

SESSION 10

The Trap at the Gas Giant

A Beginner-Friendly Traveller Teaching Campaign

REFEREE USE

The training arc ends where Traveller begins to open up: a dangerous lead, a vulnerable refueling run, too many factions in motion, and one final choice about what kind of crew will carry Drinax into the Trojan Reach.

Field	Briefing Detail
Campaign	Book One: The Drinax Training Arc
Session Type	Transition Session
Target Play Time	Three Hours
Audience	New Traveller players and a new Referee
Rules Goal	Integrate travel, sensors, fuel, crisis choices, ship risk, reputation, and campaign pivot
Campaign Goal	Move the group from guided teaching into the larger Drinax sandbox

DESIGN NOTE

This is an original teaching session document for personal table use. It is designed to be compatible with the tone and campaign frame of Traveller and The Pirates of Drinax, but it does not reproduce or replace official rulebooks or published adventures.

2. Session Snapshot

Item	Session 10 Detail
Session Number	10
Session Title	The Trap at the Gas Giant
Target Play Time	Three hours
Primary Teaching Focus	Integrated Traveller play: fuel operations, sensors, ship roles, multi-party crisis, tactical retreat, repair, and campaign transition.
Primary Story Focus	A promising lead draws the crew to a gas giant refueling point where a false target, rival, observer, or victim turns the mission into a final test.
Main Traveller Mechanics	Route planning, gas giant refueling procedure, sensors, comms, deception, pilot checks, engineer checks, damage control, rescue, and reputation review.
Main Drinax Concept	The crew is no longer merely learning. Their choices now define the kind of privateers, diplomats, raiders, or power brokers Drinax will unleash.
Expected Session End-State	The crew survives the trap, records consequences, returns or reports to Drinax, and chooses the next direction of the sandbox campaign.
Recommended Prep Time	Ninety minutes. Prepare the lead, three ships or factions, the trap trigger, one innocent stake, and the final Drinax debrief.
Difficulty for New Referee	Moderate to High. The session integrates many systems but should remain focused and playable.

CONTINUITY FROM PRIOR SESSION

Session 9 should have created a world contact, favor, route lead, local enemy, or alliance status. Before play, check ship condition, fuel, cargo, favors, Aslan Attention, Merchant Reaction, Pirate Reputation, Drinax Trust, and any world that may provide intelligence or ask for help. Use one of those results to point toward the gas giant.

3. Referee Overview

This is the formal transition session for Book One. It should feel like a real Traveller problem rather than another training exercise. The players should use route planning, ship roles, sensors, diplomacy, damage control, prior favors, and judgment without being told which lesson is being tested.

The gas giant lead may come from a grateful world, a recovered record, a merchant contact, an Aslan warning, a rival transmission, or a Drinax intelligence packet. It appears to promise a vulnerable prize, a smuggling transfer, a pirate cache, a stranded ship, or a meeting worth exploiting. It is not clean.

After the field crisis, the session should pivot to Drinax. The court reviews the crew, the ledger is updated, and the players choose the larger campaign direction. Do not end with the Referee assigning the next job. End with the crew choosing what they become.

REFEREE NOTE

This session is both adventure and threshold. Run the gas giant crisis as play, then use the final debrief to open the sandbox rather than close the story.

4. Teaching Goals

Player Learning Goals

- Use several Traveller systems together without waiting for instruction.
- Understand gas giant refueling as useful but risky.
- Practice ship coordination under uncertainty.
- Learn that retreat, rescue, negotiation, and evidence can be victories.
- Choose the crew's next campaign direction with real consequences in mind.

Referee Learning Goals

- Run an integrated crisis without overloading the table.
- Keep ship roles active and clear.
- Present a multi-party encounter with no single correct answer.
- Track consequences quickly and visibly.
- Transition from guided sessions to player-directed sandbox play.

Campaign Learning Goals

- Convert early lessons into open-ended campaign play.
- Use prior allies, rivals, and reputation in a live crisis.
- Show that Drinax is watching, but the crew is now shaping the future.
- Create multiple valid directions for the next phase.

