

SESSION 2

The Harrier Wakes

A Beginner-Friendly Traveller Teaching Campaign

REFEREE USE

The court has seen enough to continue the test. Now the Travellers are led below the palace facade to the ship that could make them agents, privateers, or liabilities. Before they command her, they must learn that a starship is not a prize to admire. It is a crew, a system, a responsibility, and a danger waiting to wake.

Field	Briefing Detail
Campaign	Book One: The Drinax Training Arc
Session Type	Adventure Session
Target Play Time	Three Hours
Audience	New Traveller players and a new Referee
Rules Goal	Teach ship roles, basic shipboard tasks, system checks, and crew coordination
Campaign Goal	Prepare the crew to treat the ship as a shared tool, home, weapon, and liability

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 2 Detail
Session Number	2
Session Title	The Harrier Wakes
Target Play Time	Three hours
Primary Teaching Focus	Shipboard roles, routine ship tasks, basic system checks, crew coordination, and emergency drill structure.
Primary Story Focus	The Travellers are shown the Harrier, assigned provisional shipboard access, inspect its systems, and survive a controlled crisis drill.
Main Traveller Mechanics	Ship roles, routine versus risky checks, task support, ship maintenance vocabulary, sensor checks, engineering checks, and command flow.
Main Drinax Concept	Drinax is entrusting the crew with a symbol of royal ambition, but the ship is old, watched, and politically dangerous.
Expected Session End-State	The crew understands basic shipboard responsibilities, identifies several ship quirks, and receives its first simple courier assignment.
Recommended Prep Time	Sixty to ninety minutes.
Difficulty for New Referee	Moderate. The session has many moving parts, but no combat or jump procedures.
CONTINUITY FROM PRIOR SESSION	
Session 1 should have ended with the court deciding the Travellers are useful enough to continue testing. Before play, check Drinax Trust, Court Suspicion, Lysa Dorne's reaction, and whether the crew impressed Oleb, Rao, both, or neither. If Session 1 ended messily, add a supervisor or skeptical court observer to the ship tour.	

3. Referee Overview

This session introduces the ship as a shared campaign object. The Travellers are not simply handed a vehicle. They are shown a powerful, aging, politically symbolic vessel that requires roles, discipline, maintenance, and teamwork.

The session should feel exciting, but not triumphant without cost. The Harrier is impressive enough to inspire awe, but old enough to remind the players that every system needs attention. The crew should leave wanting the ship, understanding the ship, and worrying about the ship.

Avoid starship combat, jump travel, trade, ship construction, and deep technical rules. The goal is to teach stations, responsibility, coordination, and the idea that ship checks are shared moments rather than a solo pilot minigame.

This session builds on Session 1 by moving from court judgment to practical trust. It points toward Session 3, where the crew will make its first jump and visit its first world.

REFeree NOTE

The ship should not feel like a magic reward. It should feel like a magnificent old blade handed to people who may or may not know which edge is sharp.

4. Teaching Goals

Player Learning Goals

- Understand that every shipboard role can matter.
- Learn the difference between routine checks, risky checks, and crisis checks.
- See how engineering, sensors, piloting, command, and computer use fit together.
- Understand that a ship has condition, quirks, costs, and consequences.
- Practice making crew decisions before danger begins.

Referee Learning Goals

- Give every player a useful job during a ship scene.

- Use ship details to create tension without overloading rules.
- Run a controlled emergency drill that feels urgent but survivable.
- Teach ship systems through table action, not a technical lecture.
- Record ship status and crew procedures in the campaign ledger.

Campaign Learning Goals

- Present the Harrier as a symbol of Drinax's ambition.
- Show that Drinax trusts the crew only provisionally.
- Establish ship condition as an ongoing campaign pressure.
- Prepare the group for travel, maintenance, and mission logistics.

5. Rules Introduced This Session

Rule or Concept	Why It Matters	How It Appears in Play	Teach Detail	Beginner Mistake to Avoid
Shipboard Roles	The ship must involve the whole crew, not just the pilot.	Each player chooses a primary and backup station.	Teach practical responsibilities, not every ship rule.	Do not let one player control the entire ship.
Routine vs Risky Checks	Not every ship task needs drama, but risky tasks should matter.	Inspections and drills use checks only when time, danger, or uncertainty matters.	Teach when to roll and when to simply describe success.	Do not turn every button press into a roll.
Task Support	Crew members can help one another through related tasks.	Sensors may support piloting, engineering may support power, command may coordinate.	Use simple bonuses or improved fictional position.	Do not make help slower than the task itself.
System Condition	The ship has systems that can be healthy, stressed, damaged, or unreliable.	Inspection reveals quirks in drives, sensors, life support, cargo, or weapons.	Use plain condition tags.	Do not require full repair rules yet.
Emergency Drill	A crisis teaches roles and sequence without real ship destruction.	The crew responds to a controlled power surge, false decompression, or docking fault.	Run as a timed scene with several checks.	Do not punish players for learning.

