

Greater Vrusk Mutual Prosperity Institution (GVMPI)

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System: Star Frontiers

Type: Hook

Category: Science Fiction

Requirements: Introductory

Synopsis: This is designed for beginners. The team will be hired by GVMPI (which is owned by Streeel Corp).

GVMPI hires several individuals for various missions:

1) Escort some vehicles transporting raw minerals to a processing plant.

- a. The team will escort several vehicles of ore to the refinery on Pale. Multiple trucks with drivers, 1 lead & aft ground car. The team will ride shotgun or in the ground cars.
- b. 2-3 runs go by without incident.
- c. On the 3rd or 4th run, 2 hover cars pull up with 4 pirates each and attempt to steal the trucks. (STA 40, RS 45, IM 5, RW 25, MW 25) They are armed with automatic pistols.
- d. 1-2 more runs go by without incident.
 - i. Lose the trucks and get fired – 1 XP
 - ii. Keep 1-2 trucks and get fired – 1-2 CP
 - iii. Keep all the trucks – 3-4 XP
 - iv. Keep the trucks and capture a pirate – 4-5 XP
 - v. Keep the trucks & ALL the pirates – 5-6 XP

2) Serve on a tanker ship collecting hydrogen from a satellite orbiting Cygus Omicron, Truane's Star.

- a. Board the "Smily Mae" as Deck Hands. It is a basic freighter (HS 5). She has no weapons and no defenses. There are two triple bunk rooms that the team and the Captain share. **Captain Blozab** is a salty Dralosite. (STA 40, RS 45, IM 5, RW 45, MW 35, Pilot – 3, Astro-1, Eng - 1). He carries a pair needler pistols.
- b. The crew needs to clean the ship (2-4 hours of work)
- c. The trip will take 1 ½ days to the asteroid belt.
- d. The Captain will navigate through the belt (30% success). The ship may be stuck by an asteroid. In which case, the crew will need to suit up and repair the hole in the cargo bay (1-2 hours prep and 4 hours to actually repair the hole).
- e. After passing the asteroid belt, it takes another 2 days to reach the gas planet Cygnus Omicron. The Captain connects to Satellite # 127. The crew has to suit up and connect the ship. The ship will stay here one day.
- f. The ship then starts to go through the upper atmosphere to skim hydrogen. The crew will need to suit up and deploy a special boom. (4 units are downloaded as the damaged hold cannot be used) When complete, they need to go outside and collapse the boom. The operations will take roughly one day.
- g. The ship begins its return flight. The Captain mentions that if they hit another asteroid, with the hydrogen cargo, the ship will blow up.
- h. The ship navigates through the asteroid belt without incident.
 - i. Clean the ship, need help with the repairs and connecting the ship – 1 XP
 - ii. Clean the ship, repair & connect it without a problem – 4-5 XP
 - iii. Additional – Pirates repulsed +3 XP, Militia search + 1, Breakdown +1

1. Variant one – A Pirate Assault Scout pulls up and boards the ship on its return flight
~Assault Scout (HS: 3, HP: 15, ADF: 4, MR: 4, WEA: LB, DEF: RH Crew: 4 Passengers:
3 man crew + 2 pirates per player)

Pirate STATS ~ (STA 40, RS 45, IM 5, RW 25, MW 25) Skeinsuit (50 pts), various weapons – needler pistol, laser pistol, electric sword, doze grenade, tangler grenade.

2. Variant two – Truane's Star Militia Assault Scout stops the ship for a standard search.

3. Variant three – Engine breakdown. Help the captain repair it.

3) A hydrogen satellite (#127) is down and a party needs to be sent to capture, repair and release the satellite.

- a. Board the “Smily Mae” as Deck Hands. It is a basic freighter (HS 5). She has no weapons and no defenses. There are two triple bunk rooms that the team and the Captain share. **Captain Blozab** is a salty Dralosite. (STA 40, RS 45, IM 5, RW 45, MW 35, Pilot – 3, Astro-1, Eng - 1). He carries a pair needler pistols.
- b. The trip will take 1 ½ days to the asteroid belt.
- c. The Captain will navigate through the belt (30% success). The ship may be stuck by an asteroid. In which case, the crew will need to suit up and repair the hole in the cargo bay (1-2 hours prep and 4 hours to actually repair the hole).
- d. After passing the asteroid belt, it takes another 2 days to reach the gas planet Cygnus Omicron. The Captain needs to come close to the satellite. The crew has to suit up and tether the satellite off.
- e. Now repairs will begin. The crew will help the Captain make repairs. This will take one day.
- f. The ship releases the satellite begins it's return flight.
- g. The ship navigates through the asteroid belt without incident.
 - i. Repair the ship – 1 XP
 - ii. Catch & tether the satellite – 1 XP

Additional – Pirates repulsed +3 XP, Militia search + 1, Breakdown +1

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