5. Rules Introduced This Session

Rule or Concept	Why It Matters	How It Appears in Play	Teach Detail	Beginner Mistake to Avoid
Gas Giant Refueling Risk	Free fuel creates exposure.	The ship must operate near a massive world while sensors, drives, and timing matter.	Teach as a tense procedure.	Do not make refueling automatic when danger is present.
Integrated Crisis Procedure	Traveller scenes combine systems.	Sensors, piloting, comms, repair, and social choices happen together.	Use station-by-station rhythm.	Do not isolate one player as the only actor.
Multi-Party Encounter	Not every conflict has two sides.	Victim, rival, observer, patrol, or pirate may all have different goals.	Use clear motives.	Do not make every contact an enemy.
Tactical Retreat	Survival can be success.	Running, hiding, bargaining, or delaying may protect the campaign.	Treat retreat as valid.	Do not shame players for preserving the ship.
Emergency Repair	Damage creates immediate and future choices.	Engineer and crew stabilize a stressed system during or after crisis.	Use condition tags.	Do not require full repair accounting mid-scene.
Transition Review	The campaign now opens.	Debrief converts consequences into next-phase options.	Use the ledger.	Do not force one next mission.

6. Rules Intentionally Avoided

Rules or Subsystem	Why It Is Delayed or Limited
Full Fleet Battle	This is a crew-scale crisis. A fleet battle would bury the teaching goal.
Long Salvage Accounting	Use simple value, evidence, or favor notes. Detailed salvage can come later.
Total Ship Destruction as Default	The Harrier is the campaign platform. Threaten it, but do not casually erase it.
Forced Final Boss	The trap is a pivot, not a videogame finale.
Complete Sandbox Planning	Offer directions, not a full strategic campaign plan.
Court Minigame	The Drinax debrief should be focused and decisive, not a second three-hour session.

7. What the Players Should Learn

Players should learn that Traveller becomes most alive when systems overlap. The map matters, the ship matters, the crew matters, and the decision to fight is only one option among many.

- A gas giant can save money and create danger at the same time.
- Sensors and caution can change a fight before it starts.
- A third party can turn a prize into a trap.
- Saving the ship may matter more than winning the exchange.

- The campaign now belongs more to player choice than planned lessons.

TEACHING MOMENT

At the final debrief, ask the players what their crew is now known for: mercy, profit, discipline, violence, diplomacy, cunning, loyalty, or independence.

8. What the Referee Should Practice

- Use the campaign ledger as live preparation.
- Ask each ship station for a clear action during crisis rounds.
- Let prior reputation influence who believes, fears, or helps the crew.
- Keep the trap understandable once evidence appears.
- Offer escape routes and nonviolent outcomes.
- End with campaign choices, not a scripted next assignment.

REFEREE NOTE

If the session is running long, shorten the trap. Do not cut the transition debrief. The campaign pivot is the point of Session 10.

9. Three-Hour Session Timeline

Time	Segment	Purpose	Referee Notes
0:00 to 0:15	Opening recap	Review ledger, fuel, ship state, and the lead.	Make prior choices matter.
0:15 to 0:45	Approach and Refuel	Establish gas giant risk and sensor uncertainty.	Use ship roles.
0:45 to 1:30	Trap Revealed	False target, hidden ship, patrol, or victim complicates the lead.	Do not make one right answer.
1:30 to 2:15	Crisis Resolution	Run chase, bluff, rescue, repair, or short combat.	Let retreat be victory.
2:15 to 2:45	Return or Report	Assess damage, evidence, rewards, and faction reactions.	Update the ledger.
2:45 to 3:00	Sandbox Pivot	Crew chooses next direction after Drinax debrief.	End with player choice.

10. Required Materials

Checklist	Checklist
☐ Character sheets	☐ Ship record sheet
☐ Campaign ledger	☐ Sector or subsector map
☐ Current fuel and damage status	☐ Gas giant approach notes
☐ NPC ship cards	☐ Session handout
☐ Dice	☐ Basic task and ship role reference
☐ Sensor/contact tracker	☐ Damage control checklist
☐ Faction reaction notes	☐ Scratch paper or index cards
☐ Drinax debrief notes	☐ Sandbox direction cards

For this session, the Referee should know the crew's current ship condition and at least three unresolved ledger items before play begins.

11. Opening Situation

READ OR PARAPHRASE

The lead is too useful to ignore. A contact, captured record, or local ally points toward a gas giant where a vulnerable ship, secret transfer, pirate cache, or urgent distress signal may be waiting. The route is possible. The fuel is valuable. The risk is obvious. A gas giant gives cover to anyone who knows how to hide inside storms, shadow, and sensor noise. The question is not whether the Harrier can go. The question is how carefully you approach what looks like opportunity.