6. Rules Intentionally Avoided

Rules or Subsystem	Why It Is Delayed
Starship Combat	Combat comes later, after the crew understands stations and basic ship operation.
Jump Travel	Jump procedures are introduced next session. This session prepares the ship and crew.
Speculative Trade	Trade pressure begins after travel and operating costs are clearer.
Detailed Ship Construction	The crew is learning to use a ship, not design one.
Full Damage Repair Rules	Use condition tags and simple checks. Detailed repair comes after real damage.
Boarding Actions	Boarding adds combat, tactics, and legal complications not needed yet.
Ship Economics Detail	Mention costs and maintenance, but do not run the full accounting game yet.

7. What the Players Should Learn

Players should learn that the ship belongs to the whole crew. A starship is a shared responsibility: someone flies, someone watches sensors, someone keeps power stable, someone talks, someone repairs, someone plans, and someone makes hard calls.

- A ship scene should give every player something to do.
- A good crew decides procedures before the alarm sounds.
- A beautiful ship can still have dangerous quirks.
- Maintenance and repair are story pressures, not just accounting.
- The ship is a privilege from Drinax, but also a leash and a test.

TEACHING MOMENT

Ask each player to describe how their character physically behaves at their station. This makes ship roles feel real before mechanics become detailed.

8. What the Referee Should Practice

- Describe a ship in sensory terms: sound, vibration, smell, old repairs, status lights, and scale.
- Move spotlight from station to station.
- Call for checks only when a result matters.
- Use system quirks as future hooks.
- Run a drill with pressure but without unfair danger.
- Ask the captain or mission lead for decisions, then ask each station how they execute.
- Record crew procedures and ship condition immediately after the session.

REFEREE NOTE

The players should not leave with every ship rule memorized. They should leave knowing what their role is and why the ship needs them.

9. Three-Hour Session Timeline

Time	Segment	Purpose	Referee Notes
0:00 to 0:15	Opening recap	Connect Session 1 court outcome to ship access.	Reflect trust or suspicion from the ledger.
0:15 to 0:45	Restricted Hangar	Reveal the Harrier and establish awe, age, and risk.	Let players react before explaining.
0:45 to 1:30	Station Tour	Assign roles and inspect core systems.	Give every player a station moment.
1:30 to 2:15	Emergency Drill	Run a controlled crisis: power surge, docking fault, or decompression alarm.	Use role checks and coordination.
2:15 to 2:45	Debrief and Fix List	Review what went well and what broke.	Update ship ledger and trust.
2:45 to 3:00	First Assignment	Rao gives a simple courier task that requires the first jump next session.	End with route planning questions.

10. Required Materials

Checklist	Checklist
■ Character sheets	■ Ship inspection checklist
■ Ship record sheet or simplified ship status sheet	■ Emergency drill checklist
■ Campaign ledger	■ Scratch paper or index cards
■ Crew role cards	■ Simple ship layout or station list
■ Ship station cards	■ NPC cards for Rao, Jalen Mor, Sella Vorn, and Varris
■ Session handout	■ Repair and maintenance note sheet
■ Dice	■ Optional route map for Session 3
■ Basic task check reference	■ Optional tokens for stations or alarms

For this session, use a simplified ship record. Do not require the players to master the full ship stat block yet.

11. Opening Situation

READ OR PARAPHRASE

The court has judged you useful enough to continue. A sealed lift descends from the polished ceremonial levels into older, quieter spaces beneath the palace. The air tastes faintly of machine oil and filtered dust. Ahead, lights wake one by one across a long hangar bay. A sleek, predatory hull waits in restraint clamps, patched, polished, and watched. Princess Rao says, "This is not a gift. Not yet. Show us you can wake her without killing yourselves."

The immediate choice is how the crew approaches the ship: as treasure, as a weapon, as a home, as a test, or as a problem that might kill them if they act like amateurs.

