

# Jaws of the Barracado

You've carried suspicious packages before, but this one takes the cake. A planet you've never heard of, deep in territory known for pirate attacks, with a mysterious seal that you've been told not to tamper with under any circumstances? Are you delivering something to the leader of the Barracado pirates himself? Will you be coming back from this mission?

## Setup: Suicide Mission

Your crew gets a standard pickup notification from TransGalaxy HQ. The cargo is waiting for you on Job Tower.

The strangeness begins when you arrive. Your usual TransGalaxy dispatch agent, Thomas, arrives with the manifest. He's acting a bit strange and looks a little pale. He's under orders not to talk to the crew about this assignment and is definitely cagey about it.

- An **Empathy** roll against a Mediocre (+0) difficulty reveals he knows something about the mission and won't talk about it.
- A **Rapport** roll against a Fair (+2) difficulty can get him to open up. The delivery is to Barracado space, and it's pretty clear to him that management is not expecting the crew to return. They're already talking about this ship in the past tense. Thomas says it's been nice knowing you.

The delivery is small, a single box about the size of a seamer trunk. It's black and has a prominent seal on it. Thomas instructs you that the seal must not be tampered with. To do so voids the delivery contract and the crew will be held responsible. The trunk is to be delivered to **Port Septima** on the planet **Tantalla**. The port isn't listed in any records available to the crew, but the planet is deep in the Barracado sector of space, a lawless area host to a well-known and vicious gang of pirates of the same name.

## Problem: The Package

The mysterious black container has a tamper-proof seal. If someone chooses to tamper with it, a **Burglary** roll against a Fantastic (+6) difficulty must be made. Failure places the aspect **TAMPERED WITH** on the trunk.

### MISSION MACGUFFIN

**Invoke:** it's a great bargaining chip, "You want this, don't you?"

**Compel:** everybody wants it, "Sorry, but I really need that crate."

If the crew opens the container, they find a box filled with documents and a sealed cryogenic container within. The container is big enough to hold an Arsubaran and does, in fact, contain an Arsubaran, **Grace Smith**, the younger sister of the leader of the Barracado pirates **Anders Smith** (pg.4), the Barracado Ultima.

The personal documents detail where Grace was living on Arsubar, and make it clear that she's unaware of her brother's nefarious history. It seems that someone in the Barracado gang is trying to get at Grace in order to gain leverage over the Ultima. Who's behind this isn't clear in the documents, but that might be revealed depending on who comes to pick up the package.

Once the cryogenic container is opened, Grace revives, confused and unsure of where she is. Last she remembers, she was on Arsubar. She doesn't even remember being kidnapped.

### Grace Smith

Grace is a completely unwitting pawn in all this. She just wants to go home. She's an Average (+1) Mental companion.

### INNOCENT VICTIM IN ALL THIS

**Invoke:** you want moral leverage, "She's innocent in all this! Have a heart."

**Compel:** this could end quite badly, "She's been shot!"

## Setup: Pirate Haven

The trip to Tantalla from GCP is a three week journey. Tantalla itself circles a dim red dwarf in a very close orbit. The planet is bleak and cold, lit by dim red light during the day, giving everything a blood-soaked appearance. Any ship that shows up in the system is immediately surrounded by a dozen heavily armed gunships with Barracado markings. They're hailed, threatened, and escorted to Port Septima. Any resistance is met with immediate attack.

The port itself is built into a mountainside with tiered landing pads along the slope. Massive doors separate the cold, practically airless exterior from the warren of tunnels within. Almost everyone here bears the distinctive tattoos of the Barracado pirate gang. Those that don't are clearly servants or captives.

Inside the port's twisting corridors is a massive market filled with pirates trading contraband. There are many gambling houses, bars, tattoo parlors, brothels, and other businesses catering to the wild and debauched tastes of pirates. Anyone lacking Barracado tattoos is immediately marked as an outsider and earns long looks, glares, and harassment from the pirates.

