

# Campaign Autumn 2014 - Browncoats

by

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## Story seeds

### Be Quick or Be Dead

(Source: ["Firefly: 30 Episodes Named After Iron Maiden Songs" by Craig Oxbrow](#))

**Hook:** "Get to the ship!"

**Problem:** So there's this corporate oligarch trying to claim a border system as his personal fiefdom. He's recruited the Red Eagles, a wing of veteran pilots from the war, to cut off shipping and generally blow things up. The Crew are hired as gunrunners by the people being targeted.

**Complications:** The Red Eagles are some of the most notorious pilots from the war-veteran Crew Member's side. He worked with them in the past, and knows just what they're capable of.

**Resolution:** You can't outrun or outgun them, but you can out-think them.

**Fun stuff:** Dogfights in low orbit. Which are a lot easier when you're in a fighter, not a fatass cargo hauler.

**Themes:** For some, war is a horror. For some, war is mother.

### Those In Power

(Source: ["Firefly: 30 Episodes Inspired By Punk Songs" by Craig Oxbrow](#))

**Hook:** "So, the Port Authority of Diamond done groundlocked the ship for no immediately clear reason..."

**Problem:** There's a bit of a disagreement between the two ruling dynasties of this near-fringe planet, the Lebeaus and the Chens. The Lebeaus are in charge of the Port Authority and want something done by this deniable crew of nonentities. The something in

question involves robbing the Chen-owned First Bank Of Diamond and making it look like an inside job.

**Complications:** The Chens have the biggest, orneriest security force on the planet. And if caught, Madam Chen will want the crew to take the Lebeaus down a peg or two in turn. And if you really want to complicate matters, a Chen boy and a Lebeau girl have been making eyes at each other in secret for months now...

**Resolution:** In an ideal Verse, play these two off against each other till one blinks. In the Verse we all live in, get the groundlock cut by other means and leave this sparkly rock behind double-quick.

**Fun stuff:** Cheerfully corrupt families on both sides, a feud dating back to when the families co-founded the colony and nobody's quite sure why any more.

**Themes:** Those in power tend to be there for a reason. What that reason is can tell you a whole lot about that person.

## Nikita

(Source: [“Thirty-Four Firefly Episodes Based on Elton John Song Titles” by Steve Darlington](#))

**Hook:** Nikita Niska, son of Adelai Niska has just fallen into their laps, because he's much stupider than his old man. But while the bounty on him is large, it's nothing compared to the one on his old man — and Nikita is willing to trade one for the other.

**Problem:** Nikita actually wants the crew to get rid of his old man so he can take over his empire. Still, if the crew can pull it off, they take down a very bad man and get very rich in the process, and leave the 'verse in the hands of another maniac....

**Complications:** Nikita lies like a rug and at any given moment will go crying back to daddy...then switch sides again and plug daddy in the back. Also, the feds are sniffing on Nikita's trail too, just to make it interesting.

**Resolution:** The crew come up with the ultimate sting that lets them get Niska senior and junior, to the feds, and a cashbox for their trouble. Let the other gangsters fight over the remaining spoilers. A good day.

**Fun stuff:** Heists! Debating the lesser of two evils. Ending up working on the same side as the feds for once.

**Themes:** There is no honour among psychopaths.

## Sessions

### Session #1

So there's this big family, the Chens, trying to claim a border system as his personal fiefdom. They're based on the central planet called Diamond.

The family is run by Madam Chen, and she's recruited the Red Eagles, a wing of veteran pilots from the war, to cut off shipping and generally blow things up.

The Crew are hired as gunrunners by the Lebeaus, the family being targeted.

Max Corrison is a war veteran and knows at least one person on the Red Eagles. They're some of the most notorious pilots from the Independents' side. He worked with them in the past, and knows just what they're capable of.

The crew has gotten the guns and this job from Nikita Niska, son of Adelai Niska. He's the 5-point Contact from Yin Shāngpǐn.

The crew only finds out about the political situation (and the Eagles' involvement) when they come near the system. They're held up by the unofficial customs, the Eagles, in three small fighters. They're hailed by the Port Authority flight deck who more or less says "you're on your own".