The immediate choice is how the crew approaches the gas giant: cautious scan, fast refuel, silent running, open hail, tactical bait, or direct pursuit.

12. Key NPCs

Name	Role	First Impression	Wants	Knows	Helps	Complicates	Skills
Princess Rao	Drinax Patron	Measured, focused, demanding.	Proof the crew is ready for autonomy.	The lead may be useful, but the crew must judge risk.	Can validate next-phase options.	May impose conditions after reckless damage.	Diplomat, Admin, Advocate
King Oleb	Royal Patron	Grand, eager, impatient.	A story of bold success.	The crew can become a symbol.	Can offer status and spectacle.	May reward glory over restraint.	Leadership, Carouse, Persuade
Jalen Mor	Old Spacer Advisor	Gruff, practical, wary.	Keep ship and crew alive.	Gas giants hide trouble well.	Can warn about refueling risk.	May push caution when players want drama.	Pilot, Engineer, Mechanic
Captain Vexa Dane	Rival Corsair	Calm voice, sharp timing.	Test, trap, rob, or embarrass the crew.	The Harrier has a growing reputation.	Can become rival, prisoner, or bargaining partner.	May flee with evidence or hostages.	Pilot, Tactics, Deception
Orin Pell	Distress Caller	Frightened, inconsistent.	Survive and get clear.	The distress may be real, coerced, or partly false.	Can reveal what happened.	May draw the crew into the trap.	Persuade, Medic, Investigate
Lt. Sava Irem	Patrol Observer	Formal, suspicious, late.	Know who violated local space.	Multiple ships are moving near the giant.	Can become witness or pressure.	May misread the Harrier as the aggressor.	Advocate, Diplomat, Admin
Aslan or Merchant Observer	Faction Witness	Quiet, distant, recording.	Judge the crew's pattern.	Prior reputation has reached others.	Can support the crew if impressed.	May spread a damaging report.	Diplomat, Recon, Investigate

13. Key Locations

Location	Description	First Notice	Useful Details	Complications	Relevant Checks	Campaign Connection
Gas Giant High Orbit	Storm-lit space above a vast world.	Sensor noise, shadow, and dangerous beauty.	Contacts can hide in bands and wake turbulence.	Ambush, bad readings, fuel risk.	Pilot, Sensors, Recon.	Final integrated test.
Fuel Skimming Track	A dangerous approach path through upper atmosphere.	Vibration, static, and pressure warnings.	Cheap fuel at real risk.	Storm shear or hidden contact.	Pilot, Engineer, Mechanic.	Teaches resource pressure.
False Target Zone	Where the lead appears to resolve.	A ship, beacon, or cache in the wrong place.	The target is bait, wounded, or watched.	Trap trigger.	Sensors, Investigate, Comms.	Tests caution.
Damaged Trader or Beacon	The apparent victim or prize.	Weak signal and incomplete response.	May contain survivor, evidence, or explosives.	Rescue versus risk.	Medic, Engineer, Vacc Suit.	Tests morals and methods.
Harrier Bridge	The crew's command center.	Every station matters.	Best place to run crisis rounds.	Conflicting information.	Leadership, Pilot, Electronics.	Proves the crew is ready.

Location	Description	First Notice	Useful Details	Complications	Relevant Checks	Campaign Connection
Drinax Debrief Chamber	A formal review after the crisis.	Oleb wants story. Rao wants consequence.	Ledger becomes campaign direction.	Court may split over crew's future.	Diplomat, Advocate, Persuade.	Launches sandbox play.

14. Scene-by-Scene Outline

Scene 1: The Lead and the Route

PURPOSE

Tie prior consequences to the final field test.

SETUP

A contact, ally, or intercepted record points to a gas giant opportunity.

WHAT THE PLAYERS CAN DO

Verify source, plot route, ask for Rao's read, check fuel, or plan deception.

RELEVANT CHECKS

Astrogation 8+, Admin 8+, Investigate 8+, Broker 8+.

LIKELY OUTCOMES

The crew reaches the gas giant with a plan.

FAILURE COMPLICATIONS

They arrive with poor assumptions or low preparation.

REFEREE ADVICE

Let the lead be tempting but not obviously safe.

TRANSITION

The Harrier approaches the gas giant.

Scene 2: Fuel, Storm, and Shadow

PURPOSE

Teach gas giant operation as risk under pressure.

