

STAR COWBOYS IN SPACE

KEEP FLYIN' AND PROTECT YOUR OWN.



A DENIABLE TREATMENT
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STAR COWBOYS IN SPACE

MODE

"Black Humour"

LOCATION

The Final Frontier

TIME PERIOD

The Future

GENRE

Heist

THEME

Keep flyin' and protect your own...

THE PITCH

An ensemble of outcasts from all walks of life find themselves drawn together to perform 'the big score' that will change their lives.

INSPIRATIONS

Firefly and Farscape

KEEP FLYIN' & AND PROTECT YOUR OWN

When yer' flying out in the' void, yer' as free as yer' ever gonna git? I mean, it's all nice and dandy ta' be living in some big-smoke city on a Core World, an' the food is mighty fine, but where's the fun in' bein' civilized? Out here in the Rim, life is more... more real. We make our own rules. We make our own fortunes. Or we sure as hell try. An' if the law git's in the the way, well I say, let 'em try an' catch us. Caus' us, we is more than a crew. We is a family.



THE CREW IS YOUR FAMILY

(and not everyone is aboard!)

	1	2	3	4	5	6
1 Life partner	is an almost too-perfect human	is an 'elder being'	from another world	is your old CO	is a synthetic lifeform	is a 'companion'
2 It's just business	married for contract to get an immigration certificate	married to a partner with huge debt	married because of your huge debt	showing your illegitimate child the ropes	online romance with a cyber-sphere sensation	as a surrogate parent
3 Bond of camaraderie	with the 'arty' crowd	in a band	with a close friend from way back	with your ex	with an ol' army buddy	with an an underworld figure
4 Independent	because still pining for old sweetheart	with an AI implant	with funds from wealthy uncle	working for a adventurous noble	but being stalked by a one-night stand	with therapist
5. Romantic relationship	and going 'steady'	with a co-worker	with an alien	because of a social experiment	with devious sycophant	with the enemy
6. It's complicated	inseparable from your clone	has a weird pet	with symbiotic being	"I am your father!"	serves an evil genius	personal assistant

THE MISSION DOSSIER

WE HAVE LIFT OFF!

(The activity or rumors that set things in motion)

	1	2	3	4	5	6
1	Small freighter ships buzzing about	Nervous stranger	Missing crew member	Catatonic guy in lobby	Secret compartment	What is that thing?
2	Who left it unlocked?	Forbidden planet	Of course I trust him.	Map to hidden treasure	Missing cargo	Shooting starts
3	Missionary needs help	Trouble at the gas & sip	Strange asteroid formation	Why are those guys all dressed the same?	Distress call	Abandoned ship
4	Blocked	Why do humans hate robots?	Ex lover needs help	Long lost relative needs help	Pirates in the area	Radio freedom
5	Strange floating objects in space	Contraband in cargo hold	Ghost channel	Smoking asteroid	Skittering in the walls	Recovered cryochamber
6	SOS broadcast	Why would someone leave this stuff?	Quarantine	Drones	Stowaway	Cult activity

THE OBJECTIVE

(An element of the main mission)

1	Personal revenge	Prove your innocence	Prove the innocence of a 'friend'	Transport something	Transport someone	Find someone
2	Stop someone	Rob someone	Scandalize	Surveillance	Kidnap someone	Rescue a hostage
3	Blow something up	Steal something	Find something	Hide someone	Escape the law	Steal a transport
4	Broadcast the truth	Protect something	Disrupt communications	Convince someone	Teach someone a lesson	Swap something
5	Organise a drop	Deliver something	Escort someone	"Prove" something	Frame someone	Expose something
6	Incite rebellion	Sell a secret	Prison break	Trade technology	Infiltrate	Break and enter

A LOCATION

(An element of the main mission)

	1	2	3	4	5	6
1	Space control center	Pool night at "The Space Hub"	Bonn's comet	Research orbital	Naval Base	Abandoned space station
2	Planet on the Rim	Asteroid formation	Old Earth	Gas giant rings	Core world	Secret room
3	Red light space station	Medical space facility	Shadow of a frozen moon	Lonely planet	Waste Disposal plant	Airducks
4	Docks	Eastfield's shoppingtown	Bazaar	The kissing lakes of Titan	Supercarrier	Religious retreat
5	Starship graveyard	Megacorp HQ	Robotic lab	Commercial transport	City in the clouds	Long range colonist cryo transport
6	Dust cloud	Dimensional rift	Seed Ship	Political forum	Government Structure	Hydrocarbon sea port

A COMPLICATION

(An element of the main mission)

1	Wrong target	Mistaken identity	Clones	Critical systems failure	Love intervenes	Blackmail
2	Wrong location	Body swap	Out of Oxygen	Military police	Stop and search	Betrayal
3	Good place at a bad time	Wrong item	I made those mods myself!	Innocents in the way	Solar flares	Language barrier
4	Followed	Security services	Ancient tech	Friendly fire	It's coming right for us	Blockade
5	Under surveillance	Equipment failure	Out of ???	I said it was too good to be true	Leak	Hallucinations
6	Time flux	Space sickness	Meteor shower	Strange dreams	Humans in funny suits	It's gonna' blow!

AN ANTAGONIST

(Need not be the main "target" and in fact doesn't need to be actively working against the Protagonist . Sometimes, they are just in the wrong place at the wrong time)

1	Intergalactic politician	Interwebs celebrity	Pesky journalist	Greedy banker	Drunkard	Suspected spy			
2	Military police	Dodgy cargo ship pilot	Assassin	Turncoat	Suspected traitor	Scientist			
3	Space station owner	Loud robot bartender	Crime boss	Pretty boy smuggler	Bounty hunter	Ex-lover			
4	Media xxec	Overprotective parent	Intergalactic lawman	Private investigator	Drug dealing shrink	Evil genius			
5	That guy looks totally like me!	genetically engineered child	Alien horde	Medical 'practitioner'	Space pirates	Serial killer			
6	Loudmouth catgirl	Retired general	Android supremacist	Treasure hunter	Mad scientist	Fleet commander			

GROUP THERAPY

Group therapy is a little different in this hack as the protagonists are working for themselves or possibly for a different employer each time. If the players are working for themselves, skip the group therapy session and have an out of character discussion about the game. If the players have completed (or not completed) a job for a patron, the patron can conduct a suitable group therapy session.