After some hesitation (and Max recognising Choovio) they decide to follow the Red Eagles' order to put the ship down near Port Authority.

## **Session #2**

There's a long conversation with Choovio and Viho. The Red Eagles ask about the cargo, explain they're mercenaries and that the party should obey their orders. Choovio and 2 guys inspect the cargo, but they they don't look for hidden compartments or anything. They call somebody (Chen Dong Sun) to decide what's to be done with the cargo.

Blossom charms one of the flunkies and learns of the political situation: the Chens are more or less in charge of the planet, the Eagles are hired by the Chens. The LeBeaus are competing.

Richard is ordered to fix one of the flunkies' ship, something he happily agrees to. He takes apart the fighter's engine entirely, and explains what was wrong to the Eagles' engineer.

Chen Dong Sun arrives and is his arrogant, over-bearing self. He orders the Eagles to look for contraband, and wants to take all the cargo anyway.

The party (Yin) tries to make a deal by hinting towards a far bigger cargo, but Dong Sun does not really bite.

While the loading crew is fetched, only Choovio and Dong Sun are on the Safe Haven. Dong Sun is charmed and distracted by Daisy, while somebody (Max?) fetches Richard. Choovio is pushed out the front loading bay and the doors are shut behind him, forcing him to jump out of the departing Safe Haven.

Dong Sun is tossed around by the departure and he hurts his head quite badly and is now unconscious.

Ian speeds towards Port Authority's starport, 10 minutes away. 3 fighters pursue. They barely hit the Safe Haven, while Max shoots one down with the turret. They come in hot in the starport but they safely land on the spot reserved by Gervaise. She has crew standing by and they quickly unload the cargo. She insists on the party staying around.

## **Session #3**

Our crew goes to the LeBeaus with a fancy floating car provided by the LeBeaus.

Discussion on the fact that Chen is relatively worthless if unconscious. Daisy uses stuff to get him up again near the house, although he's still rather groggy.

Gervaise took charge of the situation and had him bring away by servants -- to her bedroom. The last part is unknown to the party. Party didn't follow up on this.

Party is in front chamber, waiting. Gervaise brings them to dining room. Servants, father, mother, grandfather are present. Long, formal dinner, no talk about business yet. During the dinner, Gervaise excuses herself to freshen up a bit. (She actually goes to her room to check on Dong Sun.)

Faith, Elroy & Ian retire to the sophisticated game room because they're bored.

When getting out of the game room Ian is being kidnapped by a servant (on orders of Jean-Francois). He gets away and runs away screaming. He doesn't know what happened to Elroy & Faith.

Ian runs along Gervaise's room, where Gervaise & Dong Sun are talking and making out. Ian only hears this and doesn't investigate further. Ian gets lost a bit. After a while he runs into Gervaise, who is a bit disheveled but Ian doesn't notice this. Gervaise brings him to the dinner.

Dinner:

- Daisy talks with Jean-Francois.
- Richard talks with Gustave about mining. Yin talks across this because he wants his money.
- Lotus & Max talk with Murielle.

Ian finally gets to the dinner room and says quietly to Lotus that somebody tried to kidnap him. Lotus asks where Elroy & Faith are.

Chaos ensues.

Lotus & Max want to go to the game room.

Yin gets a chest with money and wants to leave.

Max confronts LeBeaus with the fact that kids are being kidnapped. Gustave (understandably) denies this. Start of search party.

The party says they've delivered Chen. Gustave really doesn't know about this and is flustered by the allegations.

Gervaise pretends to faint, to stall for time, avoid explaining this part, and think of a way to get Dong Sun away.

Yin & Richard search for a car to get out, walk to garage.

Lotus had been escorted to the bathroom by the butler. There she pulls her gun and threatens the butler. Butler freaks out.

Ian & Max try to find Lotus and eventually do so. They reach the game room, but nobody else is there. It's been cleaned.

Then they use the butler's keycard to search every room in the wing to find the kids. Ian recognises the room where he'd heard the voices (of Gervaise & Chen Dong Sun). That room is now empty, but they find a golden button who they attribute to Dong Sun. The air vent looks as if it's recently been opened. Lotus & Ian crawl into the air vent.

