

The player party receives an assignment to retake a mid-range fast freighter, the *Cassandra*, and deliver it to its originally intended destination.

Specifically, WY Corp is concerned about some of the cargo the freighter is carrying, which is owned by one of its subsidiaries. It's both valuable and bulky (and highly classified), and the best way to recover it is to recover the whole freighter.

The freighter left its point of origin (classified) but never arrived at its destination in the Mendel system. A WYC bio-surveyor onboard the space station Delilah's Return (orbiting the planet Vecnasai in the Alabaster system). The surveyor, a Mr. Stefek Górski, reported the ship to his superiors in response to the missing ship alert, and was given immediate authority and an expense account with which to hire mercenaries to commandeer the freighter and see that it ends up at the WY Corporate docks in the Mendel system. A basic notice directs the players to meet him for further details, but promises a substantial payment, "something not quite worth as much as the freighter and its contents, but that we believe persons such as yourselves will find more useful."

The players meet the Mr. Górski in a hotel named Goldfish Falls for a more detailed briefing. (A note on WY Corp: if I haven't given the answer to a question in this document and it's something he would know, it's probably classified). He can tell the players that, so far as they can tell,

- The pirates are small-time and have no idea they've got anything this important
- They are in the process of fencing their plunder
- They haven't yet offloaded the vital cargo. As such, signs of tampering with the vital cargo are grounds for breach of contract claims. Further, Mr. Górski is not able to identify for the players which boxes contain the important cargo.
- Much larger crew size than strictly necessary for a ship that size, but at least some of them are out in the station enjoying shore leave.
- The pirates appear to have no cohesive dress code, but look almost respectable. They're a mix of human and opaleite.
- It is unknown whether any of the original crew survived the takeover. WYC will pay a bonus for any original crewmembers that are recovered alive.

He also has extremely detailed construction schematics of the relevant freighter class, but no assault experience whatsoever, so will refrain from advising the players on tactics. The schematics are nauseatingly detailed and comprehensive, and so require a null-G construction background or a DC 40 Investigate – int check to make much of.

If they can make sense of the schematics, hand the players a copy of the annotated schematics. Otherwise, the blanks will do. I then recommend sitting back and letting them have a reasonably lengthy planning session.

Note to DM: there weren't any survivors of the original crew. PS: However, it is a possible vehicle for players coming in halfway through the game.

On arriving in Mendel, the PCs are debriefed by a wallpaper of a garter snake with an obviously software-manipulated voice. They are thanked, directed to an office to receive the reward, and very matter-of-factly informed that leaving the visitor-approved section of the docks (yellow stripe on the walls, very helpful) will result in immediate arrest and detainment.

Since the freighter and its contents are all legal salvage, and thus represent a lot of money, the reward for delivering them to WY Corp is a petty cash payment of 600 credits per person plus the title to a military surplus Corvette-class warship. Regardless of PC intransigence, the Corvette reward is never revealed before mission conclusion (Mr. Górski doesn't even know about it).