12. Key NPCs

Name	Role	First Impression	Wants	Knows	Helps	Complicates	Skills
Princess Rao	Political Patron	Controlled, watchful, more severe near the ship.	Proof the crew can be trusted with irreplaceable assets.	The Harrier is both opportunity and political risk.	Can authorize access, records, and first assignment.	May limit authority if the drill goes badly.	Diplomat, Persuade, Admin, Leadership
King Oleb	Royal Patron	Excited, impatient, theatrical.	A crew worthy of bold stories.	The ship is a symbol as much as a tool.	Can inspire and pressure the crew.	May push glory over caution.	Carouse, Leadership, Persuade
Jalen Mor	Old Spacer Advisor	Gruff, practical, unimpressed by speeches.	Keep the crew alive long enough to learn.	The ship has quirks and old scars.	Can explain stations and emergency discipline.	May challenge poor procedures.	Mechanic, Pilot, Engineer, Vacc Suit
Sella Vorn	Dockmaster	Precise, protective, tired of court politics.	No foolish damage to her hangar or ship.	The maintenance logs are incomplete in places.	Can provide tools, access, and honest warnings.	May restrict access after reckless choices.	Engineer, Mechanic, Admin
Varris Sen	Court Functionary	Formal, cautious, taking notes.	A clean transfer of responsibility.	Court reputation is already attached to the crew.	Can smooth procedure and paperwork.	Can add oversight if suspicion is high.	Admin, Advocate, Persuade
Ship Voice: Kestrel	Interface Persona	Calm, clipped, slightly out of sync.	Stable command authorization.	Some records are locked or corrupted.	Can respond to simple diagnostic queries.	May misread informal commands.	Electronics, Computers, Engineer

13. Key Locations

Location	Description	First Notice	Useful Details	Complications	Relevant Checks	Campaign Connection
Restricted Hangar	A sealed bay beneath the palace, old but carefully maintained.	Quiet scale, restraint clamps, armed locks, and watchful technicians.	Good place for awe, access control, and first inspection.	Court observers may judge every reaction.	Recon, Engineer, Admin.	Shows that Drinax hides strength beneath decay.
Airlock and Main Spine	The controlled entrance and central corridor of the ship.	Old seals, fresh polish, and worn handholds.	Use for first safety procedures.	False pressure warning or authorization delay.	Vacc Suit, Engineer, Electronics.	Teaches that the ship is a system of systems.
Bridge	Command space with stations for pilot, astrogation, sensors, and command.	Dustless controls and displays that wake slowly.	Best place for role assignment.	Old software may require confirmation.	Pilot, Electronics, Leadership.	Establishes crew command flow.
Engineering	Drive access, power control, and maintenance heart.	Warm vibration and layered repair tags.	Main place for system checks.	Power surge or relay fault during drill.	Engineer, Mechanic.	Makes ship condition a campaign concern.
Sensor and Comms Station	A focused station for detection and communication.	Displays full of ghost contacts and archived logs.	Supports piloting and mission planning.	Calibration drift creates false readings.	Electronics, Recon, Comms.	Prepares for route planning and later encounters.
Cargo and Utility Bay	A practical space for freight, tools, and future prizes.	Scuffed deck plates and tie-down rails.	Shows trade and prize potential.	Latch warning or inventory mismatch.	Mechanic, Broker, Admin.	Foreshadows cargo and economics.

14. Scene-by-Scene Outline

Scene 1: Descent to the Restricted Hangar**PURPOSE**

Transition from court drama to ship responsibility.

SETUP

Rao, Varris, and technicians escort the crew below the palace.

WHAT THE PLAYERS CAN DO

Ask questions, watch NPC reactions, inspect the hangar, or discuss procedures.

RELEVANT CHECKS

Recon 8+, Admin 8+, Engineer 8+, Diplomat 8+.

LIKELY OUTCOMES

They understand the ship is guarded, valuable, and politically sensitive.

FAILURE COMPLICATIONS

They appear careless or miss a warning sign.

REFEREE ADVICE

Let the ship reveal breathe. Give players a moment of wonder.

TRANSITION

The airlock opens and the crew enters for station assignment.

Scene 2: First Walkthrough and Station Claims**PURPOSE**

Assign ship roles and make the ship feel physical.

SETUP

Jalen Mor walks the crew through stations and asks who takes responsibility for each.

WHAT THE PLAYERS CAN DO

Claim roles, ask for backups, inspect stations, create command procedures.

RELEVANT CHECKS

Leadership 8+, Pilot 8+, Engineer 8+, Electronics 8+, Mechanic 8+.

LIKELY OUTCOMES

Every player has a station and a backup.