Yin & Richard come upon an air vent while walking outside looking for tracks they find tracks from a hover vehicle leading away but they give up. Lotus & Ian exit from the air vent.

Daisy & Jean-Francois walk around slowly and meet Max near the front door. Gustave is there as well.

Car from garage appears and GPS log is read by Richard out to prove it came from the garage.

#### **Session #4**

Status:

- Faith & Elroy are sweet-talked on orders of Jean-Francois by one of the servants
- Crew wants to get away with the money
- Gervaise is alone in the dining room
- Lotus wants to find the kids
- Jean-Francois wants to force the crew to do his bidding: rob the Chen-owned First Bank Of Diamond and make it look like an inside job done by Chen Dong Sun. He wants to take revenge for Dong Sun trying to take his cargo. He also suspects him having an affair with Gervaise, and of course he blames Dong Sun for this, not Gervaise (who's actually the person who initiated their relationship).
- He's perfectly OK if it doesn't look like an inside job. Chen Dong Sun will still be blamed as he's responsible for the Bank.
- The house is on a compound that is walled off.
- Chen has left the compound in a 'empty' lorry.

The two servants who were at the door when Chen Dong Sun was brought in are Vincent Dujardin and Giles Cellier.

Ian says that his kidnapper was big, broad-shouldered and had black hair.

The crew wants to talk to Gervaise. Gustave is very reluctant to allow this as he's protective of her and thinks she's really fainted. In the end he allows Lotus to enter her room, while he's there. She says that Dong Sun was brought to Building B2.

Daisy investigates the game room but doesn't find anything new apart from footprints in the carpet leading to an alternative exit without any signs of struggle.

Richard hacks into a terminal and uncovers the maps of the entire estate. B2 is a somewhat remote building. Accessing the video recordings is not possible though, they're held on a separate system. Lotus learns the maps by head.

#### **The next day**

Early in the morning (~8 AM) the crew is summoned to the breakfast room by Patrick Robineau. Jean-Francois is there and offers them his "deal": rob the Chen-owned First Bank Of Diamond and make it look like an inside job done by Chen Dong Sun. He shows them a live vid-feed of Elroy and Hope, who are OK and look like they might want to stay.

#### **Session #5**

That morning, there's a discussion during breakfast. Blossom & Daisy don't want to leave the kids behind.

Richard and Yin search for the server room + storage of the video recordings. They find the building but it's closed so they don't do anything.

Daisy distracts Patrick so Ian can swipe his key card and Richard makes a copy of it. Ian returns the keycard.

Patrick brings the crew to building B1 where they go “shopping” and get themselves armor and guns and a small cloaking device meant for ground vehicles.

They also get a big car (H23) which Max takes for a test drive.

Blossom wants a second getaway car but Patrick doesn't have that.

## **Session #6**

The control room is very near to the entrance of the mansion. It's a small building, 6x10 meter, 1 story. Has a few windows at the sides. It's opened by Patrick's keycard.

Richard and Daisy walk in, “looking for the bathroom”. Two people inside: Dora Bennet and an unnamed male. They call for guards.

Two female Security Guards come looking:

- Valérie Bessette
- Carole Cocquelin

They're a bit bitchy, aloof. They get sent off by Patrick, but are pissed off that they were not informed. The guards will check the door to the Control Room, and Patrick promises to brief everybody later.

## **Dinner**

Present are Gustave, Murielle, Jean-Francois. Gervaise has excused herself for being ill. Gustave tells the crew that Edgar Skarsgard has been fired. He had confessed to trying to kidnap Ian.

The crew get to know the family's history.

Once Gustave & Murielle leave, Jean-Francois talks business with the crew. Crew appears to agree with his plan and say they need one week to prepare.

Crew wants to obtain the tablet thingy with the video feed of the kids from Jean-Francois.

## **Session #7**

Richard hacks into the nondescript “wifi” to find out where the video feed of the kids' room is coming from.

Max, Yin and Daisy drive to the Safe Haven, which takes ~1 hour. From there it's about 20 minutes walking to the centre of Port Authority, where the Bank is as well.

