

PLAYER COMPANION - SESSION 5

Cargo, Passengers, and Lies

A Beginner-Friendly Traveller Teaching Campaign

PLAYER USE

The ship made its first real trip, but now the bills arrive. Freight, passengers, docking fees, fuel, repairs, and one tempting questionable job teach the crew that earning money in the Trojan Reach is never just arithmetic. Every manifest can become a story.

Field	Player Brief Detail
Campaign	Book One: The Drinax Training Arc
Session	5 - Cargo, Passengers, and Lies
Target Play Time	Three Hours
Your Focus	Review costs, compare job offers, screen passengers, check cargo, and prepare a believable manifest.
Rules Focus	Operating costs, freight, passengers, Broker, Steward, cargo legality, manifests, and customs pressure.
Spoiler Status	This document contains no Referee secrets.

PLAYER NOTE

This companion helps you choose work, track money pressure, and handle cargo or passengers without revealing hidden risks or Referee-only outcomes.

2. Where We Are Now

The crew survived its first offworld pressure, but the ship now needs money. Docking, fuel, repairs, supplies, and local fees create practical pressure. Several paid opportunities are available, and each one says something about what kind of crew you are becoming.

Current Item	Player-Facing Status
Current Location	At the port after the first trip and portside trouble.
What Happened Before	The crew completed its first jump, handled a portside problem, and saw that money and reputation matter.
What You Are Dealing With Now	Ship bills, job offers, passenger requests, cargo paperwork, and legal risk.
What Is Unresolved	Which work to accept, what risk to tolerate, and what the manifest will say.
Known Ship Status	The ship needs fuel, supplies, upkeep, and possibly repairs or debt settlement.
Known Reputation Status	Local brokers and officials may judge the crew based on Session 4 conduct.

3. What Your Character Knows

Known Facts

- The crew needs income after its first journey.
- Several paid opportunities are available at the port.
- Some offers are safer than others.
- Passenger treatment can affect reputation and future contacts.
- Cargo paperwork may matter as much as cargo value.

Rumors

- The richest cargo rarely comes with the cleanest papers.
- A passenger who pays in advance may be running from something.
- Brokers sometimes test crews before offering better work.
- Customs may care as much about complaints and paperwork as truth.

Open Questions

Player Checklist	Player Checklist
■ What must we pay before launch?	■ Who is aboard our ship?
■ What does each offer really pay?	■ What are we willing to hide?
■ What does the manifest say?	■ What happens if customs asks?
■ Who wants passage?	■ What risk are we choosing on purpose?

4. Player Learning Objectives

Learning Area	What You Should Understand
Rules	How operating costs, freight, passengers, Broker, Steward, cargo legality, and manifest checks enter play.
Gameplay	Commerce is risk selection, not just profit calculation.
Story	The crew needs legal cover, income, contacts, and a working ship before bolder work becomes possible.
Crew	Broker, steward, captain, engineer, cargo lead, medic, and face all have jobs before departure.
Campaign Tracking	Credits, fuel, fees, repairs, cargo, passengers, promises, legal flags, and merchant reaction should be recorded.

5. Rules You Will Use This Session

Rule or Concept	Plain-English Explanation	What Players Do	Common Mistake to Avoid
Operating Costs	The ship costs money even when no one is shooting.	Review fees, fuel, supplies, repairs, and immediate needs.	Do not ignore costs until they become crisis.

Rule or Concept	Plain-English Explanation	What Players Do	Common Mistake to Avoid
Freight	Freight is usually safer income with modest drama.	Compare safe shipment pay and conditions.	Do not assume safe means profitable enough.
Passengers	Passengers are income and story.	Screen passengers, set ship rules, assign cabins, and manage expectations.	Do not treat people like crates.
Broker Checks	Deals depend on information and leverage.	Use Broker, Streetwise, or Persuade to read offers and terms.	Do not let one roll make the decision for you.
Steward and Passenger Care	People aboard require attention.	Manage comfort, privacy, complaints, and discretion.	Do not ignore passenger reactions.
Cargo Legality	Cargo can be safe, questionable, illegal, or politically risky.	Inspect papers, seals, timing, and customs risk.	Do not wait until customs to ask questions.