FAILURE COMPLICATIONS

Overlapping authority or missing backup role creates later confusion.

REFEREE ADVICE

Do not punish uncertainty. Use it to create a crew procedure list.

TRANSITION

Sella Vorn orders a systems inspection before full power-up.

Scene 3: Systems Inspection

PURPOSE

Teach routine checks and ship condition.

SETUP

The crew inspects bridge, engineering, sensors, cargo, and life support.

WHAT THE PLAYERS CAN DO

Run diagnostics, physically inspect systems, compare logs, ask the ship voice, or coordinate teams.

RELEVANT CHECKS

Engineer 8+, Mechanic 8+, Electronics 8+, Computers 8+, Recon 8+.

LIKELY OUTCOMES

They find quirks and create a fix list.

FAILURE COMPLICATIONS

A fault is missed or misread until the drill.

REFeree ADVICE

Give useful discoveries even on mixed results. The goal is learning.

TRANSITION

A controlled drill or unexpected fault begins.

Scene 4: Emergency Drill

PURPOSE

Make roles matter under pressure.

SETUP

A power surge, false decompression alarm, docking clamp fault, or sensor ghost triggers an urgent response.

WHAT THE PLAYERS CAN DO

Stabilize power, verify sensors, secure compartments, coordinate orders, calm NPCs, or isolate faults.

RELEVANT CHECKS

Engineer 8+ or 10+, Electronics 8+, Leadership 8+, Vacc Suit 8+, Mechanic 8+.

LIKELY OUTCOMES

The crew stabilizes the ship and learns station rhythm.

FAILURE COMPLICATIONS

A subsystem takes stress, a drill becomes messier, or Rao adds oversight.

REFEREE ADVICE

Keep it tense but fair. This is not a trap. It is a teaching crisis.

TRANSITION

Jalen and Rao debrief the crew.

Scene 5: Debrief and First Assignment**PURPOSE**

Convert ship orientation into campaign momentum.

SETUP

Rao reviews performance and gives a simple courier mission for the first jump.

WHAT THE PLAYERS CAN DO

Negotiate access, request repairs, ask for crew authority, challenge restrictions, or plan next steps.

RELEVANT CHECKS

Persuade 8+, Admin 8+, Advocate 8+, Broker 8+.

LIKELY OUTCOMES

The crew receives provisional authority and a mission packet.

FAILURE COMPLICATIONS

They receive more oversight, less trust, or a repair condition before departure.

REFEREE ADVICE

End with anticipation, not paperwork.

TRANSITION

Session 3 begins with route planning and the first jump.

15. Core Checks and Suggested Difficulties

Situation	Skill	Difficulty	Success	Failure
Read the hangar security posture	Recon or Admin	8+	Notice who is guarding the ship and what access is restricted.	Miss a political observer or access limitation.
Claim a clear station role	Leadership or relevant ship skill	8+	Role and backup are clear.	Two players overlap or a role lacks a backup.
Inspect maneuver systems	Engineer or Mechanic	8+	Identify a relay that needs monitoring.	Fault remains hidden until the drill.
Calibrate sensors	Electronics or Recon	8+	Reduce ghost contacts and improve confidence.	False readings complicate the drill.
Query locked logs	Computers or Admin	10+	Recover useful maintenance context.	Trigger access denial or incomplete data.

Situation	Skill	Difficulty	Success	Failure
Respond to power surge	Engineer	8+ or 10+	Stabilize output before damage.	System becomes stressed and requires later attention.
Coordinate drill response	Leadership	8+	Crew actions happen in useful order.	Two stations duplicate effort or miss a step.
Secure a pressure warning	Vacc Suit or Mechanic	8+	Confirm alarm or seal fault quickly.	Delay creates panic or court concern.
Negotiate repair priority	Persuade or Admin	8+	Gain tools, time, or technician support.	Rao grants access but adds oversight.

16. Player-Facing Choices

Choice	Why It Matters	Benefit	Risk	Later Effect
Treat the ship as prize or responsibility	Sets tone for ship ownership.	Awe can motivate care.	Carelessness worries Rao and technicians.	Shapes trust and oversight.
Choose command procedure now or later	Crisis scenes need order.	Faster response in drills.	Unclear authority slows actions.	Establishes shipboard culture.
Prioritize repairs or launch readiness	Resources and time matter.	Repair focus reduces later risk.	Delay may frustrate patrons.	Affects Session 3 starting status.
Ask for more authority or accept limits	Defines relationship with Drinax.	May gain autonomy.	May reveal ambition too early.	Shapes Rao's trust.
Report every fault or hide a concern	Tests honesty and confidence.	Honesty may gain support.	Hiding faults may preserve pride but risk danger.	Affects ship ledger and NPC trust.