Yin contacts the Red Eagles from the Safe Haven. The crew has gotten about 750K credits for the entire job they did for the LeBeaus, of which they'll have to give 25% to their employer.

Viho wants 670K for letting the crew go -- Yin drives it down to 400K, but the crew will have to do an additional transport job for the Eagles. Yin is directed to talk to Salamon Hunor for this job.

Daisy & Max have been talking with people in the Marble Earth Bistro (next to the Ancient Crumble Diner). Amongst them Edgar Skarsgard, who gives them names of some other guards. He also sketches the layout of the house, with the family quarters on the second and third floor, centrally situated.

Edgar gets rather drunk and tries to feel up Daisy, at which point Max interferes.

Lotus & Ian are plotting the rescue of the kids. Ian memorises the position of the camera's in the house.

Richard's hack is successful: has access to the livestreams and personal files. Ian manages to match this with a guest room near Jean-Francois's room.

Richard finds deleted personnel files regard Edgar, who's been fired for "insubordination", signed by Gustave.

Lotus and Ian plot a getaway route where they're only briefly visible on a single camera.

Salamon has been watching Max and Daisy talk to Edgar. Max & Daisy talk to him as he suggests he might have a (smuggling) job. Yin hears the latter part of the conversation. Yin makes a deal with a miner woman to move precious stones away from Diamond -- small in bulk, high in price.

## **Session #8**

Everybody goes to bed either in the ship or at the mansion.

In the morning everybody comes to the mansion. From there they drive to the ship. Lotus explains her plan. Long discussion

Around noon part of the crew do a stake-out of the First Bank.

Yin walks into the Bank and asks more information about deposit boxes. The minimum duration is 1 month, after which the contents are sent to a designated person. Yin hires a box under a false identity.

Yin calls Viho and makes the deal. He gets more information about Salamon.

Richard installs the Stealth Device into the ship and estimates that'll last about 5 minutes before overheating.

In the evening the group gets together on the ship. Yin and Richard stay there, while the rest returns to the mansion.

Yin talks with Salamon, who informs Yin that "the package" is his girlfriend, Felicia.

The next morning, Richard finds out that the ship has been locked down by the starport magnetic clamps. He also finds the two LeBeau guards, Valerie and Carole, next to the ship.

Lotus goes to the "harbour master" to ask about the lock-down and the guards. He finds Wayne Hagen, the master's assistant. The crew intimidates Wayne and 'scout out' the office.

Yin leaves 200K credits in his deposit box, together with a note "thank you Red Eagles for letting us go". The box will be sent to the Chens if he's not picked up in one month.

Richard "hacks" the starport's systems and finds the manual to the clamps holding the ship. In case of emergency, there's an override which will release all clamps.

Yin wants to visit Salamon to talk about the "package" Felicia.



The session ends at the end of the afternoon. This evening the “breakout of the children” will take place.

### **Session #9**

Yin informs Salamon that Felicia has to be at the East entrance of the spaceport at 20:00 PM to make sure she can get off the planet. Salamon arranges that he can join as well for 5000 credits.

Yin and Richard stay at the ship, while the others (including Salamon and Felicia) ride towards the LeBeau compound. Once there (~21:15), Daisy parks the car. She, Salamon and Felicia stay in the car, the others go inside. Lotus is summoned (~22:00 PM) to Jean-Francois’ room who wants updates on the plan.

Wayne Hagen walks around on the spaceport, where he’s talked to by the LeBeau guards.

Felicia falls asleep, stressed out. Salamon is very cold towards her, it’s clear she’s not his real girlfriend as far as he’s concerned.

Around 00:30 the breakout commences. The kids are found and Lotus drags them along, but Elroy doesn’t really want to go away.

Hijinks ensue but eventually the crew, including the kids, Salamon and Felicia, get out of the compound. The H23 has one flat tire.

