

the party of three arrived at the processing centre and met the city commander. An oily career officer with little personality commander Le Strange told them he was in charge of the mothballing operation of the Imperial Naval base, the City, and he was able to offer them accommodation until a fleet ship arrived six months in the future. Le Strange loved to talk about himself and stated that he had been sector commander of Beta fleet and was on secondment. The party had enough knowledge to inform them that this officer was in a failing career and that this posting was a demotion and that the officer would soon be traveling the long distance to unemployment.

The commander then asked the party what they were doing in this sector of space and they explained that they had been in cold sleep and crashed but the cold sleep fugue had temporarily robbed them of their memories up to the point of waking out of cryo sleep. The commander did not question this and explained that they had several more downed casualties around the city. He explained that there was a policy of shooting anyone breaking the interdiction normally but that as he was mothballing the whole operation he had dispensed with this delightful and quaint custom. He went on to say that the base had been a major part in the eradication of Psionic Drugs trafficking in the sector and that he had lost crew to exploration of two new planets that held massive amounts of natural wealth. Indeed had the party held any investigators they would have wondered at the nature of the man to give away military intelligence secrets to all and sundry.

The party was ushered out of the office and handed a guide to the city and their accommodation and a corporal escorted them out of the building. On the short ride into the city they were given several tips and hints including a warrant officer with a black market ammunition business. Shown to their accommodation and deciding to eat they go to a restaurant recommended by the corporal. The eatery was well laid out and the food smelled good and the other diners seemed to be enjoying themselves. Despite the admiralty credit voucher they were asked to pay 10 credits toward their meal which seemed reasonable to them, drinks were not included and came to a quarter credit each.

[AT THIS POINT PLAYERS WERE ADVISED THAT THEY HAVE 100 CREDITS CASH]

The party noticed two lone diners who appeared out of character and realised that they were possibly other downed travelers. Velcher went over and introduced himself and the two joined the party. The pilot was able to advise that to get off the planet all they had to do was take on one or two of the missions that the camp commander has this would at least get them off planet. During their discussion it became obvious to Velcher that the waitress serving them was having an affair with the pilot. The second diner said his name was Killian Stark a name that caused the pilot to take a second look and then continue to sip his brandy from a silver hip flask.

[THE PARTY SO FAR-]

[JOHN V - VELCHER, ENGINEER.]

[ANDY - LUCIAN DARKSTRIDER, SENSORS/ASTROGATION.]

[BEN - KILLIAN STARK, WEAPONRY.]

[DOM - NOT NAMED YET, PILOT.]

[JAMIE - RAIF, NO POSITION YET]

[JON W - NO CHARACTER YET]

The pilot, Velcher and Stark went to the commander's office and stated that they would be willing to fly whatever missions he wanted. The commander had a strange glint in his eye when he heard this and proceeded to explain what the missions were.

There were two ships with three cargo pods and each pod represented one mission. The ships were code named

Kaftan 1 and Kaftan 2 both were older free traders but well serviced and they had a single turret weapon workhorses of the space lanes.

The three pods were labelled

K1P1 This pod and its content was to be delivered to a planet called Zeal.

K2P1 Mail and crew belongings and kit to the imperial Depot at Lagash this told the team something they had not realised before that they were a long way from the core worlds.

K2P2 To deliver non military vehicles to a planet called Vespa 3.

As a trader Velcher negotiated the best deal he could and they took the K1P1 and K2P2 commissions and having looked over the two ships and took Kaftan 1 as their craft of choice.

The negotiation netted 90,000 credit 45,000 now and 45,000 on delivery for the Zeal run. and 75000 credits up front for the Vespa run. Before leaving the team had fuel scoops fitted and price up how much it will cost to get food and fuels and servicing the ship.

power plant 1 month fuel	2000	credits
40 tons of fuel 2 x 1 jump	20000	credits
food for passengers for 1 week	3500	credits
food for crew for 1 month	2000	credits
144 missiles (12 x 45000)	540,000	credits
yearly service (monthly rate)	80000	credits

Before the profit rolls in the cost must be met:

One month cost of this ship - 138,000 credits

Each cargo pod would need to be worth 46000 credits and 12 passengers @ 3900 credits each per month

once in jump the party explored their new ship and discovered that the non military vehicles would net 5,000,000 credits and were probably stolen to order and that they could not get into the other pod with the universal all access crew keys they had been given. They arrived at there first jump point and met with a dock jockey who was to reveal that the commander was not a bumbling oaf and that they had been set up to be patsies if anything went wrong. They had to think and come up with a plan.

[INFORMATION FOR GAME THE PARTY WILL NEED PAPERS TO GET PASSED THE IMPERIAL DEPOT THE PLANET ZEAL IS 6 JUMPS FROM THE PRESENT LOCATION THE TWO CARGOS ARE ALMOST CERTAINLY GOING TO CAUSE TROUBLE BUT WHAT WILL BE UNKNOWN UNTIL THE PARTY CAN FIND OUT WHAT THE SECOND ONE CONTAINS. GAMING STOPPED SESSION ENDED]