SETUP

The ship enters high orbit or a skimming path while sensors fight interference.

WHAT THE PLAYERS CAN DO

Skim fuel, scan, hold distance, launch probe, hail, or hide.

RELEVANT CHECKS

Pilot 8+, Engineer 8+, Sensors/Electronics 8+, Recon 8+.

LIKELY OUTCOMES

The crew gains fuel or positional information.

FAILURE COMPLICATIONS

A contact remains hidden, or the ship gains a stressed system.

REFEREE ADVICE

Move station by station. Make everyone act.

TRANSITION

The target or distress signal appears.

Scene 3: The Trap Opens

PURPOSE

Turn opportunity into a multi-party crisis.

SETUP

The vulnerable target is bait, coerced, watched, or pursued. Another ship or patrol enters the situation.

WHAT THE PLAYERS CAN DO

Challenge, run, close, rescue, demand identity, spoof signal, or prepare weapons.

RELEVANT CHECKS

Comms 8+, Deception opposed, Tactics 8+, Sensors 8+.

LIKELY OUTCOMES

The crew understands there are more sides than expected.

FAILURE COMPLICATIONS

They misidentify the aggressor or reveal too much.

REFEREE ADVICE

Keep motives clear once clues appear.

TRANSITION

The crew must choose priorities.

Scene 4: Crisis at the Giant**PURPOSE**

Resolve the danger with integrated play.

SETUP

The crew faces chase, rescue, warning shots, damage control, or a brief ship fight.

WHAT THE PLAYERS CAN DO

Fight, flee, bluff, rescue, repair, jam, surrender, lure into storms, or call witnesses.

RELEVANT CHECKS

Pilot 8+ or 10+, Gunner 8+, Engineer 8+, Leadership 8+, Medic 8+.

LIKELY OUTCOMES

The crew survives with evidence, rescue, prize, or escape.

FAILURE COMPLICATIONS

The ship is damaged, a witness is lost, or a rival escapes.

REFEREE ADVICE

Do not require victory by combat. The ship living matters.

TRANSITION

The field crisis ends.

Scene 5: Return, Report, and Choice**PURPOSE**

Make the transition explicit.

SETUP

The crew reports to Drinax or sends a full brief. The court and ledger turn outcomes into future options.

WHAT THE PLAYERS CAN DO

Claim reward, ask repairs, defend choices, expose rival, request autonomy, or choose next direction.

RELEVANT CHECKS

Diplomat 8+, Advocate 8+, Persuade 8+, Admin 8+.

LIKELY OUTCOMES

The campaign opens into player-chosen direction.

FAILURE COMPLICATIONS

The crew gains autonomy with conditions, debt, or a damaged reputation.

REFEREE ADVICE

End with choices, not orders.

TRANSITION

The teaching arc ends and the sandbox begins.

15. Core Checks and Suggested Difficulties

Situation	Skill	Difficulty	Success	Failure
Verify the lead	Investigate or Admin	8+	Spot source, bias, or missing detail.	Lead looks cleaner than it is.
Plot gas giant approach	Astrogation or Pilot	8+	Arrive with good position.	Approach exposes the ship.
Skim fuel safely	Pilot or Engineer	8+ or 10+	Gain fuel without stress.	Ship or drive becomes stressed.
Pierce sensor noise	Electronics or Recon	8+	Detect hidden or false contact.	Contact appears too late.
Read distress signal	Comms or Investigate	8+	Find coercion or inconsistency.	Treat bait as truth.
Coordinate crisis actions	Leadership	8+	Stations act in useful order.	Crew duplicates effort or misses threat.
Damage control	Engineer or Mechanic	8+ or 10+	Stabilize system.	Condition worsens or repair costs rise.
Negotiate with third party	Diplomat or Advocate	8+	Gain witness, truce, or time.	Third party assumes the worst.
Extract survivor or evidence	Medic, Vacc Suit, or Engineer	8+	Recover person or proof.	Rescue creates delay or damage.
Defend choices to Rao	Persuade or Advocate	8+	Gain autonomy or resources.	Autonomy comes with conditions.