### **Session #10**

Yin and Richard keep in contact with the people in the H23 while the latter is approaching. The guards apply pressure to the people in the *Safe Haven* via Wayne to let them enter. Wayne is upset by this but is forced to do so by the guards. Via the radio Lotus tries to stall the situation, to little avail. The guards round up some more “guards” and try to enter the Safe Haven. Small arms fire doesn’t damage the ship, so eventually they bring a “ladder”, enter the loading bay and try to open the cargo doors with a plasma cutter. The people trying to do so are distracted and scared off by Yin, who throws a small metal object into the pre-cargo-bay compartment, tricking them into thinking it’s a grenade.

The “guards” create blockades at the North & South entrance of the spaceport.

In the car, Daisy is checking on Elroy (he’s OK but unconscious), Hope (freaked out), Felicia (drugged and therefore still unconscious).

Just before the H23 enters through the North gate, Yin shoots two big shots with the ship’s turret and (mostly) clears it. The H23 bursts through it and park before Wayne’s office.

Lotus, Max and Salamon exit, but Salamon is immediately shot down by a shotgun. He’s dragged into the car by Daisy.

Lotus and Max charge upstairs, burst through the door and shoot Wayne’s two “guards”. They release the landing gear clamps and run back down, enter the car. Daisy drives the car into the cargo bay with the help of Richard’s timing, who opens and closes it just in time.

The session ends when the *Safe Haven* is just floating above the starport and Ian or Richard detect several fighters taking off nearby. The cloaking device has been turned on. Salamon is unconscious, but stabilized by Daisy. The kids are, as the song says, alright.

## Session #11

The Red Eagle fighters can't follow the crew because of the cloaking device. Ian plots a course to Sciabos.

Salamon has died (Daisy receives a Drama Point for this). Elroy has awoken and is fine, Hope is fine as well. Felicia slowly regains consciousness and is rather woozy. Daisy strips Salamon and puts him in a cooler.

Felicia tells her background (Prometheus, guinea pig, "rescued" by Salamon) in an incoherent fashion. She needs to go to Sciabos and "Adelai Niska", that's the only thing she knows.

Daisy discovers that the tranquilizers she administered are not working very long on Felicia. Her immune system seems to have been supercharged -- she has a *lot* of white blood cells.

Richard tries to fix the cloaking device, which was overcharged during the escape. He lacks some spare parts ( a discombombulator).

Max and Yin fix and clean the H23.

Lotus spends time with the kids.

### Day 2 in space

It's established that the whole crew knows about Daisy's past with Adelai Niska, except Ian.

Lotus and Daisy inform Felicia about Salamon's death, which she doesn't react well to. She's given her own room.

Lotus inspects Salamon's few belongings: an ID card, a few hundred credits, a note which says "Paradise Hotel, Kincardine, Sciabos, 250". (The 250 is 250 million credits for Felicia, but the crew doesn't know this.)

### Day 3 in space

There's a discussion on what to do with Felicia.

### Day 4 in space

Lotus and Daisy convince Felicia that it's not safe to go to Sciabos, quickly sketching Adelai's practices, and offer her a spot on the *Safe Haven*.

### Day 5 in space

The crew drops out of warpspace and set course for Blephus, a planet in between the Core and the Rim, to try to get some cargo. (Yin wants to sell the precious stones.)

### Day 7 in space, about to arrive at Blephus

The ship drops out of warpspace near Blephus. Daisy inspects the sample of Felicia's blood and discovers that there's a sort of enzyme present, that more or less removed the other blood cells. She injects a sample of Richard's blood with this enzyme.

Daisy asks Felicia what she wants the crew to do with Salamon's body. It's jettisoned into space to return to the space dust we're all made of.

The sample of Richard's blood turns out to be totally dead.

Somebody hails the ship. It's Nikita, who asks for Yin. Yin takes the call in "private mode". Nikita wants the ship to come to the orbit of Blephus-2. He needs Yin's help. At first he's very considerate, but at the end of the conversation Nikita falls back into the familiar "I order, you obey" mode Yin knows.

Yin is alarmed and asks the crew to gather for a meeting.

## **Session #12**

Mark can buy the stealth generator for 5 XP instead of the regular 10 XP -- the crew just has to find a new discombobulator.

Daisy tells Felicia that she has something in her blood. Felicia doesn't quite grasp what that means.