Sample file



#### HIVE OF SCUM AND VILLAINY

**Invoke:** you can appeal to baser instincts, "I've got 1000 credits here if you help me."

**Compel:** this is a rough crowd, "My friend says he doesn't like you. I don't like you either."

#### OUTSIDERS NOT WELCOME

**Invoke:** you want to start something, "Hey, ugly."

**Compel:** you're not a Barracado, "Barracado only, stranger."

#### IT'S COLD OUTSIDE

**Invoke:** there aren't a lot of people outside, "I can slip around on the surface."

**Compel:** you can't breathe, "I can't go that way, I don't have an encounter suit."

to get into a tussle. Compel any crew members who have violent tendencies or bad blood with former associates. Looks like some of those associates have joined the Barracado!

This pirate crew is led by a Barracado Maxima (Maxima is what the Barracado call their captains) named **Thark Azog** (pg. 5). He's got three named crewmates, **Demi'n** (pg. 6), a scarred Templar, **GB Steve** (pg. 6), an unusually bloodthirsty Tetsuashan, and **Eric Brenders** (pg. 7), a smooth Arsubaran. If there are fewer than four players, drop a crewmate off Azog's side. If there are more than four players, add in three of Azog's minions per player. He's got no minions if the player crew is four or less.

These guys won't fight to the finish, unless compelled. If their numbers are cut in half, the remaining pirates will bolt.

## Problem: Valuable Contraband

The pirates have some pretty sweet swag here. Any crew member with the slightest weakness for greed or trading finds much of this material irresistible. There are riches from all parts of the galaxy here, at bargain basement prices. The pirates, after all, got the stuff for free.

Pirate merchants have a Trading of Good (+3), and when purchasing trade goods, consider the item's cost at -1 for the purposes of buying it. The goods can be sold at full price somewhere else, if you can get them aboard the ship and get off-planet. All of the goods available for purchase here have the aspect **STOLEN GOODS**, however.

#### STOLEN GOODS

**Invoke:** these goods are nicer than they should be for the price, "I bet you've never seen cloth like this for so little."

**Compel:** you might run across the legitimate owner, "Wait a second. These are my Arcturian berries!"

## Problem: Please, Help Me

A Barracado captive spots the crew and thinks that they're his only chance of escape. The captive, an Elumicid prince named **Lord Caramida**, is desperate to get off planet. He's been held hostage here for over five years and despairs of getting ransom. He claims his family is influential on his home planet, and he promises a vast reward for aid. Whether or not he can deliver is a different question. Smuggling him out is going to be quite a trick.

#### Lord Caramida

Lord Caramida is a prince from the planet Elum. He is of the Elumicid species, a tall, slender, dusky purple people with large black eyes. He's an Average (+1) Social companion.

## Problem: Address Unknown

After being escorted in, the crew is greeted by a big welcoming party. A crowd of 30 pirates is waiting on the landing platform, all heavily armed. This group is led by the Dolom pirate **Male "Bad Hand" Durioç** (pg. 4). She's responsible for the port facilities on Tantalla and takes her job seriously. She wasn't informed about the delivery and isn't happy about that.

When presented with the manifest, Bad Hand doesn't like it but figures someone higher up must've arranged it. No specifications for delivery are included on the manifest, so Bad Hand doesn't know who the boss is for. She isn't about to sign for it, she'd rather it stay the crew's problem and no amount of persuasion will move her.

She tells the crew they all have to get off the ship. She puts a guard on it, six of her minions on board and six more minions right outside the ship, and tells them she'll notify them once the delivery gets sorted out. She won't bother to put a guard or escort on the crew. They're in a Barracado port, the ship's under guard, and they can't really go anywhere. They'll also be easy to find.

The crew is now set loose in a pirate port. Trouble is inevitable.

## Problem: "I don't like your face."

Once the crew is in the port, conflict with the local pirates is a foregone conclusion. A pirate crew coming off a bender takes one look at the crew and decides to rumble. They'll do their utmost

#### DESPERATE HOSTAGE

**Invoke:** he'll do anything to get out of here,  
"Climb in that tiny container? Sure."

**Compel:** he's worth a lot to the Barracado,  
"Hey! That's valuable property!"

## Problem: Pirate Showdown

If Bloodbeard managed to get hold of Grace, he's in good shape for his showdown with Smith. He holds the Ultima's sister hostage and brings a full crew of men to confront his rival. Smith has Bad Hand and an Urseminite called **Flavio "Grumpy"** (pg. 5). Grumpy and Bad Hand are both tough fighters.

