

"THE LIGHTHOUSE" SESSION SUMMARY - JULY 12, 2007

System Briefing

July 2502 - The Lighthouse, the Galactic Concord's huge spacefaring space station that wanders the frontier region of space known as the Verge, is currently in drivespace, having made starfall from Aegis to the Mikoa system. I won't bother describing Mikoa because it's not like we end up there anyway.

Character Briefing

Paul is our brave GM, and each player has two characters.

Chris:

- Rokk Tressor, Concord Intelligence Bureau agent and station greeter
- Ten-zel Kim, the Void*Corp ambassador and playboy

Peco:

- Adun Zelnaga, the psychic Fraal (like a Grey) ship's doctor
- Ivan Stukoff, the Thuldan retired general and ambassador

Patrick:

- Lenny, the T'sa (like a little lizardman) ambassador
- Martin St. John, the Concord Star Force pilot

Ernest:

- Ken Takashi, Concord Star Force captain
- Markus Oroszlan, retired Thuldan warlion (mutant), bartender of The Corner, and arms dealer

After Action Report

Scottish Foreplay

While in drivespace, usually things are calm on the station, but tonight there's a lot of noise complaints coming from The Corner, the local bar and casino. The regulars are seated on their normal stools, but the crew of the OSS Red Ensign (Orion Leaguers of Scottish ancestry) are in port. All of them are in The Corner, and are boozing it up, partying, singing, and playing their traditional bagpipes! "It must be tough to be a telepath in a place like this!" yells a bar patron to Frails. "Not if you're drunk!" he replies.

Rokk Tressor thinks that the bedlam is a little much, and heads over to ask the space Scotsmen politely to keep it down. They are roaring in laughter at some jest and boozing it up as he walks up. His request for them to simmer down goes poorly, and a drunken Scotsman jacks him from behind with a chair, drawing blood.

“Anyone causes trouble in my place, I finish it!” yells Markus. He vaults over the bar and calls for Swede, the bouncer, as he runs over to the chair-wielding Scotsman, wrenches his arm behind him, and bum-rushes him out of the bar’s door. Rokk uses his power martial arts to throat-chop another Scotsman. The ship’s crew all leap to the attack and start ganging up on Rokk and Markus. Rokk drives his palm into his opponent’s nose and drops him.

Lenny uses his defensive martial arts to run up and tail-whip the captain, who is the one playing the bagpipes. The captain keeps playing, but two of his crew jump on the lizard-man and begin drubbing. Adun tries to levitate above the fray, but those three beers make it harder than usual. He instead starts trying to set their kilts on fire. A Scotsman screams, grabs his crotch, vainly pours a pitcher of beer all over himself, and flees.

Lenny springs up into the face of one of his assailants and bonks him with a small scaled fist. The Scotsmen start picking up chairs and other implements of destruction. One swings at Markus so wildly that he hits his comrade and breaks the chair across him. Markus gives him a Brock Samson style insane look and punches him in the head, making him see stars, and then sends him off to nap time with an uppercut.

Lenny finishes off his first opponent and charges the bagpipes. The captain raises them up in irritation with the small lizard hanging onto the sack. Adun uses his telekinesis to push one of the Scotsmen backwards over a downed comrade, and he falls to the floor and begins puking on Rokk’s shoes. “Guns of Navarrone!” he exclaims. (Rokk doesn’t curse.)

Markus stomps over and grabs the last marauding Scotsman around the neck with one hand and strangles him. Adun takes the opportunity to send thoughts of inferiority into his mind as his consciousness slips away. Rokk picks up a cold beer and applies it to his throbbing chair wound.

Adun treats him for his surprisingly bad injury. “How many organs are your species supposed to have? Just calm down, miss!” says Adun as he vainly tries to doctor him. The captain of the Red Ensign collects his wounded crew and they depart. Markus demands he pay for the damages to the bar.

The Local Yokels

Captain Takashi is having a frustrating meeting with Reisman Quayle, a high level Orlamist cleric. The station administrator has finally started to ignore him and the captain’s his new target. “The administrators are not taking sufficient care of this holy place! The subconscious of God is in drivespace, and it is an opportunity to commune with the divine!” The conversation goes downhill as the cleric says that many of the station staff are still of the Orlamist faith and that the Captain might find it difficult to get things done if he’s not respecting their wishes. The Captain replies that the station has sufficient brig space for many troublemakers. “Orlamu is a religion of peace!” claims Bishop Quayle. “There are two kinds of peace,” replies Captain Takashi.

Wrong Turn at Albuquerque

Martin St. John is at the helm of the Lighthouse as starrise approaches. As we pass into normal space, he is the first to detect that gravitational readings are off. “Captain, something’s wrong!” Displays come up and there is a single class F2 star instead of the expected binary system of Mikoia. The communications officer says he’s picking up the nav beacon for the Corrivale system. Its one inhabitable planet, Grith, is a Hatire colony also inhabited by “free” sesheyans. There’s a Concord space station and a Void*Corp mining planet in the system as well.

Administrator Wakefield calls the bridge up and asks what’s going on. Captain Takashi informs him of the situation and that the navigation and engineering staff are investigating the cause. He tries to call that Mechalus weirdo who is the head of engineering but apparently he’s on shore leave on some ice planet.

The Thuldan ambassador is informed of the change in itinerary by Administrator Wakefield. He revamps his plans. He knows that the sesheyans on Grith have conflict with Void*Corp – back in

old space, the sesheyans are all property of Void*Corp. This colony claims they were “abducted by aliens” and brought here before Void*Corp took over their planet and did the indenturing, so they’re free! Few believe this but the Concord backs the story to keep the sesheyans free and to spite Void*Corp.