A meeting is called in the kitchen -- entire crew, including children and Felicia. It is decided that Nikita will have to be admitted to the ship. Felicia and Daisy will hide in the medical bay.

The ship arrives at Blephus-2 in two hours. Blephus-2 is pretty well developed.

Nikita arrives at the ship. His clothing is refined and expensive, but he's wearing it in a rather disheveled, crumpled way. He orders the crew around a bit. Implicates that he has some cargo with him. He advises the crew to quickly abandon the system. Ian plots a course for Glailea, the trip to which will take about 1 week.

Nikita tells that his father is angry with him. He wants to make a deal with the crew to hand over his dad to the Alliance, and pocket the 1 billion credits reward. (10% will go to the crew.)

He leaves for his own room with a bottle to let the crew discuss his proposal.

The crew finds out that Nikita has a price on his head as well: 10 million credits. Long discussion again, after which the crew bluntly asks some questions directly to Nikita.

He is intoxicated by now and tells them that Felicia is worth at least 100 million credits.

## **Session #13**

The crew flies to Glailea-3. During the one-week trip Felicia & Daisy leave the sick bay as it's pretty clear that Nikita knows they're both on the ship anyway.

Nikita asks Lotus why Felicia is worth so much. Lotus avoids the question but tells him that Felicia is part of the crew and won't be given to the Alliance.

Nikita also asks Daisy (and uses all his creepy slimy guy skills to boot) but Daisy also avoids the question.

Daisy performs more research on Felicia (+2 because of the ship's medical bay). Felicia seems normal, apart from the strange agent in her blood, which seems to cause the fast metabolism, and her slight fever. She isolates the agent and identifies it as G23 Paxilon Hydrochlorate.

### 7 days later, arrival at Glailea-3

Max and Nikita leave to buy a discombobulator. Nikita briefly calls with his father to taunt him a bit. After a while, they arrive at a machine shop where Nikita buys the part. He pays

with some sort of powder. After shopping Nikita drags Max into a bar, where he gets drunk. Max avoids this fate by not drinking much. He finds out that Nikita's powder is "diamond dust", a very expensive material that doubles as a universal currency. In the meanwhile Yin does some trade. Nothing flashy, just to keep flying.

Felicia, Richard and Daisy go to a university to search for more information on G-23. Daisy can't find anything, but Richard is able to hack the system. (-3 on roll because of the medical jargon.) This triggers an alert. The G-23 is used by the Alliance for experiment to "regulate" / "make compliant" the inhabitants of entire planetary populations.

The alert causes an Alliance police to come to the university, so the trio quickly flees the scene.

Upon arriving at the ship, Daisy notices that Felicia is breathing heavily, much more heavily than is warranted by the exertion, and her temperature is much higher than it was. Daisy applies measure to cool her, which stabilises Felicia.

The ship departs from Glailea in a hurry but is not pursued. They stop at another planet in the neighbourhood to have Richard install the discombobulator. They catch a news wave which tells them that a ship which looks like theirs is wanted by the Alliance.

They send an anonymous message by Nikita for Adelai, telling him that they'll be on Sciabos with Felicia.

## **Session #14**

Crew arrives at Sciabos with the idea to cooperate with Nikita, capture Adelai and hand him over to the Alliance.

Possible goal for crew: find out what ails Felicia and/or why she's so valuable.

The Alliance calls the ship using an operative, once it drops out of the warp after travelling to Sciabos. They intercepted the message for Adelai (which was broadcasted by the crew), and started patrolling Sciabos for any ships matching the *Safe Haven's* silhouette.

The crew is offered to help capture Adelai in return for the reward, the catch is however the Alliance wants to have Felicia as well. They will tell the crew why they want to have her and mention the 'Pax' which will most likely trigger some knowledge rolls regarding the Reavers and such. (The Alliance assumes the crew knows what the agent is and what it does, so they blithely mention 'Pax' as if it's common knowledge that that's the G-23 Paxilon Hydrochlorate.)

The Alliance will want to deal, but insist that the crew is handed over the money (or a large part of it) in person. This they do so they can kidnap Felicia, or ransom a crew member to get Felicia as a trade.

