

The Gambler

“Mayday...mayday...she took my ship! My ship’s being taken from me!” You can hear a loud clanging in the background. “My ship’s being taken, help!”

What’s Happening

Archie Montagu, captain of *The Lucky Dice* has just lost his ship in a high stakes gambling game to one of his richer passengers, Bri Karas. Now, Bri’s bodyguards are attempting to commandeer the ship, and Archie has barricaded himself on the bridge, thinking he’s been cheated some how. The high stakes gamble had drawn a crowd, and was observed by most of those on the ship. Archie’s crew is unsure what to do, and is standing by, not sure who their boss is now. Both Archie and Bri will encourage boarding of the ship, each believing they are the rightful owners of *The Lucky Dice*.

What’s Next

If the characters board the ship, there are a few suggested possibilities below.

Gamble: While Bri is certain the ship is rightfully hers, she’s more than willing to put *The Lucky Dice* back on the table in another high stakes game. Will the characters join the game? And do they have enough collateral to buy in?

Admin: Changing ownership of a space vehicle requires quite a bit of paperwork, even if the transfer of ownership is born from informal circumstances. The characters can use this to their advantage, and de-escalate the situation on *The Lucky Dice*. The only question is—who will the characters back?

Resolution

Neither Bri or Archie are willing to escalate the situation to violence.

If the characters help Bri Karas take ownership of *The Lucky Dice*, she will be a potential patron in the future, given her high social standing and significant wealth. Archie Montagu will wallow in self pity at the nearest Starport.

If the characters help Archie Montagu take ownership of *The Lucky Dice*, he will be a potential ally in the future, as he travels quite a bit. Bri Karas will likely only remember the event as “the time she almost won a ship.”

In the future, both Bri and Archie are always up for another high stakes gambling game.

On the Loose

“Mayday! They’ve gotten loose! We’ve got...” A loud mooing...or braying...overtakes the mic. “...I repeat, they’ve gotten loose! We’re flying blind!”

What’s Happening

Dalton Buck, captain of the *Bronze Horizon*, is in the middle of transporting a significant amount of large, beefy livestock. Somehow, the livestock have gotten out of the cargo bay, and are now meandering across the entirety of the ship. The livestock are large, and prone to startle easily. To keep themselves safe from a possible stampede in close quarters, the crew have barricaded themselves in the engine rooms, and wired up a way to communicate their mayday message from there. Because of their location, no one is on the bridge (except possibly some livestock), and the ship is flying blind.

What’s Next

If the characters board the ship, there are a few suggested possibilities below.

Animal Handling: The livestock are big, beefy, and possibly dangerous. But an experienced animal handler should be able to go room by room, round up the livestock, and secure them back in the cargo bay.

Stealth, Science, Knowledge: Being able to safely navigate through or around the livestock to the bridge, would allow a pilot to steer the ship to the nearest starport for appropriate help. This may require stealth, understanding of the livestock, or even intimate knowledge of the nooks, crannies, and passages of the ship.

Stampede! Any failed attempt to go through, or round up the livestock results in a Stampede Check. To make a Stampede Check, roll 2d6. Then add 1 for each previous Stampede Check rolled. If the number is 10 or more, a stampede occurs! A stampede will kill 1d10% of the livestock in panicked movement. Any character caught in a stampede must make a successful athletics or similar check to avoid getting trampled to death.

Resolution

Dalton Buck is an honorable man. If the characters can help steer the *Bronze Horizon* to a nearby starport for further assistance, or if they are able to round up the livestock, he’s willing to offer 10% of the profits off the herd to the characters. Of course, profits decrease when livestock are killed in the panic of a stampede, or by more ‘run and gun’ style solutions from the characters.

Regardless the outcome, if the characters help Dalton Buck, they will always have a friend among the stars.