

Session 2

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Starting Situation

A scientist wishes to hire a crew to get them off Warren, past the Guild patrols looking for them and to the next system over where they'll be safe. What research does the Guild not want them to reveal? Which faction will hide them once they're offworld?¹⁾ What's the crew's plan to steal this person away from Guild scrutiny? Make an engagement roll and cut to the action.

The Vignerons want the scientist.

Locations

- Hive of scum & villainy
- Security station
- The Lab
- Tractor
- Hazardous Escape
- The Spacelanes

Challenges

- Resource gathering
- Tractor
- Extraction
- Escape
- Chase
- Bureaucracy

¹⁾

The Lost Legion

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