17. Consequences and Branching Outcomes

Clean Success

The crew assigns stations, identifies several ship quirks, stabilizes the drill, and impresses Rao with discipline. Drinax Trust increases by 1. Ship Status begins as Operational with Known Quirks. The first courier mission is granted with normal oversight.

Mixed Success

The crew learns the ship but struggles with one role, misses one fault, or creates minor hangar concern. Drinax Trust remains steady or increases by 1 if they handled the issue responsibly. Ship Status begins as Operational but Stressed. Add one required maintenance task before departure.

Complicated Failure

The drill exposes poor command flow, a system becomes stressed, or the crew damages trust through arrogance. The campaign continues. Rao still assigns the courier mission, but adds a supervisor, restricts access to one system, or requires a repair checklist before launch.

CONSEQUENCE

Failure in this session should create oversight, repairs, or reputation pressure, not remove the ship. The goal is to make the crew take responsibility.

18. Combat, Conflict, or Crisis Guidance

Combat is not the focus of this session. Use crisis as shipboard pressure. If violence occurs, it should come from character tension, not enemy attack, and it should have serious social consequences inside a restricted Drinax facility.

- Crisis purpose: teach role response and station teamwork.
- Enemy purpose: none. The opponent is time, confusion, old systems, and court scrutiny.
- When the crisis ends: after three to five meaningful station actions or when the main fault is isolated.
- Terrain or cover: narrow ship corridors, bridge stations, engineering access, and sealed compartments.
- Nonviolent exits: stabilize, isolate, reset, ask for help, or safely abort drill.
- Consequences of injury: a training injury creates concern, delay, and ledger notes.
- How to keep fast: ask each station for one clear action, resolve, then move to the next.

19. Ship, Trade, Law, or Faction Notes

Category	Session 2 Use
Ship Operations	Primary focus. Assign roles, introduce stations, inspect systems, and run a drill.
Trade	Minimal use. Cargo bay and courier mission foreshadow trade and freight.
Cargo	Foreshadowed through cargo bay and tie-down inspection. No cargo rules yet.
Passengers	Not used this session. Crew comfort and staterooms may be mentioned.
Fuel	Minimal use. Fuel status is noted but fuel planning comes next session.
Starport Procedures	Not used. The ship is still in a restricted Drinax facility.
Law Level	Not used. Court authority controls access.
Local Authority	Rao, Varris, Sella, and palace security define what the crew may access.
Drinax Reputation	Strongly affected by how responsibly the crew treats the ship.
Imperial Attention	None yet. Keep the ship hidden from wider attention.
Aslan Attention	Not used this session.
Pirate Reputation	Not used this session.
Merchant Reaction	Not used, but the courier assignment may connect to merchant interests later.

20. Campaign Ledger Updates

Update the ledger immediately. This is the first session where the ship becomes an active campaign object.

Checklist	Checklist
■ Primary ship roles assigned	■ Rao reaction recorded
■ Backup ship roles assigned	■ Oleb reaction recorded
■ Command procedure recorded	■ Jalen Mor reaction recorded
■ Ship status set	■ Sella Vorn reaction recorded
■ Known quirks listed	■ Drinax Trust adjusted
■ Systems stressed or cleared	■ Court Suspicion adjusted
■ Repair priorities noted	■ Oversight or restrictions noted
■ Technician support gained or denied	■ Courier mission hook recorded

21. End-State of the Session

By the end of Session 2, the following should be true:

- The Travellers have seen and entered the Harrier.
- Every player has a primary or backup shipboard role.
- The crew understands basic ship station responsibilities.
- Several ship quirks or maintenance issues are known.
- The crew has practiced a shipboard crisis response.
- The campaign ledger now tracks ship status.
- Rao has given provisional access, possibly with restrictions.
- The crew has its first simple courier assignment.
- Session 3 can begin with route planning, fuel discussion, and the first jump.

22. Hooks into the Next Session

Hook Type	Hook
Direct Hook	Rao provides a sealed courier packet and orders the crew to deliver it to a nearby world. Session 3 begins with route planning and first jump preparation.
Optional Player-Driven Hook	A character who claimed a ship role discovers a personal connection to the ship: old service records, a former crewmate, a familiar repair style, or a locked note.
Consequence-Based Hook	If the drill went well, Rao gives the crew more autonomy. If it went poorly, Jalen Mor or Sella Vorn accompanies the launch checklist or adds required repairs.