The crew will most likely not hand over Felicia (and might be hesitant to come "out in the open" to deal). They can, however, hand over (some of) her important part: her blood to the Alliance. Nikita can even hand that to the Alliance by going to Kincardine hotel to 'close the deal'.

That will forfeit them most of the reward (maybe Nikita receives a percentage of the 1Mld from the Alliance and in turn grant the crew a percentage of it), but they will also lose the 'attention' of both the Alliance and of Adelai. Nikita will disappear off of the radar after the

handout but they will mysteriously receive a new 'worthwhile trade assignment' within a few days which has Nikita written all over it.

The crew finds out Felicia harbors some medicinal cure. Her body is infected with the Pax (G-23 Paxilon Hydrochlorate [http://firefly.wikia.com/wiki/G-23\\_Paxilon\\_Hydrochlorate](http://firefly.wikia.com/wiki/G-23_Paxilon_Hydrochlorate) ) and she is one of the 0.01% who reacts to it differently but she displays some natural resistance to its destructive forces and hence is considered by the Alliance a possible cure to the Reavers. When Daisy hears the name Adelai (her adversary) she will most likely not agree to bring Felicia within 100 light years of Sciabos.

Adelai finds out within a short amount of time (a few days) of Salamon's death and Felicia's departure from Diamond. He is furious when he finds out the ship is not actually going to reach Sciabos since he wants to sell Felicia to the Alliance. This fury is enhanced and projected onto his son Nikita when Adelai finds out that the ship his prized possession was taken on, is used by one of his son's most used smugglers. Nikita flees his family and contacts Yin to seek refuge on the ship. Cue the Nikita hook.

## Characters

### Guards

- Attributes: Str 3, Dex 2, Con 3, Int 2, Per 2, Will 2
- Ability Scores: Muscle 12, Combat 12, Brains 10
- Life Points: 34
- Drama Points: 0-2

Name	Skill	Damage	Notes
Baton	12	11	Bash
Dodge	12	-	Defense action
Pistol	12	14	
Punch	12	8	Bash
Shotgun	12	22	Bullet

### Tough guards

- Attributes: Str 4, Dex 4, Con 3, Int 2, Per 3, Will 3
- Ability Scores: Muscle 14, Combat 15, Brains 10
- Life Points: 44
- Drama Points: 1-3
- Special Abilities: Hard to Kill 2

Name	Skill	Damage	Notes
Baton	15	11	Bash

Dodge	15	-	Defense action
Kick	14	13	Bash
Punch	15	12	Bash
Taser Rifle	15	9	Bash; Knockout

## Crime Syndicate

### Adelai Niska

The father. Leader of a far-reaching crime syndicate. Ruthless, willing to go over bodies to get ahead. Slightly eccentric.

Daisy's Adversary.

### Nikita Niska

The son. Big shot in his father's crime syndicate. Has a bit of inferiority complex as he thinks that he can never meet his father's expectations and that the only reason he's listened to by his subordinates is his father.

This is not true -- Nikita is a smart man and knows what makes money, but his distrust of his own abilities undermines his power.

Gave the crew the job to smuggle stuff to the LeBeau family, and is Yin's Contact.

Actor: Colin Farrell

## Chens

### Matriarch: Chen Chang Woo

### Father: Chen Soo Hyun

Actor: Chow Yun Fat

### Mother: Chen Min Yung

Actress: Michelle Yeoh

### Chen Dong Sun

The hotheaded son and only child of Chang Woo & Min Yung. A spoiled guy in his late twenties and an arrogant, good-looking guy. Dresses like a dandy (latest fashion, impractical in the "real world" but that doesn't bother him), uses make-up to enhance his beauty. He thoroughly respects his father, who orders him around. This chafes.

Actor: Sung Kang (the token Asian guy in *The Fast & The Furious*)

## LeBeaus

### Patriarch: Jean-Francois LeBeau

Appears to have a damaged leg, walks with a walking stick. Is a shrewd planner and good listener. Doesn't talk much.