The crew can get involved, use the opportunity to escape, or get revenge on Bloodbeard. The pirates are going to be very thoroughly occupied during this conflict. Negotiations between Bloodbeard and Smith begin things, with Bloodbeard demanding that Smith step aside as Ultima. Smith isn't interested, but he does want his sister to come out OK. Things devolve into violence fast, with Bloodbeard's people squaring off against Smith's.

The crew's actions have a big influence on how this all turns out. If they throw down for one side or another, that side's pretty likely to win.

## Problem: Get Us Out of Here!

There are a lot of ways the crew can escape. If they sneak away, they won't see how the final showdown resolves. Of course, a pirate civil war is the perfect opportunity to make an escape. If they decide run during the showdown, they're only confronted by a group of two of Bloodbeard's or Bad Hand's minions per character along with one named henchman, whichever one they made the most angry or were most scared of earlier.

The crew might side with one or the other of the Barracado bosses. Depending on their usefulness, they might be rewarded by release. If not, they'll get the choice, and if they refuse to join the gang they'll still have to get off-planet.

This is extremely difficult once the pirates are alerted that they are fugitives. Any Barracado they run into after an alarm is raised tries to kill them or summon other pirates for help. They'll need to come up with a good plan to get through to the ship. Then they've got to get aboard and take off. The guards Bad Hand set up are still there, six minions outside and another six aboard.

Once the ship takes off, a dozen pirate vessels immediately give chase. These are all minion vessels, the same level as Smith's minions. This is definitely a chase. If the crew decides to engage with these pirates, another two or more ships keep showing up every exchange until the whole pirate fleet is mobilized.

Good luck getting out of the system!

## Problem: The Pirate's Choice

After the crew has had some opportunities to get into trouble, their delivery again rears its ugly head. The person behind the delivery is **William "Bloodbeard" Huggins** (pg. 7), Smith's second in command, known as the Penultima. The Ultima is just arriving in port, and Bloodbeard wants to take control of Grace before Smith arrives. Bloodbeard also knows that Bad Hand is a Smith loyalist, so he'd like to keep her in the dark.

Bloodbeard summons the crew to sign the manifest. They're led deep into the installation, to a luxuriously appointed set of personal quarters. The luxuries here are opulent to the point of ridiculousness. Priceless artifacts and tapestries adorn the walls, the furniture is clearly some royal's looted delivery. Nothing matches, but it's all horrendously expensive.

Bloodbeard is waiting here behind a massive mahogany desk. At his side is an Awakened robot named **Thousand Killer** (pg. 8), his number one enforcer. Also standing with him is **Lemon Spritely** (pg. 8), a Ken Reeg negotiator who acts as his closest advisor. Just outside the door is Bloodbeard's regular crew, a dozen hardened space pirates, dangerous minions all. They specialize in the physical.

The first order of business is accepting delivery and signing the manifest. The crew may be in some trouble here if they've tampered with the package. If a social conflict arises, Spritely takes the lead.

Even if everything's in order, the crew is still in trouble. Bloodbeard's got no intention of letting them off planet. He knows TransGalaxy won't pay any ransom, but he thinks he might be able to tempt the crew. He plans offer them the pirate's choice: join the Barracado, or join the pile of bones at the bottom of the mountain.

If there is a throwdown over the choice, Spritely tries to put maneuvers on crew members while Bloodbeard, Thousand Killer, and his crew go toe to toe. Bloodbeard takes three minions to himself to give him numerical advantage and act as armor. The rest get split up to occupy various of the crew members.

The fight won't get the chance to finish, however, since they'll get notice that the Ultima has arrived after three exchanges. Bloodbeard tries to call a truce, but if that doesn't work, he leaves his minions and retreats with Spritely and Thousand Killer.