6. Gameplay Reminders

- Ask what the ship owes before choosing work.
- Compare risk, pay, timing, and reputation, not just credits.
- Check cargo papers before accepting sealed containers.
- Ask passengers what they need, what they pay, and what they expect.
- Decide as a crew how honest your manifest will be.
- Track every promise, fee, passenger, cargo, and customs flag.
- A clean job may buy safety. A risky job may buy freedom.
- Your crew identity is shaped by what you agree to carry.

7. Crew Roles This Session

Role	Useful This Session?	How It May Help
Captain / Mission Lead	Yes	Sets risk tolerance, approves jobs, and decides how honest the crew story will be.
Broker	Yes	Compares offers, reads terms, negotiates pay, and spots bad deals.
Face / Diplomat	Yes	Handles brokers, customs, passengers, and port pressure.
Steward	Yes	Manages passenger treatment, comfort, complaints, and discretion.
Cargo Lead	Yes	Tracks freight, manifests, seals, late additions, and cargo bay limits.
Engineer	Yes	Explains fuel, repair, upkeep, and ship readiness costs.
Investigator	Yes	Checks stories, paperwork, passenger behavior, and cargo inconsistencies.
Security	Possible	Watches for theft, planted items, passenger trouble, and customs risk.
Medic	Possible	Useful for passenger screening, medical needs, or professional trust.

8. Current Objectives and Quest Status

Objective	Status	What We Know	Player Notes
Review ship costs	Active	Fuel, docking, supplies, repairs, and fees are now visible.	
Compare job offers	Active	Safe freight, passengers, and high-pay cargo offer different risks.	
Screen passengers	Active	Passengers may bring money, needs, contacts, or complications.	
Inspect cargo and paperwork	Active	The manifest and seals may matter as much as the cargo itself.	
Clear customs or depart cleanly	Pending	Port procedure may question weak papers or suspicious terms.	
Prepare for privateering pressure	Pending	Session 6 will make cargo value and force more central.	

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 3	The crew completed its first jump and learned travel creates choices.
Session 4	The crew learned that port trouble creates legal, medical, financial, or reputation effects.
Current pressure	The ship is not free to operate. Money now drives choices.
Next lesson	The line between trade, smuggling, and privateering will soon matter.

After This Session: Fill In

Question	Player Notes
What job did we accept?	
Who or what came aboard?	
What does the manifest say?	
What risk did we knowingly accept?	
What does customs, a broker, or a passenger now think of us?	

10. NPC and Faction Reference

Name or Faction	Known Role	Current Attitude	Notes
Merev Sol	Port broker	Helpful for commission	Offers work and local market knowledge.
High Passage Applicant	Potential passenger	Professional	May pay well and expect discretion.
Middle Passenger	Potential passenger	Observant	May become a useful contact if treated well.
Cargo Handler	Port worker	Practical	Handles containers and may notice irregular cargo handling.
Customs Clerk Saro Jent	Port official	Paper-focused	Reviews manifests, forms, and departure clearance.
Sella Vorn via Message	Drinax dockmaster	Practical	May remind the crew that ship wear becomes expensive.

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 full trade play?	No. This session uses simplified job offers, costs, passengers, and manifests.
Do we need exact accounting?	Track enough to feel pressure: credits, fuel, fees, repairs, cargo, passengers, and debts.
Are passengers just cargo?	No. They are people with expectations, privacy, needs, and possible future value.
What is questionable cargo?	Cargo that may be legal, illegal, political, embarrassing, or risky depending on documents and destination.
What if customs asks?	The crew needs a story, papers, or a choice to delay, dump, pay, explain, or risk it.
What should we track?	Credits, fuel, fees, repairs, cargo, passengers, manifest status, legal flags, broker reaction, and favors.

12. Player Notes and Questions

Use this space during Session 5. These notes will help when privateering and prize-taking begin next session.

Prompt	Notes
Who do we trust at the port?	
Who seems dangerous or too helpful?	

Prompt	Notes
What did we promise or sign?	
What did we learn about cargo or passengers?	
What changed on the ledger?	
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 6 introduces the first privateering action. Leave this session knowing your cargo, passengers, legal risk, cash pressure, and what kind of work the crew is willing to accept.	