew should think before drawing weapons in a public port.

Rumors

- Newcomers can be charged twice if they look lost.
- The courier contact may owe someone or fear someone.
- Port officials care more about order than your excuses.
- A public recording or witness can change the official story.

Open Questions

Player Checklist	Player Checklist
■ Why is payment delayed?	■ Where are the exits?
■ Is the fee real or inflated?	■ Who controls local authority?
■ Who is watching us?	■ Can this end without blood?
■ Where is cover if trouble starts?	■ What story will witnesses tell?

4. Player Learning Objectives

Learning Area	What You Should Understand
Rules	How initiative, cover, range, armor, damage, first aid, morale, and surrender work in a small scene.
Gameplay	Combat is dangerous and avoidable. How, where, and why you escalate matters.
Story	Ports are social and legal spaces, not combat arenas.
Crew	The face, security, medic, investigator, and captain all matter before violence starts.
Campaign Tracking	Credits, fees, injuries, witnesses, legal trouble, local suspicion, and reputation should be recorded.

5. Rules You Will Use This Session

Rule or Concept	Plain-English Explanation	What Players Do	Common Mistake to Avoid
Initiative	When timing matters, characters act in order.	Roll or follow the Referee's order when a standoff becomes action.	Do not over-plan before the first action.
Cover and Position	Where you stand can keep you alive.	Look for crates, kiosks, doorways, vehicles, crowds, and exits.	Do not fight in the open if cover exists.

Rule or Concept	Plain-English Explanation	What Players Do	Common Mistake to Avoid
Range and Attacks	Distance shapes weapon use and risk.	Ask what range you are at before firing or charging.	Do not assume every weapon works equally everywhere.
Armor and Damage	Hits can change the whole session.	Track injury and seek cover or aid quickly.	Do not treat harm like abstract points only.
First Aid and Recovery	The fight is not over when shooting stops.	Use Medic or basic aid on wounded PCs, NPCs, or bystanders.	Do not skip the aftermath.
Morale and Surrender	Most people want to live.	Offer exits, terms, surrender, retreat, or a face-saving way out.	Do not assume every opponent fights to death.

6. Gameplay Reminders

- Ask what you see before reaching for a weapon.
- Say what you want from the situation: payment, safety, proof, exit, or respect.
- Look for cover, exits, witnesses, and authority before initiative.
- A drawn weapon changes the whole scene.
- Talk, retreat, surrender terms, or public pressure can be strong choices.
- If someone is hurt, the aftermath matters.
- Track fees, bribes, injuries, rumors, and official reactions.
- Winning a fight may still cost time, money, law trouble, or reputation.

7. Crew Roles This Session

Role	Useful This Session?	How It May Help
Captain / Mission Lead	Yes	Frames crew response, decides whether to escalate, and speaks for the ship.
Face / Diplomat	Yes	Handles payment dispute, port officials, and de-escalation.
Investigator	Yes	Reads tension, checks fees, tracks the courier contact, and spots threats.
Security	Yes	Watches exits, cover, weapons, bystanders, and escalation.
Medic	Yes	Handles injury, shock, first aid, and moral pressure after violence.
Broker	Yes	Evaluates fees, broker offers, payment problems, and future job leads.
Pilot	Minimal	Keeps ship departure and docking risk in mind.
Engineer	Minimal	May track ship restrictions, port access, or damaged gear.
Gunner / Combat Specialist	Possible	Useful if violence occurs, but restraint matters in public.

8. Current Objectives and Quest Status

Objective	Status	What We Know	Player Notes
Complete courier payment or confirmation	Active	The delivery is not resolving cleanly.	
Understand the port pressure	Active	People are watching, fees may be questionable, and someone may be testing the crew.	
Avoid unnecessary public violence	Active	Local authority and witnesses can shape consequences.	
Protect crew, ship, and reputation	Active	The port can restrict docking, report trouble, or create enemies.	
Record legal, medical, and money effects	Active	Aftermath matters even if the crew wins.	
Find income pressure or next job lead	Pending	Session 5 will turn toward cargo, passengers, and ship costs.	

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
Session 2	The crew claimed ship roles and began tracking the Harrier.
Session 3	The crew completed its first jump, reached a destination world, and began courier delivery.
Current pressure	Payment, local law, and public attention are now part of the story.
Next lesson	Money and ship economics become important after this port trouble.

After This Session: Fill In

Question	Player Notes
Did we fight, defuse, retreat, or bargain?	
Who saw what happened?	
Who did we help or anger?	
What injuries, fees, or legal trouble remain?	
What job offer or money problem appeared?	

10. NPC and Faction Reference

Name or Faction	Known Role	Current Attitude	Notes
Port Warden Nera Voss	Local authority	Order-focused	Responsible for keeping peace at the port.
Ilan Dresk	Courier contact	Nervous	Connected to payment or confirmation.
Merev Sol	Broker	Helpful for a price	May know local rumors, fees, and job leads.
Tamsin Vale	Local tough or gang lead	Testing the crew	May push the crew to see if they are easy prey.
Jalen Mor	Old spacer advisor	Practical	Favors survival over pride.
Port Witnesses	Bystanders and workers	Uncertain	Their version of events may matter later.

11. Rules Clarifications, Table Rulings, and Errata Notes

Topic	Player-Facing Clarification
Official Errata	No official errata are included in this player brief.
When does initiative happen?	When timing matters and actions could happen in conflict with each other.
What does cover do?	Cover reduces risk by making you harder to hit or better protected. Ask what cover is available.
Do I have to fight if threatened?	No. Talking, retreating, surrender terms, intimidation, and calling authority are valid choices.
Can an enemy surrender?	Yes. Most people want to survive. A defeated enemy can become a witness, contact, or rival.
What if we win the fight?	You may still face injuries, fines, witnesses, legal trouble, or reputation effects.
What should we track?	Credits, fees, injuries, med care, witnesses, law trouble, local suspicion, NPC reactions, and job leads.

12. Player Notes and Questions

Use this space during Session 4. These notes will help when cargo, passengers, and operating costs become the next problem.

Prompt	Notes
Who do we trust at the port?	
Who seems dangerous?	
What did we promise or pay?	
What did we learn about local law?	

Prompt	Notes
What changed because of the confrontation?	
What do we need to ask next?	
What does my character want now?	
What should the crew track?	
What rules confused us?	
What should we remember next session?	
NEXT SESSION REMINDER	
Session 5 turns toward cargo, passengers, ship expenses, and money pressure. Leave this session knowing your payment status, legal status, injuries, local reputation, and any job offers.	