



“Prime & Punishment” – A *Galaxy Prime* Scenario

You have captured a small cartel of subversive Grenji hackers who were trying to rig the HyperComNet. The courts handed down a life sentence and now all that remains is to escort them to the prison station on the edge of the Frontier. But keeping an eye on 12 clever Grenji while traveling through pirate-infested space in a rickety old prison barge can be tricky...especially when the ship finds itself in the middle of a meteor shower! Can you and your crew survive the trip, complete the assignment and earn a well-deserved promotion? Collecting the bounty would be nice, too...

Setup

The party is on board a beat-up old transport ferrying prisoners across Free Space, from Inon to the prison station at the edge of the Frontier. The barge is functional, but dirty and it has only 2 fusion beams. There are six cells with force field to contain the 12 prisoners, 2 per cell. Guarding the cellblock are 2 Gimm-Dar sentries. The cell block is on the lower level, while the upper level contains small crew quarters, a medbay and a storage room. The cockpit is fore and the engine room is aft. Stairs connect the 2 floors at either end of the cellblock.

It has been a long trip, using only the standard propulsion drive, but the station is only 3 days away now. The Q*Drive is in need of repairs, as it has been malfunctioning lately, hence the use of the SPD. Techie characters may want to look into this, while medics may wish to look after the health of the prisoners. Clergy may read them last rites, while spies may attempt to extract additional

info out of the Grengi regarding their contacts, other crimes, stashed loot, etc. Lawmen (or diplomats) will generally be in charge, of the mission, though not necessarily the pilots. Bounty hunters/Mercenaries may want to keep a careful eye on the cellblock to make sure their valuable "cargo" doesn't try to escape.

Currently, the ship is passing through the Swadigh system under radio silence, as there are many pirates in the area...

Rock and Roll

While the characters are going about their tasks, a meteor storm strikes without warning! One fairly large rock hits the ship doing massive damage. This meteor will strike at an angle, taking out 2 of the upper chambers and four of the cells. This will knock the ship into a spin, heading for the planet, and the power will go out temporarily. There will be a gaping hole in the center of the ship, and the vessel will be held together by little more than the frame. Luckily, emergency force fields will activate to keep the ship somewhat intact. Unfortunately, both Gimm-Dar will be killed and 8 Grengi will also fly off into space. Three of the prisoners will survive but will most likely be unconscious. Kreechum, the ringleader, will somehow escape. The crew will have its hands full, however; the pilot will need to regain control of the ship before it crashes; the medic will need to tend wounds; the techie will need to begin repairs, etc. Once the situation stabilizes, the damage can be assessed: shield emitters are down, the hull has taken 10 hits, SPD is at half, 1 fusion beam has been destroyed, and of course the lighting will need to be restored. They also notice that the tractor beam is in working order and that 1 of the two escape pods is missing. Communications are functional but even if they want to risk attracting pirates it will take a full day for help to arrive. There are pirates nearby (3 fighters) and, depending on the party's actions, they may or may not notice the presence of the transport.

The party now has a two-fold task: fix the ship (enviro-suits will be needed in some areas) and find Kreechum before he disappears for good.



A Pirates Life for Me

Eventually, they should figure out that Kreechum did not die in the meteor shower but did in fact make a break for it in the escape pod during all the commotion. They can track the pod via its emergency beacon. once they do, they will see that it landed on Swadigh and they will have to take the ship down there, as soon as it is repaired enough to attempt re-entry. There is a small plateau near where the pod crashed that can be used as a safe landing spot. To the south is a large, murky lake. To the north and west is a forest full of dead trees and brush. Both the lake and forest will be home to indigenous creatures that may give the party difficulty and waste precious time. Kreechum has chosen to go east, into the jungle and any with Environmental skills will be able to track him, though he should have at least an hour head start on the party. About 1000 meters into the thick jungle, the party will find a small fort manned by 6 Kunlaati pirates. Kreechum has taken shelter here behind the 15 meter concrete walls. The pirates have a variety of small arms at their disposal, and mounted on the wall is a fusion cannon. Kreechum will warn the pirates of the party's impending arrival, so they will be on the lookout. However, if things get too hot for them, the Kunlaati and/or Kreechum will try to escape in one of the 3 fighters docked within the fort.

Where Credit is Due

Kreechum must be captured and brought to the prison if the party wants to collect the bounty of 50,000 credits. The other 3 surviving Grevgi must also be brought safely to the station in order for certain party members to receive their promotion in rank. Turning in any captured pirates will also bring a nice bonus. The party may keep any of the pirate booty that they find, though selling it may prove difficult if the cargo turns out to be illegal...