23. Referee Quick Reference

Item	Reference
Session Goal	Teach ship roles, ship condition, system checks, and crisis coordination.
New Rules	Ship roles, routine versus risky checks, task support, system condition, emergency drill.
Important NPCs	Princess Rao, King Oleb, Jalen Mor, Sella Vorn, Varris Sen, ship voice Kestrel.
Important Locations	Restricted Hangar, Airlock and Main Spine, Bridge, Engineering, Sensor and Comms, Cargo Bay.
Likely Checks	Engineer, Mechanic, Electronics, Pilot, Leadership, Admin, Recon, Computers, Vacc Suit.
Main Complications	Unclear command flow, missed fault, power surge, false pressure warning, restricted access.
End-State	Ship roles assigned, ship status recorded, courier mission delivered.
Ledger Updates	Ship roles, known quirks, stressed systems, NPC reactions, trust, oversight, repair priorities.

REFEREE NOTE

If players ask for exact ship stats, give only what they need to act now. Save detailed ship operations for later sessions when the rules matter at the table.

24. Player Handout Page

PLAYER HANDOUT: THE SHIP BELOW THE COURT

You passed the first test well enough to continue. A guarded lift takes you below the palace, where a sleek old ship waits under restraint clamps. It is not fully yours, not yet. Drinax wants to know whether you can wake it, understand it, and work as a crew before it risks sending you beyond the palace shadow.

Known Situation

- You are being shown the ship after the court's first test.
- The ship is valuable, old, politically sensitive, and not yet fully entrusted to you.
- Every Traveller should claim a shipboard role and a backup role.
- The session is about stations, systems, procedures, and teamwork.
- A shipboard drill or system fault may test the crew before launch.

Known NPCs

Name	What You Know
Princess Rao	She wants discipline and proof that the crew can be trusted.
King Oleb	He wants bold agents worthy of Drinax.
Jalen Mor	An old spacer advisor who knows practical ship discipline.
Sella Vorn	A dockmaster who protects the ship and hangar.
Varris Sen	A court functionary watching procedure and responsibility.

Crew Role Sign-Up

Role	Primary Traveller	Backup Traveller
Captain / Mission Lead		
Pilot		
Astrogator		
Engineer		
Sensor Operator		
Gunner		
Broker or Cargo Lead		
Medic		
Security		

25. Appendix: Notes, Tables, and Optional Adjustments

Shorter-Session Adjustment

If time is limited, combine the walkthrough and systems inspection. Assign roles first, then run one focused emergency drill. End with the courier assignment.

Longer-Session Expansion

If the table wants more detail, let each station reveal one ship quirk and one future upgrade wish. Add a short NPC conversation with Jalen or Sella for each technical player.

If the Players Choose Violence

Violence inside a restricted hangar is a serious breach. Use guards, lockdown, and trust loss rather than a combat encounter. The ship is too valuable for brawling around live systems.

If the Players Avoid Violence

This is expected. Reward caution, procedure, and good questions with trust and better system information.

If the Players Ignore the Hook

Have Rao frame the situation directly: "You wanted opportunity. This is what opportunity looks like before it kills the careless." Then ask who takes the first station.

If the Crew Lacks a Key Skill

Use NPC support, backup roles, or simpler tasks. A missing Engineer or Pilot should create dependency and hiring pressure, not stop the campaign.

If the Referee Wants More Roleplay

Let each character describe what the ship means to them: freedom, danger, money, duty, revenge, home, or fear.

If the Referee Wants More Action

Make the emergency drill messier: two alarms at once, a stubborn bulkhead, or a sensor ghost that seems real for one round of decisions.

Optional Rumors

Rumor	Use
The ship has outlived better crews than this one.	Adds caution and mystique.
Some court factions think outsiders should never touch it.	Foreshadows court resistance.
The ship remembers old wars in its locked logs.	Foreshadows hidden records.
The first crew to panic loses the ship before it ever launches.	Emphasizes discipline.
A clean inspection matters more to Rao than a grand speech.	Rewards careful play.

Optional Complication

OPTIONAL COMPLICATION

During the drill, the ship voice briefly addresses one Traveller by the wrong name, possibly from an old crew manifest. Do not explain it yet. Record it as an open thread.

Optional NPC Reaction

Jalen respects practical caution. Sella respects careful hands. Rao respects disciplined command. Oleb respects bold confidence. Let different players impress different patrons.