# Fresh Meat

## Anders Smith, Barracado Ultima Malé "Bad Hand" Duriog

Anders Smith is the highest ranking Barracado pirate in the galaxy. To become Ultima requires ruthlessness and ambition, which Smith possesses in spades.

**Stress:** □□□ □□

**Armor/Shields:** Armor 1, Shields 1

**Fate:** 4

### Skills

Rapport Great (+4), Resolve Great (+4), Leadership Good (+3), Guns Good (+3), Intimidation Fair (+2), Weapons Fair (+2), Contacting Average (+1), Empathy Average (+1)

### Aspects

"I'LL DO THAT!"; CENTER OF THE UNIVERSE; "I'M THE ULTIMA."; KEEP GRACE OUT OF THIS; CUNNING & RUTHLESS; "GET 'EM!"

### Stunts & Species Abilities

There's a Familiar Face (pg. 21), Shot on the Run (pg. 114), Unflappable (pg. 119)

### Gear

Heavy Blast Pistol (Damage 3, Range 2, BIG AND INTIMIDATING), Vibrosword (Damage 4, Accuracy -1), Ballistic Cloth (Armor 1, HARD TO DETECT), Defense Screen (Shields 1)

### Smith's Crew

Average (+1) Physical minions, armed with knives (Damage: 1, 2 vs shields, -1 vs. armor) and blast pistols (Damage: 2, Range: 2).

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Bad Hand is in charge of the shipping slips at Port Septima. You don't get a position of authority among the Barracado without being serious bad news.

**Stress:** □□□ □□□

**Armor/Shields:** Armor 1 (2 vs. hand-to-hand), Shields 1

**Fate:** 2

### Skills

Alertness Great (+4), Fists Great (+4), Might Good (+3), Endurance Good (+3), Athletics Fair (+2), Empathy Fair (+2), Resolve Average (+1), Intimidation Average (+1)

### Aspects

BIG AND BLUE; WON'T GO DOWN EASY; NOTHING GETS PAST ME; SMITH LOYALIST; BRING THE BAD HAND DOWN; I RUN THE DOCKS

### Stunts & Species Abilities

Thick Skinned (pg. 23), Third Arm (pg. 23), Great Strength (pg. 23), Hand-Eye Coordination (pg. 23), Sharp Eyes (pg. 109), Crippling Blow (pg. 113)

### Gear

Scatter Blaster (Damage 3, Accuracy 1, Range 2, Scattershot), Ballistic Cloth (Armor 1, HARD TO DETECT), Defense Screen (Shields 1)

### Bad Hand's Port Gang

Average (+1) Physical minions, armed with knives (Damage: 1, 2 vs shields, -1 vs. armor) and blast pistols (Damage: 2, Range: 2).

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Sample file

# Fresh Meat

## Flavio “Grumpy”

Grumpy is always by the Ultima’s side and he lives up to his name. He’s rough to Smith’s smooth, and is quick with an insult or incendiary comment. He’ll fight to the death for Smith, though.

**Stress:** □□□ □□□

**Armor/Shields:** Armor 1 (2 vs. hand-to-hand), Shields 1

**Fate:** 2

### Skills

Weapons Great (+4), Resolve Great (+4), Intimidation Good (+3), Guns Good (+3), Alertness Fair (+2), Burglary Fair (+2), Athletics Average (+1), Stealth Average (+1)

### Aspects

SHORT AND ROUND; “EMPATHY IS FOR SUCKERS”; I SAY WHAT I THINK; “SCREW YOU, I’M ANDERS’ FRIEND”; “THINK YOU’RE TOUGH?”; I ONLY HAVE A BAD SIDE

### Stunts & Species Abilities

Thick Fur and Fat (pg. 37), Hard to Kill (pg. 37), No Natural Weapons (pg. 37), Universally Despised (pg. 37), Anything Goes (pg. 122), Still Standing (pg. 119), Infuriate (pg. 115)

### Gear

Automatic Ballistic Pistol (Damage 3, 1 vs. armor, Range 2, Autofire), Spiked Axe (Damage 2, 4 vs. armor, 2 vs. shields), Ballistic Cloth (Armor 1, HARD TO DETECT), Defense Screen (Shields 1)

## Thark Azog

Azog is Hacragorkan pirate captain with a bad temper and a vast capacity for alcohol. He doesn’t like strangers and is happy to dig into it with any non-Barracado who comes along. If he lives, he’ll be out for revenge.

