

PLAYER COMPANION - SESSION 6

The First Prize

A Beginner-Friendly Traveller Teaching Campaign

PLAYER USE

Drinax gives you more than a ship. It gives you a claim, a target, and the chance to decide what privateering means. This is not a simple cargo job. It is law, theater, threat, money, mercy, and reputation in one encounter.

Field	Player Brief Detail
Campaign	Book One: The Drinax Training Arc
Session	6 - The First Prize
Target Play Time	Three Hours
Your Focus	Research a target, plan the intercept, choose the hail, negotiate surrender, and decide what kind of prize to take.
Rules Focus	Target research, interception, declaration, surrender terms, prize claims, prisoner treatment, and reputation.
Spoiler Status	This document contains no Referee secrets.

PLAYER NOTE

This companion helps you handle your first privateering encounter without revealing target secrets, consequence branches, or Referee-only details.

2. Where We Are Now

The crew has learned travel, port pressure, cargo, passengers, and money. Drinax now asks for more than carrying freight. You are being given a target and a claim of authority. The question is not only whether you can take value. It is how you do it, who survives it, and what story travels afterward.

Current Item	Player-Facing Status
Current Location	Briefing with Drinax, then aboard the Harrier preparing for an intercept.
What Happened Before	The crew accepted work, tracked cargo or passengers, and felt ship operating pressure.
What You Are Dealing With Now	A target vessel with questionable papers and value worth claiming.
What Is Unresolved	How openly to invoke Drinax, how hard to threaten, and what to take or spare.
Known Ship Status	Use the current ship ledger: fuel, cargo, passengers, repairs, and readiness all matter.
Known Reputation Status	The crew is about to create its first privateering story beyond Drinax.

3. What Your Character Knows

Known Facts

- Drinax has identified a target vessel with questionable papers.
- You may be able to stop the target without firing.
- Your authority matters, but so does how believable your claim sounds.
- The target has crew, cargo, records, and possibly innocent complications.
- What you take, spare, hide, or report will shape your reputation.

Rumors

- A clean prize may be worth less money but more future trust.
- A bloody prize may pay now and poison later opportunities.
- Survivors, logs, brokers, and ports may tell the story differently.
- Drinax needs stories as much as money.

Open Questions

Player Checklist	Player Checklist
■ Do we announce Drinax?	■ Who handles the hail?
■ What is our legal claim?	■ Who watches for warnings?
■ What do we want from the target?	■ What happens to prisoners?
■ What terms do we offer?	■ What will we tell Rao afterward?

4. Player Learning Objectives

Learning Area	What You Should Understand
Rules	How target research, intercepts, hails, surrender terms, prize decisions, and prisoner treatment work in play.
Gameplay	Privateering starts before weapons fire. Conversation, position, and credibility matter.
Story	The first prize defines whether the crew looks disciplined, predatory, useful, merciful, or reckless.
Crew	Captain, pilot, sensors, broker, face, engineer, security, and gunner all matter before combat.
Campaign Tracking	Target, method, cargo, prisoners, transmissions, witnesses, prize value, 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
Target Research	A prize begins before contact.	Check registry, route, cargo rumors, owner, escort risk, and legal claim.	Do not expect perfect information.

Rule or Concept	Plain-English Explanation	What Players Do	Common Mistake to Avoid
Interception	You must get into position before pressure works.	Use pilot, astrogation, sensors, and timing to approach.	Do not turn this into detailed math.
Hail and Declaration	The first weapon may be your message.	Choose tone, authority, demand, and proof.	Do not skip the conversation.
Surrender Terms	Most crews prefer survival.	Offer terms that make surrender safer than resistance.	Do not assume every target fights to the death.
Prize Claim	Taking value creates choices.	Choose cargo, papers, ransom, information, release, or leverage.	Do not take everything without asking why.
Prisoner Treatment	People carry stories.	Decide mercy, medical help, release, ransom, intimidation, or restraint.	Do not treat crews as faceless loot.