16. Player-Facing Choices

Choice	Why It Matters	Benefit	Risk	Later Effect
Verify lead or rush opportunity	Sets risk posture.	Caution may reveal trap.	Delay may lose prize.	Shapes crew reputation.
Skim fuel or hold safe orbit	Balances cost and danger.	Fuel savings and position.	Exposure to storms or ambush.	Affects ship condition.
Save victim or protect ship first	Tests crew values.	May gain witness or ally.	May risk damage or trap.	Defines reputation.
Fight, flee, bluff, or negotiate	No single correct answer.	Uses crew strengths.	Wrong read can escalate.	Creates rival or witness.
Reveal Drinax authority or hide it	Shapes political footprint.	Authority can impress.	Can attract enemies.	Affects sandbox status.
Ask Drinax for direction or claim autonomy	Defines next phase.	Support or freedom.	Conditions or isolation.	Launches campaign style.

17. Consequences and Branching Outcomes

Clean Success

The crew identifies the trap, protects the ship, gains evidence or a rescued witness, and returns with a clear account. Drinax Trust increases. The crew earns more autonomy and chooses its next direction from a position of strength.

Mixed Success

The crew survives and gains something useful, but the ship is stressed, a rival escapes, a witness doubts them, or a faction reaction worsens. Drinax still trusts them enough to continue, but repairs, debt, or oversight shape the next phase.

Complicated Failure

The crew is tricked, damaged, framed, or forced to retreat without full proof. The campaign continues. Drinax may still value survival and initiative, but the next phase begins with enemy pressure, a damaged ship, or a reputation problem.

CONSEQUENCE

This session should not decide whether the campaign continues. It decides what shape the larger campaign takes when it opens.

18. Combat, Conflict, or Crisis Guidance

Conflict is expected, but it does not have to become a full starship battle. A chase, bluff, rescue, hostage exchange, sensor duel, or controlled exchange of fire can all satisfy the session.

- Enemy purpose: test, trap, rob, frame, delay, or observe the crew.
- Enemy morale: the rival wants leverage, not mutual destruction.
- When enemies retreat: when exposed, damaged, outmaneuvered, or when a patrol arrives.
- Terrain or cover: gas giant shadow, storm bands, high orbit, sensor noise, debris, beacon drift.
- Nonviolent exits: proof, truce, rescue, surrender terms, witness call, or tactical withdrawal.
- Consequences of injury: damage and casualties become part of the transition debrief.
- How to keep fast: limit the crisis to three to five meaningful rounds or exchanges.

19. Ship, Trade, Law, or Faction Notes

Category	Session 10 Use
Ship Operations	Primary focus. Every station should have a meaningful job.
Trade	The lead may involve smuggling, prize cargo, fuel, or merchant routes.
Cargo	Cargo may be bait, evidence, reward, or liability.
Passengers	A survivor, witness, hostage, or coerced caller may matter.
Fuel	Primary focus. Gas giant refueling creates cost savings and danger.
Starport Procedures	Minimal during field crisis, but debrief may involve docking and repairs.
Law Level	Law is secondary to evidence, witness, and jurisdiction.
Local Authority	Patrol or observer may judge who appears to be aggressor.
Drinax Reputation	Central. The crew's pattern is now visible.
Imperial Attention	May rise if patrol or merchant witness is involved.
Aslan Attention	May rise if Session 8 placed the crew under observation.
Pirate Reputation	Affected by mercy, restraint, rescue, or predatory action.
Merchant Reaction	Merchants care whether the crew creates safe routes or chaos.

20. Campaign Ledger Updates

Checklist	Checklist
☐ Gas giant lead source recorded	☐ Fuel gained or lost recorded
☐ Ship damage and stressed systems updated	☐ Emergency repairs recorded
☐ Rival, patrol, witness, or survivor status noted	☐ Evidence gained or lost recorded

Checklist	Checklist
☐ Credits, cargo, salvage, or reward recorded	☐ Favors owed or earned recorded
☐ Drinax Trust adjusted	☐ Court reaction summarized
☐ Imperial Attention adjusted if relevant	☐ Aslan Attention adjusted if relevant
☐ Merchant Reaction adjusted	☐ Pirate Reputation adjusted
☐ Crew identity statement recorded	☐ Next campaign direction chosen

21. End-State of the Session

- The crew has survived a final integrated crisis.
- The players have used ship roles, sensors, fuel pressure, repair, diplomacy, and consequence tracking together.
- The campaign ledger contains a clear record of ship status, reputation, allies, rivals, and debts.
- Drinax has assessed the crew as usable, dangerous, loyal, independent, or some mix of those.
- The group has chosen a direction for the larger sandbox campaign.