~75 years old

Actor: Morgan Freeman

#### Father: Gustave LeBeau

Kind-hearted and doting father to Gervaise. Knows Murielle has the smarts and the toughness to get things done and defers to her in matters of business. Brought in the money to get things running. Business savvy and focused on getting (more) money.  
~50 years old

Actor: Laurence Fishburne

#### Mother: Murielle LeBeau

Kind and warm woman who loves her husband. Knows the wellbeing of the family depends on her keeping everything together at home. Has had some fights in the past with Gervaise. Just the usual puberty disagreements, but their relationship is a bit strained.  
~50 years old

Actress: Angelina Jolie

#### Gervaise LeBeau

Adventurous daughter, ~25 years old. Very attractive brunette who's not above using her good looks to get things done. Dresses sensibly and practical, has a getting-things-done demeanour, which she inherited from her mom. Devoted to her father, strained relationship with her mother. (Though, if the family is threatened, all little disagreements will be forgotten and the family will band together against the "outsiders".)

Actress: Kat Denning (Hollywood will make you believe that a kid from Laurence & Angelina looks like Kat)

#### Butler: Patrick Robineau

Been with the family since his birth, his father was the previous butler. Fiercely loyal to the family and its current head, Jean-Francois.

Actor: Forest Whitaker

### **Red Eagles**

#### Viho Redleg

Undisputed leader of the Red Eagles. Gruff veteran of the War.

Actor: Harrison Ford

#### Choovio Rosebud

Second in command and personal acquaintance of Max

Actor: John Leguizamo

### **Others**

#### Edgar Skarsgard

Security guard / dumb muscle. Was in service of the LeBeau family, but fired after he bungled the kidnapping of Ian. Hanging around in the bars of Diamond looking for a job, and possibly revenge.

He is feeling a grudge against the LeBeaus for firing him while he was only doing what he was instructed to do by JF. He is not the brightest guy (which might be abused by the party) and cannot handle weapons very well, but he is a strong softy and still has some 'pull' with his former colleagues in the Le Beau household that can be taken advantage of.

Actor: The Rock

### Salamon Hunor

Smuggler, stuck on Diamond where has to lay low after he almost got caught by the Alliance. He wants his current “girlfriend” Felicia Katalina to get to Sciabos.

Appears laid back but is very keen and perceptive.

Actor: Matthew McConaughey

### Felicia Katalina

Young woman (~25-30 years old), very much in love with Salamon and has no idea that Salamon is just using her. On her home planet Prometheus, she’s been used as a guinea pig by an Alliance offshoot enterprise and currently carries very rare, expensive anti-bodies in her.

Salamon kidnapped her on behalf of Adelai Niska, who has some minions waiting for her on Sciabos.

Actress: Anna Kendrick

### Wayne Hagen

Young man (~30 years old), Port Authority’s harbour master’s assistant. Weak-willed, afraid of doing anything wrong. Terrified of his boss, Mr. Stanfield.

### Cameron Stanfield

Port Authority’s harbour master. Unseen so far.

### Giselle Yadin

Alliance operative tasked with important and sensitive missions. Slender woman (duh, Gal is a former Miss Israel), fights in an acrobatic way (like Black Widow in the *Avengers* movies).

Actress: Gal Gadot

## Planets

### **Diamond**

Core planet of the Diamond system around a red star. Mining planet. Declared habitable about 15 years ago, which was a bit ambitious as it was barely finished terraforming.

Dusty, hard rock, always a red hue to the sunlight. The dust interferes a bit with transmissions.

### Port Authority

Only settlement on Diamond worth mentioning. Boring and functional, it’s a mining town with about 20 streets. Most of the houses are spartan, meant for the miners and their families.

In the middle of town there’s a plaza, on which there are at least two restaurants / bars (Marble Earth Bistro, Ancient Crumble Diner) and the First Bank of Diamond.

### **Blephus-2**

Rather civilised and well-developed planet. Rather big cities with lots of tall buildings.



**Glailea-3**

Commercial hub planet with lots of spaceports, warehouses (some of them *immense*) and everything that comes with that. Picture Rotterdam or Tokyo Harbour, but then an entire planet of it.

**Sciabos**

Planet in the Rim, but much more upscale and populated than Diamond. About 3 weeks flying away from Diamond.