

PLAYER COMPANION - SESSION 7

# Guns in the Dark

A Beginner-Friendly Traveller Teaching Campaign

PLAYER USE

The first prize made the Harrier visible. Now a contact burns in the dark, matching course and asking questions with drive flare and weapon locks. This session is about ship combat as teamwork: every station matters, damage is expensive, and escape can be victory.

| Field                                                                                                                                                    | Player Brief Detail                                                                                                             |
|----------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------|
| Campaign                                                                                                                                                 | Book One: The Drinax Training Arc                                                                                               |
| Session                                                                                                                                                  | 7 - Guns in the Dark                                                                                                            |
| Target Play Time                                                                                                                                         | Three Hours                                                                                                                     |
| Your Focus                                                                                                                                               | Detect the contact, choose posture, use battle stations, manage range, protect the ship, and decide when to fight or break off. |
| Rules Focus                                                                                                                                              | Ship combat rounds, initiative, pilot maneuvers, sensors, gunnery, engineering, damage control, escape, and surrender.          |
| Spoiler Status                                                                                                                                           | This document contains no Referee secrets.                                                                                      |
| PLAYER NOTE                                                                                                                                              |                                                                                                                                 |
| This companion helps you handle the first full starship combat or chase without revealing the enemy plan, hidden contacts, or Referee-only consequences. |                                                                                                                                 |

## 2. Where We Are Now

The crew has taken its first prize, and that choice did not happen in a vacuum. Someone has noticed the Harrier. A contact is now closing in space, and the crew must decide whether to answer, bluff, run, fight, or negotiate before the first shot changes everything.

| Current Item                  | Player-Facing Status                                                                                |
|-------------------------------|-----------------------------------------------------------------------------------------------------|
| Current Location              | Aboard the Harrier in open transit or near the route from the first prize.                          |
| What Happened Before          | The crew conducted its first privateering encounter and created a story that others may have heard. |
| What You Are Dealing With Now | An unknown or hostile ship matching course and demanding response.                                  |
| What Is Unresolved            | Who the contact is, what it wants, and whether the crew can avoid or control combat.                |
| Known Ship Status             | Use the current ship ledger: damage, fuel, cargo, passengers, weapons, and crew readiness matter.   |
| Known Reputation Status       | The first prize may have made the crew look disciplined, dangerous, weak, or profitable.            |

## 3. What Your Character Knows

### Known Facts

- An unknown or hostile ship is matching your course.
- Your actions after the first prize may have drawn attention.
- You can answer, bluff, run, fight, or negotiate.
- Damage to the Harrier will matter after the battle.
- Escape can be victory if the ship survives.

### Rumors

- The first prize was noticed faster than expected.
- Ships that hunt careless raiders often approach dark and ask questions late.
- Brokers pay more for crews who survive retaliation.
- Someone may be watching from farther out.

### Open Questions

| Player Checklist                    | Player Checklist                      |
|-------------------------------------|---------------------------------------|
| ■ Who commands this round?          | ■ Who handles sensors?                |
| ■ What is the contact trying to do? | ■ Who handles damage control?         |
| ■ What range do we want?            | ■ When do we break off?               |
| ■ What must we protect?             | ■ What story will this battle create? |

## 4. Player Learning Objectives

| Learning Area     | What You Should Understand                                                                                                  |
|-------------------|-----------------------------------------------------------------------------------------------------------------------------|
| Rules             | How basic ship combat rounds, initiative, pilot maneuvers, gunnery, sensors, engineering, damage control, and retreat work. |
| Gameplay          | Starship combat is team-based crisis play, not a gunner minigame.                                                           |
| Story             | Every prize creates a reaction. Survival, restraint, and repair bills shape reputation.                                     |
| Crew              | Every station should act during a ship crisis: command, pilot, sensors, engineering, gunnery, and support.                  |
| Campaign Tracking | Enemy contact, damage, repairs, fuel, cargo, transmissions, 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                   |
|--------------------|------------------------------------------------|--------------------------------------------------------------------|-------------------------------------------|
| Ship Combat Rounds | A crisis needs order so every station can act. | Each station states one meaningful action when the round matters.  | Do not let one player run the whole ship. |
| Ship Initiative    | Who acts first changes leverage.               | Use initiative once the contact becomes hostile or time-sensitive. | Do not recalculate endlessly.             |

| Rule or Concept                | Plain-English Explanation                           | What Players Do                                        | Common Mistake to Avoid                 |
|--------------------------------|-----------------------------------------------------|--------------------------------------------------------|-----------------------------------------|
| Pilot Maneuvers                | Position, range, and escape are survival tools.     | Close, evade, hold, run, or angle for weapons.         | Do not make movement a math puzzle.     |
| Sensors and Targeting          | Information wins fights.                            | Read enemy movement, weapon locks, range, and damage.  | Do not make sensors passive.            |
| Gunnery                        | Weapons create pressure, not just damage.           | Warn, disable, fire, hold, or force surrender.         | Do not solve every problem by shooting. |
| Engineering and Damage Control | The ship survives through repair and power choices. | Stabilize drives, power, heat, or damaged systems.     | Do not wait until after combat to act.  |
| Escape and Surrender           | Survival is a valid win condition.                  | Break off, bluff, surrender, force terms, or withdraw. | Do not fight to destruction from pride. |

## 6. Gameplay Reminders

- Start with intent: fight, flee, bluff, stall, identify, or surrender terms.
- Every station should act when the situation becomes time-sensitive.
- Sensors should feed useful information to the captain, pilot, and gunner.
- The pilot controls range and escape as much as attack position.
- The engineer keeps the ship alive before and after hits.
- A disabled enemy may be more useful than wreckage.
- Running away can be good command.
- Record ship damage immediately. Repairs are part of the story.

