

## -CHARIOT OF THE GODS KICKOFF BANTER - ACT 1

### MILLER

- You can't wait to get a greasy burger at Sutter World's supply depot.
- The Saturn J engines on the Montero are total crap. Your cash is going straight into new engines.
- If you have to deal with another colonial picket ship before being allowed to land on Sutter's World, you're going to lose it.
- Helium-3 prices dropped right before you left Anchorpoint Station.

### DAVIS

- You have a huge headache.
- Sutter's World is a backwater colony. Why can't the company send you someplace fun?
- The price for Helium-3 better not have dropped since you left Anchorpoint Station. You really need the cash.
- The flatbed cargo lifter, the Daisy, has rusted retainer seals. Hopefully it can drop off the tritium tanks before it breaks down.

### RYE

- You get dibs on using the Montero's brand new power loader before anyone else.
- The Montero's sensors developed a glitch before you left Anchorpoint. The sensors need an overhaul.
- This whole transport trip was a "special order" from some Weyland-Yutani VP. Anyone know if uses the new bonus system?
- Bionational just offered you a new job, but the benefits suck. You're not sure if you're going to take it.

### CHAM

- The flatbed cargo lifter, the Daisy, was making a weird noise when you left Anchorpoint. Anyone take a look at that?
- You really want a good cup of coffee. If the coffee machine is broken again...
- Even though you've been together as a crew for a few months, you love these guys.
- There's 200,000 tons of Tritium gas in the cargo hold. Guess it didn't blow everyone up!

### WILSON

- Waking up from hypersleep has given you a migraine.
- When you left Anchorpoint, the Montero's hull was packed with 200,000 tons of dangerous Tritium gas. It should have all decayed to Helium-3 by now. Right?
- Anyone know the chipper girl who works the Sutter's World beacon tower?
- Bionational just laid off half their R&D group. Wonder what's going on over there.

### GM's Notes

Hand each player their banter card at the start of the session.

Tell everyone they're waking up from hypersleep and are groggy as hell. Then, each player should take turns reading or paraphrasing a line from their banter card. The scene ends when everyone's gotten through all the information.

Encourage them to improv and make it organic!