

ENCOUNTER LOG

CAMPAIGN TURN #

2

Job type: PATRON – Merrick Abraham-Zhang

Deployment Condition: Gloomy (27) No Conditions (assume daytime)

Objective: Deliver

Notable Sights: Curious Item (72) Person of Interest (+1 Story Point)

OPPOSITION: Hired Muscule/Enforcers

QTY 2

AI TYPE T

PANIC	SPEED	CMBT	TOUGH	WEAPON	RNG	SHOTS	DMG	TRAITS
2	4	1	4	Colony Rifle	18"	1	0	-

3+ →

1+ → x2

PANIC	SPEED	CMBT	TOUGH	WEAPON	RNG	SHOTS	DMG	TRAITS
-	0	0	0					

4+ →

LIEUTENANT

TRAITS / SPECIAL RULES

+2 XP reduced crew by 2 members

-1 seize initiative

UNIQUE INDIVIDUAL:

AI TYPE

PANIC SPEED CMBT TOUGH

WEAPON RNG SHOTS DMG TRAITS

WEAPON	RNG	SHOTS	DMG	TRAITS

TRAITS / SPECIAL RULES

JOURNAL + MISSION NOTES

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

Merrick Abraham-Zhang has a follow up job, nice and simple (yeah sure!) just deliver a package to an address in the residential quarter. Deron thinks that this is either the goods that were recovered last encounter for Merrick, or yet another of his decoys.

Scouting the drop point there are two company enforcers guarding the entrance, maybe we can talk our way past this, either way Deron doesn't fancy getting shot up for a simple parcel drop.

THE PLAN: Take small contingent of the crew rather than go mob-handed and cause a panic (+2XP for smaller crew). Taryne is good with the chat (Savvy 1) so it is decided she will go find out why they are guarding and how committed they are, see if she can just drop a parcel, before we have to go in guns blazing to complete the mission. Deron and Co-Fur hang back ready to step in if needed to use intimidation or things turn shooty, with Arlox in a good vantage point for sniping if needed.

(Used IGS Flextale Social Encounter rules to resolve conversation) Flextale Setup: Social Role: Opponent/Role Size: Normal/Context: Passing By/Interaction: Gather Info

Difficulty (d20): Moderate (DC13), decide to reduce to (DC12) because of Taryne's Savvy 1 skill

- What you doing here? (20) Guard duty, trying to catch Merrick or his goons
- (tries to determine how committed to duty) (15) Would be rather doing something else
- *Switch to Diplomacy (DC13)*
- Can I just drop this parcel off? (5) No way
- What about a few CR to look the other way and just let me do it, save me getting into trouble with the boss? (17) Sure (roll d6) 5Cr!
- Oh come on I don't have that much on me, say 2Cr? (11) Not enough
- Look I've got 3Cr on me, take it lets make a deal? (17) OK
- Parcel Delivered – Mission complete

After Battle: Rival rolled – turned out that the guards we bribed got busted by their chief and are now out for revenge

ROLLS

1 x existing Patron
 Wealthy Individual
 Danger Pay: +3Cr
 Time Frame: This turn or Next
 Benefits: Company Store (56) Pay 3Cr –
 Implant Booted Arm for Taryne
 Hazards: None
 Conditions: None
 Location: Living Quarters

Seized Initiative: n/a
 Battle Events: No event rolled
 Battle Result: Win (Successfully negotiated peaceful result, cost 3Cr)

Post Battle

Rival Roll: 1 – rival
 Quest Progress: No Rumour
 Get Paid: 6Cr + 3Cr (Danger) – 3Cr (Co. Store) – 3Cr bribe = 3Cr
 Battlefield Find: Social Interaction – No Roll
 Gather Loot: (43) Damaged Gear x2/(19) Gun Mod – Bipod/(24) Gun Sight – Laser Sight
 Injury: None
 Deron: +3XP +1XP (reduced crew)
 Arlox: +3XP
 Taryne: +3XP +2XP (reduced crew & social)
 Co-fur: +3XP

Campaign Event: (34) Overhear something (+1 quest rumour)
 Char Event: (21) Arlox <-> Delmar scrap, Arlox sickbay