## 7. Crew Roles This Session

| Role                   | Useful This Session? | How It May Help                                                                         |
|------------------------|----------------------|-----------------------------------------------------------------------------------------|
| Captain / Mission Lead | Yes                  | Sets intent, chooses posture, gives final call to fight, flee, negotiate, or surrender. |
| Pilot                  | Yes                  | Controls range, evasion, pursuit, escape vector, and position.                          |
| Sensor Operator        | Yes                  | Reads contact type, intent, locks, damage, and warning transmissions.                   |
| Engineer               | Yes                  | Routes power, watches drives, manages heat, and handles emergency repair.               |
| Gunner                 | Yes                  | Creates threat, disables, fires, or holds fire under command.                           |
| Face / Diplomat        | Possible             | Handles hails, bluffing, surrender terms, and post-combat negotiation.                  |
| Broker                 | Possible             | Knows what enemy, cargo, or reputation may be worth after the encounter.                |
| Medic                  | Possible             | Handles injuries, passenger panic, and crew stress.                                     |
| Security / Support     | Possible             | Secures cargo, passengers, prisoners, and internal order during the fight.              |

## 8. Current Objectives and Quest Status

| Objective                         | Status | What We Know                                                                              | Player Notes |
|-----------------------------------|--------|-------------------------------------------------------------------------------------------|--------------|
| Identify the unknown contact      | Active | A ship is matching course and must be read before choices narrow.                         |              |
| Choose posture                    | Active | Answer, bluff, run, hide, prepare weapons, or negotiate.                                  |              |
| Bring the crew to battle stations | Active | Every station should have a clear action.                                                 |              |
| Protect the Harrier               | Active | Damage becomes repair cost, lost capability, and future pressure.                         |              |
| Resolve the encounter             | Active | Fight, evade, disable, surrender, bargain, or break off.                                  |              |
| Update the ship ledger            | Active | Damage, repairs, fuel, cargo, passengers, transmissions, and reputation must be recorded. |              |

## 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 5           | Cargo and passenger choices showed that ship business creates risk.                 |
| Session 6           | The first prize created reputation, witnesses, and possible retaliation.            |
| Current pressure    | Someone is reacting to what the crew did or what the crew looks like.               |
| Next lesson         | Session 8 will move toward faction pressure and culture beyond simple ship threats. |

After This Session: Fill In

| Question                                                 | Player Notes |
|----------------------------------------------------------|--------------|
| Who was the contact or enemy?                            |              |
| Did we fight, run, bluff, negotiate, or surrender terms? |              |
| What damage or repairs remain?                           |              |
| What transmissions, witnesses, or rumors escaped?        |              |
| What did each station learn?                             |              |

10. NPC and Faction Reference

| Name or Faction      | Known Role          | Current Attitude | Notes                                                                       |
|----------------------|---------------------|------------------|-----------------------------------------------------------------------------|
| Unknown Contact      | Approaching ship    | Unclear          | Matching course and forcing the crew to choose posture.                     |
| Enemy Captain        | Opposing commander  | Unknown          | May test, punish, capture, drive off, or negotiate.                         |
| Enemy Crew           | Shipboard operators | Unknown          | May include gunner, sensors, engineer, and support roles.                   |
| Jalen Mor            | Crew advisor        | Practical        | Favors survival, repairs, and clear command.                                |
| Kestrel Ship Voice   | Ship system voice   | Neutral          | Can report warnings and status when systems are clear.                      |
| Broker Rumor Network | Future audience     | Watching later   | May spread the story of whether the crew looked capable, weak, or reckless. |

11. Rules Clarifications, Table Rulings, and Errata Notes

| Topic                                | Player-Facing Clarification                                                                            |
|--------------------------------------|--------------------------------------------------------------------------------------------------------|
| Official Errata                      | No official errata are included in this player brief.                                                  |
| Is ship combat only for the gunner?  | No. Pilot, sensors, engineering, command, support, and gunnery all matter.                             |
| Can we win by escaping?              | Yes. A living ship can be a victory, especially if repair costs would ruin the crew.                   |
| Should every round include everyone? | During meaningful rounds, each station should have a clear action or support choice.                   |
| What does damage mean?               | Damage means repair costs, reduced capability, frightened passengers, cargo loss, or future pressure.  |
| Can we talk after shots are fired?   | Yes. Surrender, intimidation, bargaining, apology, or mutual withdrawal can return.                    |
| What should we track?                | Enemy ship, damage, repairs, fuel, cargo, passengers, transmissions, reputation, and open rival hooks. |

12. Player Notes and Questions

Use this space during Session 7. These notes will matter when outside factions start asking what happened.

| Prompt                              | Notes |
|-------------------------------------|-------|
| Who do we trust during ship combat? |       |

| Prompt                                                                                                                                                                                                                     | Notes |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|
| Who seems dangerous?                                                                                                                                                                                                       |       |
| What did we promise or threaten?                                                                                                                                                                                           |       |
| What did we learn about the enemy?                                                                                                                                                                                         |       |
| What changed on the ship ledger?                                                                                                                                                                                           |       |
| What do we need to ask next?                                                                                                                                                                                               |       |
| What does my character want after the fight?                                                                                                                                                                               |       |
| What should the crew track?                                                                                                                                                                                                |       |
| What rules confused us?                                                                                                                                                                                                    |       |
| What should we remember next session?                                                                                                                                                                                      |       |
| <b>NEXT SESSION REMINDER</b>                                                                                                                                                                                               |       |
| Session 8 is expected to bring faction pressure and difficult questions about authority, culture, and reputation. Leave this session knowing ship condition, enemy outcome, witnesses, and what story follows the Harrier. |       |