

# ENCOUNTER LOG

CAMPAIGN TURN #

1

Job type: PATRON – Merrick Abraham-Zhang

Deployment Condition: Gloomy (91) 9" visibility – Nighttime

Objective: Move Through

Notable Sights: Curious Item (93) 1CR1 7" from centre

**OPPOSITION:** Hired Muscule/Enemy type

QTY 5

AI TYPE T

PANIC	SPEED	CMBT	TOUGH	WEAPON	RNG	SHOTS	DMG	TRAITS
1	6	2	5	Hand Laser	12"	1	0	Pistol
				Shotgun	12"	2	1	Focused
				Blade	HtH	-	0	Melee

Lieutenant: PANIC 4+, SPEED -, CMBT 6, TOUGH 3, 5  
 (Arrows from top stats point to these values)

**TRAITS / SPECIAL RULES**

Tough Fight  
 +1 XP random survivor  
 -1 seize initiative

**UNIQUE INDIVIDUAL:**

AI TYPE

PANIC SPEED CMBT TOUGH

1 6 2 5

WEAPON RNG SHOTS DMG TRAITS

WEAPON	RNG	SHOTS	DMG	TRAITS

**TRAITS / SPECIAL RULES**

## JOURNAL + MISSION NOTES

Location: Nira(Stoikos I)/Stiokos (0302)

Deron and Arlox train for +1XP each

Taryne and Nugget go looking for new recruits – in the starport bar they run into an old buddy and long term work colleagues of Taryne’s (Long Term Deep Space Mission) looking for some work – Yavin want’s in (and turns out to be very good in a fire fight!)

Co-fur has a mooch around the various bazaar outlets (Trade) and comes back with some worthless tat! Fryris finds a rumour – over sees note on a data slate

Meanwhile Deron meets up with Merrick Abraham-Zhang, a wealthy long time patron, he has a job for us – an off world transport is being arranged for some of Merrick’s good which were confiscated by some jumped up over officious corp admin. Nothing illegal, he’ll provide transport and will pay well (+3CR) but it needs to be done soon (this round or next). All he needs us to do - create a distraction to draw away the security team guarding a shuttle so his team can move in to recover his goods. Nothing illegal, nice easy job. Yeah right!

Dropping us near the shuttle in a quiet industrial area, no one else around, we just have to get in and out (Move Through) to draw the security team away from the shuttle.

Moving up under the cover of dark, these hired goons don’t look like the run of the mill types. Fryris get in an early hit but the guy doesn’t go down – what the heck! This looks like serious muscle. Fryris get taken down (can see what happened to her in the dark and can’t get to her)

A serious fire fight ensues, we are seriously out skilled! Thank goodness we have a rattle gun and auto rifle.

Taryne and Yavin finally manage to move through and draw the remaining security force away. Yavin proved he was a good bet and is asked to stay on with the team. Fryris did take a hit but fortunately was only knocked out and recovered after the encounter.

But a Black Ops Team? What is Merrick recovering?

**ROLLS**

1 x existing Patron  
 Wealthy Individual  
 Danger Pay: +3Cr  
 Time Frame: This turn or Next  
 Benefits: Security Team -1 enemy  
 Hazards: Private Transport  
 Conditions: None

Seized Initiative: Success  
 No Battle Field Events rolled  
 Battle Field: Win (2 teams members off opposition edge)  
 Nugget sits this one out

Post Battle  
 Rival Roll: 2 – not a rival  
 Quest Progress: No Rumour  
 Get Paid: 2CR + 3CR + 1CR curio  
 Battlefield Find: (13) Weapon – Hand Laser  
 Gather Loot: (83) Reward/(96)  
 Personal Item +3 Story points  
 Injury: Fryris was Critically Injured (1 story point) Just knocked out

Deron: +3XP  
 Arlox: +3XP  
 Fryris: +2XP  
 Taryne: +3XP  
 Co-fur: +4XP  
 Yavin: +4XP  
 Campaign Event: (18) Add a Rival  
 Char Event: (81) Nugget – add a Patron