

# Captain Lagash Visits the Lone Star

Captain Eitan Lagash of the **Wilderness Traveller** and his First Officer **Aia Resteff** have arrived at Glisten Belt Starport on their way rimward. After offloading their cargo and handling various details, they visit the Lone Star. They are interested in general information about the worlds they may visit, and are always open to discussing a charter to a patron.

## 1. Aia Bungles The Encounter

They enter and look around. There is an Aslan male in the corner and they identify him as a likely patron. Aia approaches him: "We're looking for a patron to hire us."

She wants to persuade him to charter the **Wilderness Traveller**.

### RESOLVING A PERSONAL

Purpose	Persuade	3 D
Strategy	Appeals To	3
Tactic	Logic	X 2
Laws		
Mod1		
Mod2		
Target No. =		6

She has to roll 6 or less on 3D. She rolls 10 and fails. The Aslan laughs at her.

## 4. Lagash Asks Some Questions

Lagash steers the conversation toward information gathering. He asks about the worlds rimward of Glisten.

### RESOLVING A PERSONAL

Purpose	Query	2 D
Strategy	Appeals To	4
Tactic	Familiarity	X 2
Laws	Similarity	+1
Mod1		
Mod2	Cameraderie-2	+2
Target No. =		11

He has to roll a 11 or less on 2D; he rolls 7 and succeeds.

Ank tells him several stories about trade on worlds to rimward.

## 2. The Captain Approaches A Patron

Captain Lagash watches the crowd for a while, and finally sees a likely prospect: a prosperous looking gentleman. He walks over and introduces himself.

"Excuse me. Hi. I'm Lagash on the *Wilderness Traveller*. We're heading rimward into the Hierate, which is new territory for us. Can I buy you a beverage and talk for a few minutes?"

### RESOLVING A PERSONAL

Purpose	Carouse	1 D
Strategy	Discussion	3
Tactic	Culture	X 2
Laws	Similarity	+1
Mod1		
Mod2		
Target No. =		7

He has to roll 7 or less on 1D. He rolls 3. The two seem to get along well.

He learns that, they are both Star Marine veterans and the prospect's name is Ank Jonston.

Success awards Captain Lagash Cameraderie-1.

## 5. Lagash Asks for Referral Chip

Jonston knows merchants in the rimward territories. Having a referral from Jonstone would be a great help.

Lagash escalates to Persuade and asks Jonston for a referral chip.

### RESOLVING A PERSONAL

Purpose	Persuade	3 D
Strategy	Charming	5
Tactic	Flattery	X 2
Laws	Similarity	+1
Mod1		
Mod2	Cameraderie-2	+2
Target No. =		13

He has to roll a 13 or less on 3D. He rolls 15 and fails. Maybe he was too aggressive, or didn't explain himself well enough.

Or maybe Ank doesn't like giving referrals.

## 3. The Captain Continues

The two talk for a while. He introduces Aia to Ank. Everyone has a good time.

### RESOLVING A PERSONAL

Purpose	Carouse	1 D
Strategy	Active Listen	4
Tactic	Culture	X 2
Laws	Similarity	+1
Mod1	Strategy Again	-1
Mod2	Cameraderie-1	+1
Target No. =		9

He has to roll a 9 or less on 1D, and success is automatic.

He learns Jonston imports premium Aslan textiles.

Captain Lagash adds Cameraderie-1 for a total of Cameraderie-2.

## 6. Lagash Asks Again

Lagash is undeterred: he continues to talk about trade and how helpful such a referral chip would be. He asks Ank to Please Reconsider.

### RESOLVING A PERSONAL

Purpose	Persuade	3 D
Strategy	Charming	5
Tactic	Flattery	X 2
Laws	Similarity	+1
Mod1		
Mod2	Cameraderie-2	+2
Target No. =		13

He has to roll a 13 or less on 3D. He rolls 6 and Ank codes the Captain a chip. They spend the rest of the evening telling travel stories.

OR  
He rolls 16. Jonston again says no. Lagash and Aia excuse themselves and return to their ship.