22. Hooks into the Next Session

Hook Type	Hook
Direct Hook	The crew chooses its next campaign vector: privateering, alliance-building, pirate hunting, trade leverage, Aslan diplomacy, court intrigue, or rogue operations.
Optional Player-Driven Hook	A rescued witness, rival escape, evidence file, favor, or ship repair need becomes the next self-chosen lead.
Consequence-Based Hook	Clean success grants autonomy. Mixed success grants autonomy with debt. Failure grants autonomy under pressure from enemies, court oversight, or damaged reputation.

23. Referee Quick Reference

Item	Reference
Session Goal	Run final integrated field crisis and transition into the larger sandbox.
New Rules	Gas giant risk, integrated crisis, multi-party encounter, tactical retreat, transition review.
Important NPCs	Rao, Oleb, Jalen Mor, Vexa Dane, Orin Pell, Sava Irem, faction observer.
Important Locations	Gas Giant High Orbit, Fuel Track, False Target Zone, Damaged Trader, Harrier Bridge, Drinax Debrief.
Likely Checks	Pilot, Engineer, Electronics, Recon, Comms, Leadership, Gunner, Medic, Diplomat.
Main Complications	False distress, hidden ship, rival trap, patrol witness, storm, damage, incomplete proof.
End-State	Crew survives, ledger updated, sandbox direction chosen.
Ledger Updates	Fuel, damage, witnesses, evidence, reputation, trust, enemies, chosen direction.

REFEREE NOTE

The final question is not "what mission do I give them next?" It is "what kind of crew do you choose to become now that Drinax has opened the door?"

24. Player Handout Page

PLAYER HANDOUT: THE TRAP AT THE GAS GIANT

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. What you do here helps define the campaign that follows.

Known Situation

- 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.

Crew Priorities

Priority	Question to Ask
Ship Survival	What risk is acceptable to the Harrier?
Fuel and Resources	Do we need fuel badly enough to skim under pressure?
Truth	What evidence tells us whether this is bait?
Reputation	Who might witness what we do?
Mercy and Profit	What matters more if we cannot have both?
Next Direction	What kind of crew are we becoming?

Possible Next Campaign Directions

Direction	What It Means
Loyal Privateers	Serve Drinax openly and build influence.
Profitable Raiders	Focus on prizes, ransom, and survival.
Pirate Hunters	Protect routes and destroy rivals.
Alliance Builders	Win worlds, ports, and local support.
Aslan or Faction Diplomats	Turn dangerous relationships into leverage.
Rogue Operators	Use Drinax backing for your own ambitions.

25. Appendix: Notes, Tables, and Optional Adjustments

Shorter-Session Adjustment

Begin with the Harrier already in gas giant orbit. Use one scan, one trap reveal, one crisis choice, and one Drinax debrief.

Longer-Session Expansion

Add a preparation scene, a survivor interview, or a longer court review. Do not let the debrief become a lecture.

If the Players Choose Violence

Keep the battle short and consequential. Damage, witnesses, and evidence matter more than a kill count.

If the Players Avoid Violence

Reward caution, proof, rescue, and clever positioning. A clean retreat with evidence can be the best result.

If the Players Ignore the Hook

The opportunity passes, and someone else exploits it. Use the debrief to ask what kind of lead would make them act next.

If the Crew Lacks a Key Skill

Use task support, cautious procedure, or NPC advice. Missing skills should create risk and hiring needs, not a dead end.

If the Referee Wants More Roleplay

Let the rival, survivor, patrol officer, or observer challenge the crew's reputation with hard questions.

If the Referee Wants More Action

Use a chase through storm shadow, a short exchange of fire, or a damage-control race while another ship closes.

Optional Rumors

Rumor	Use
The gas giant hides ships that do not want names attached to them.	Signals danger.
A rival knows the Harrier's pattern now.	Uses prior reputation.
A distress call near free fuel is never free.	Encourages caution.
Someone wants proof that Drinax privateers are just pirates.	Frames the trap.
After this, the court will stop asking if you can act and start asking what you want.	Foreshadows transition.

Optional Complication

OPTIONAL COMPLICATION

The trap is not aimed only at the crew. It is also meant to create a witness record that can be used to define Drinax as protector, pirate, threat, or joke before the full campaign begins.

Optional NPC Reaction

Rao respects evidence and restraint. Oleb respects daring and story. Jalen respects a living ship. Merchants respect safer routes. Rivals respect only consequences. Let those reactions frame the next campaign phase.