



A Trip to Battle Ham - a short Christmas Scenario

by Cynthia Mattingly

Intro

This scenario can be played in a couple hours and contains many Christmas references to get your players into the spirit of the season. This is meant to be not entirely serious and pretty hammy, but could provide a couple of hooks to pick up in later sessions.

Setup

Gang members Bloody Mary and Broseph are leaving the gang and need an escort to the Ru Salem System. They have accepted jobs at a seriously off-grid research station ("Battle Ham"). To get there one just navigates towards the brightest star in the whole system (seriously, the gang prez gives the group sunglasses during the briefing). The station is hidden in the shadow of a small planet.

Bloody Mary	Broseph
Concept: Brainy Flypal	Concept: Tinkerer par excellence
Look: Bright red hair	Look: Muscles, glasses, man bun
Chopper: Fast enough to get out of the way	Chopper: Not quite an AI but he calls it Judy
Aspect: But what if we turn the paradigm on its side?	Aspect: Pass me that wrench
Toxicity: Too smart to fall into traps	Toxicity: To not tinker is to die
Nerves +4	Tech, Security +4
Scan, Tech, Pilot +3	Stealth, Pilot +3
Gunnery, Fight, Stealth +2	Gunnery, Tactics, Scan +2
Tactics, Deceive, Provoke +1	Nerves, Athletics, Empathy +1

Scene

On the way there the escort gets a distress signal. A pregnant Chopper Jockey (Herring) from a friendly gang is giving birth in her Chopper, because there was no room in the Inn Station's hospital due to a station-wide case of food poisoning. The next hospital is just a quick highway hop away, but she's out of Minkowskium... Wouldn't one of them navigate for her? (Mary and Broseph should have an opinion here but it can mirror your players' mood.)

Choice #1 - If your players don't help her, they clearly already ruined Christmas; continue on to Battle Ham. Poor Herring.

Choice #2 - Your players take the bait and agree to escort Herring.

Scene, if Choice #1

They keep going uneventfully to Battle Ham. Once they get there, Mary and Broseph ask for permission to land, but there's been some mistake. The Battle Ham station has never heard of Mary and Broseph and definitely don't have jobs for them. They suspect a trap and threaten to turn their guns on the escort if they don't clear out of their space pronto.

Mary and Broseph are SURE that this is where they're supposed to be. They have the messages with the coordinates to prove it. While they are all discussing what to do....

Battle Ham sends out six fighters which start attacking. They are pretty good and outnumber your players. Run this on the maneuver screen. Don't pull your punches, give your players some stress and let them get really worried.

Once it seems clear that the escort is going to lose, three fighters appear and with AI panache drive the Battle Ham force back and surround them protectively.

Fighter stats

Aspect: Military drill

Skills:

Lead, 1x: Tactics 3, Gunnery 2, Pilot 2
Wingpal, 5x: Tactics 2, Gunnery 3, Pilot 2

Health: Stress _ _ _

Protector stats

Aspect: Simply better than human

Skills:

Tactics 5, Scan 4, Gunnery 4, Pilot 4, Stealth 3

Health: Stress _ _ _

Consequences:

Mild Moderate Severe

They introduce themselves as Goldie, Frankfurter, and Mirage and apologize for being late. They are actually Mary and Broseph's new employers and will take over the escorting from here to the *real* super secret off-grid research station.

Result: End of adventure, the gang prez will be happy! Except about the repair costs. And what exactly are Mary and Broseph getting themselves into?

Epilogue, if Choice #1

On the way back, you get a message from Herring that she came out OK and named the baby "Fuck You <whoever said no>".

Scene, if Choice #2

As soon as they approach the highway point, three fighters (which look like Corp, but no ID) appear out of it and try to separate Bloody Mary and Broseph from the rest. Suddenly Herring also turns against them - IT WAS A TRAP. Run this on the maneuver screen.

If it seems clear that the attackers are going to win, Herring contacts your players and pleads for them to switch sides instead of being destroyed.

If your players appear sure to win, Herring contacts them and pleads for mercy.

Fighter stats

Aspect: Paid to do this

Skills:

Lead, 1x: Tactics 3, Gunnery 2, Pilot 2

Wingpal, 2x: Tactics 2, Gunnery 3, Pilot 2

Health: Stress _ _ _

Herring's stats

Aspect: Fanatical belief

Skills:

Tactics 2, Scan 2, Gunnery 4, Pilot 1, Nerves 1

Health: Stress _ _ _ _

Consequences:

Mild Moderate Severe

She says: Mary and Broseph are carrying the destruction of the galaxy and cannot be allowed to research it further! Doesn't anyone remember what happened last time an AI got this far?

Bloody Mary and Broseph will confirm: they have developed an AI that they think can outwit the Reaper virus, but THEY are convinced they are carrying the savior of mankind.

Choice #1

Your players turn on Bloody Mary and Broseph, either destroying them or successfully threatening to destroy them unless they turn over the AI program, which they then destroy.

Result: End the adventure. Saved the universe, but how the HECK is the gang prez going to trust them after this?

Choice #2

Your players trust Bloody Mary & Broseph and defeat the attackers or escape them and continue on.

Result: Deliver safely to Battle Ham, end of adventure. The gang prez will be happy! (For a longer scenario add the Three Wise Men part from Choice #1 instead.)