**Stress:** □□□ □□

**Armor/Shields:** Armor 1

**Fate:** 2

### Skills

Guns Great (+4), Endurance Good (+3), Intimidation Good (+3), Fists Fair (+2), Alertness Fair (+2), Weapons Fair (+2), Athletics Average (+1), Might Average (+1), [ ] Average (+1), [ ] Average (+1)

### Aspects

BIG MEATY FISTS; “YOU TALKIN’ TO ME?”; HEAVY DRINKER; CONSTANT SCRAPPER; COME AT ME, BRO; DAMN, HE HITS HARD

### Stunts & Species Abilities

Quick Healer (pg. 24), Dangerous Bearing (pg. 24), Pugnacious (pg. 24), Now You’ve Made Me Mad (pg. 112), Two Fisted Shooter (pg. 115), Scary (pg. 115)

### Gear

Two Heavy Blast Pistols (Damage 3, Range 2, BIG AND INTIMIDATING), Knife (Damage 1, 2 vs. shields, –1 vs. armor), Ballistic Cloth (Armor 1, HARD TO DETECT)

### Azog’s Crew

Average (+1) Physical minions, armed with knives (Damage: 1, 2 vs shields, –1 vs. armor) and blast pistols (Damage: 2, Range: 2).

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# Fresh Meat

## Demi'n

This taciturn and cruel Templar is branded on his forehead with the murderer's mark. His face and neck are scarred from countless knife fights and he always seems to have a naked blade in his hand.

**Stress:** □□□ □

**Armor/Shields:** Armor 1

**Fate:** 1

### Skills

Weapons Great (+4), Athletics Good (+3), Alertness Good (+3), Burglary Fair (+2), Stealth Fair (+2), Sleight of Hand Fair (+2), Endurance Average (+1), Intimidation Average (+1), [ ] Average (+1), [ ] Average (+1)

### Aspects

"SUBMIT, OR BE CRUSHED."; ARROGANT; BRANDED MURDERER; BATTLE-SCARRED; HANDY WITH A KNIFE

### Stunts & Species Abilities

Close at Hand (pg. 122), Riposte (pg. 122), Strike to the Heart (pg. 122)

### Gear

Two Balanced Vibrodaggers (Damage 3), Vibro-blade (Damage 3), Ballistic Cloth (Armor 1, HARD TO DETECT)

## GB Steve

Steve is obviously not a Tetsuashan name, but that's what his crewmates call him. No one knows what "GB" stands for. For a Tetsuashan, Steve is quite unstable. He shows emotion and quickly flies off the handle into a murderous rage.

**Stress:** □□□ □

**Armor/Shields:** Armor 1

**Fate:** 1

### Skills

Guns Great (+4), Weapons Good (+3), Fists Good (+3), Endurance Fair (+2), Alertness Fair (+2), Might Fair (+2), Athletics Average (+1), [ ] Average (+1), [ ] Average (+1), [ ] Average (+1)

### Aspects

FEARLESS; SLUG-LIKE FORM; THE "GB" STANDS FOR [ ]; SHORT FUSE; UNUSUALLY BLODDTHIRSTY; COMPLETELY MAD

### Stunts & Species Abilities

Slime Trail (pg. 35), Squish (pg. 35), Resilient (pg. 35), Regenerative Powers (pg. 35), Poisoned by Salt (pg. 35), Reduced Speed (pg. 35), Anything Goes (pg. 122), Rain of Lead (pg. 114), Dirty Fighter (pg. 113)

### Gear

Flechette Pistol (Damage 3, 5 vs. unarmored organics, 1 vs. armor, Accuracy 1, Range 2, Scattershot, SCARY AS HELL), Chainaxe (Damage 5, Accuracy -1, REALLY DAMN SCARY), Four Fragmentation Grenades (Damage 5), Ballistic Cloth (Armor 1, HARD TO DETECT)