6. Gameplay Reminders

- Ask what your authority actually covers before making demands.
- Use sensors, records, and route knowledge before the hail.
- Decide who speaks for the crew and what tone they use.
- A threat can be polite and still be a threat.
- Offer surrender terms if you want surrender.
- Think about who hears the story: survivors, logs, brokers, ports, and Drinax.
- Cargo, papers, ransom, information, and reputation are different kinds of prizes.
- Record what you took and how you treated people.

7. Crew Roles This Session

Role	Useful This Session?	How It May Help
Captain / Mission Lead	Yes	Sets tone of hail, terms, and final prize decision.
Pilot	Yes	Controls approach, intercept position, and pursuit pressure.
Sensor Operator	Yes	Identifies target, registry, behavior, and warning traffic.
Face / Diplomat	Yes	Handles declaration, surrender terms, and prisoner conversation.
Broker	Yes	Estimates value, buyer risk, cargo traceability, and trade leverage.
Security	Yes	Plans prisoner handling, cargo control, and safe inspection.
Engineer	Yes	Keeps systems ready without escalating too early.
Gunner	Possible	Creates threat posture if needed, but combat is not the goal.
Medic	Possible	Can treat target crew, protect civilians, and shape reputation.

8. Current Objectives and Quest Status

Objective	Status	What We Know	Player Notes
Review Drinax authority	Active	The crew has a claim, but authority has limits and witnesses matter.	
Research the target	Active	Route, registry, cargo, ownership, and risk may shape the intercept.	
Plan the approach and hail	Active	Position, message, and tone may prevent combat.	
Secure surrender or inspection	Active	The target may submit, stall, flee, bargain, or challenge the claim.	
Decide the prize	Active	Cargo, papers, ransom, information, and release are all possible forms of value.	
Record method and reputation	Active	The first prize creates the first privateering story others may repeat.	

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 4	Port trouble taught that violence creates legal, medical, and reputation consequences.
Session 5	Cargo and passengers taught that value, paperwork, and risk travel together.
Current pressure	The crew needs money and legitimacy, not just boldness.
Next lesson	Session 7 will make ship combat more direct if others respond to the first prize.

After This Session: Fill In

Question	Player Notes
What did we claim as authority?	
How did we hail the target?	
What did we take or spare?	
How did we treat prisoners or witnesses?	
What story will the target crew tell?	

10. NPC and Faction Reference

Name or Faction	Known Role	Current Attitude	Notes
Princess Rao	Drinax strategist	Careful	Wants useful results without scandal.
King Oleb	King of Drinax	Eager	Likes bold action and public stories.
Target Captain	Opposing ship commander	Unknown	Wants to protect crew, ship, cargo, and employer.
Target Crew	People aboard the prize	Uncertain	May surrender, bargain, lie, panic, or remember mercy.
Broker Contact	Possible market link	Profit-minded	May estimate cargo value or spread the story.
Merchants and Ports	Future audience	Watching later	Will judge whether the crew is disciplined or predatory.

11. Rules Clarifications, Table Rulings, and Errata Notes

Topic	Player-Facing Clarification
Official Errata	No official errata are included in this player brief.
What is privateering?	Using claimed authority to seize or pressure a target under rules, limits, and political cover.
Is privateering the same as piracy?	Not automatically. Method, authority, witnesses, and politics decide how others see it.
Do we need to shoot?	No. A credible hail, strong position, and survivable terms may be enough.
What is a prize?	Cargo, ransom, papers, information, leverage, or public proof can all be prizes.
Can surrender be negotiated?	Yes. Targets are more likely to surrender if the terms seem survivable.
What should we track?	Target, hail, method, cargo, prisoners, transmissions, witnesses, value, trust, merchant reaction, and pirate reputation.

12. Player Notes and Questions

Use this space during Session 6. These notes will matter when someone reacts to the first prize.

Prompt	Notes
Who do we trust with the target information?	
Who seems dangerous or desperate?	
What did we promise or threaten?	

Prompt	Notes
What did we learn from the target?	
What changed on the ledger?	
What do we need to ask next?	
What does my character want privateering to mean?	
What should the crew track?	
What rules confused us?	
What should we remember next session?	
NEXT SESSION REMINDER	
Session 7 is expected to bring a stronger armed response. Leave this session knowing your prize result, ship status, target story, prisoner treatment, and who might come looking for you.	