MINA, the ship’s AI, pops up and tells the bridge crew she has detected the warp signature of a battlecruiser-sized ship which will be arriving 1.2 hours from now. This gets Captain Takashi’s and Commander St. John’s attention. We contact the Concord space station Omega and they aren’t expecting anyone. No one is supposed to have a ship of that size here in the Verge but the Void*Corp ship Poison, of that size class, has been here twice before. The Captain has all staff go to their duty stations. “Mr. St. John, find out where that ship is starrising,” says the Captain. The pilot narrows it down to the segment of the system where the mining planet Iphus is. They set course for there immediately. “Get me Ten-zel Kim!” demands the Captain.

The engineers tell the Captain that it’s not a navigation error – it must have been a computer hacker! Meanwhile, Ambassador Stukoff contacts the Void*Corp planet to get more info (they and the Thuldans are friendly) and he finds out most of what the command staff knows.

Marines show up at Ten-Zel Kim’s quarters and tell him the Captain wants to see him in his ready room. He puts on one of his pimpalicious outfits and accompanies them. The Captain tells the Ambassador about their unplanned arrival and the incoming ship. He asks him to contact his government to find a peaceful resolution of this situation and warns him to stay on the station. As soon as he leaves he asks the Marines to make sure he doesn’t go anywhere. He asks Wakefield to get the CIB (Concord Intelligence Bureau) looking into the whole thing. Shortly, Rokk Tressor gets an anonymous call briefing him – his cover is as a ship’s greeter, but he’s really a CIB agent.

Lenny the T’sa is contacted by an “associate” of his, Moff Thalin, a sesheyan of notorious reputation. He indicates that there’s something important going on and wants to come to speak with him in person aboard the Lighthouse. Lenny quickly agrees. The Thuldan ambassador goes to demand more information from the captain. Captain Takashi generally blows him off.

Ten-zel Kim contacts Mayasa Ombe, the system's Void*Corp security chief. She tells him he has the brains of an eel and asks how he let the Lighthouse show up at this time. He takes this in reasonably good humor. A planetary defense system was recently stolen by the Angel Crime Syndicate and taken to an asteroid base, she tells him, and Void*Corp would like that system destroyed.

Markus, hearing we're in Corrivale from bar gossip, starts to look for a local buyer for his illegal arms! Checking around, he quickly discovers that there's a representative of the Aanghel Crime Syndicate coming to the station, and that he plans to meet with Lenny.

The crew continues their data forensics to determine the cause of their misjump. A sophisticated hack job was done to the computer from within the Lighthouse. They can add more safeguards to prevent a repeat occurrence but it'll take a couple days. The Captain feeds this info to the CIB and Rokk starts trying to figure out who would have done this. He also finds out the crime lord guy is coming to the station. People don't keep secrets well around here.

Lenny arranges for a suite at a nice hotel, His Emperor's Palace, for Moff Thalín. Markus contacts Lenny and lets him know that there's an open line of credit at The Corner for his friend. The Captain makes a station-wide announcement that the Lighthouse has suffered a "misjump."

Hide Your MP3s

Ten-Zel tells the captain that a ship of some sort is coming to deal with pirates at the request of the Hatire on Grith. He tells him about the stolen defense system as well. The Captain contacts the colony immediately. They claim they did contact Void*Corp about their but didn't know about the battlecruiser... But they generally hew to the VC line. Consulate Minister Thayne wants to be on the bridge when the battlecruiser arrives. The Captain agrees, and also brings in the other interested ambassadors – Void*Corp, Thuldán, T'sa, etc. (We are quickly becoming clever at finding in-character ways to involve the other players' characters in the action.)

The battlecruiser starrises and the Lighthouse hails them immediately. They ignore it for a minute and communicate with the colony instead. We continue to hail them and try to look

menacing. Captain Janus Palavir finally contacts us and we agree to meet and discuss the situation.

After a while, we negotiate a middle road between “We demand you leave the system” and “We demand you lick our scrotes.” The Void*Corp ship will spend 3 days sweeping the asteroids field where the pirates are said to lair – we send our 2 destroyers and cloud of fighters to escort them and make sure no innocent belt miners get caught up in the dragnet.

The captain sets up a meeting with the local CIB agent in the men’s room of the Corner. He briefs him on the situation and says “I need you to figure out a way to get that defense system back without any bloodshed.” Rokk says that a pirate representative will be showing up on the station soon. “Should I talk with him, or abduct and interrogate him?” “This is where I don’t really want knowledge of what will happen.” <FLUSH> “Boy, I shouldn’t have had those churros!” The Captain marches out of the men’s room.

Captain Takashi, Commander Martin St. John, Doctor Zelnaga, and the Void*Corp ambassador decide to accompany the destroyers on their mission.

Rokk goes to Markus and talks to him about a scheme to liberate the planetary defense system. The Thuldan ambassador gets in on it, then they go to the T’sa with their plan. The Anghell family is one of the power blocs of the sesheyans which uses crime to get ahead. We hatch a plan to sell arms to the sesheyan, then stow away in the crates aboard his ship, and get to the planetary defense system first!

Tale of the Man-Bat

Moff shows up with a host of other sesheyans. Sesheyans are kinda batlike humanoids with eight eyes adapted to low light. Rokk arranges to be his greeter. He challenges his status as a visiting dignitary and makes his bodyguards leave their weapons at security. Annoyed, he meets with Lenny and gets put up and placated, and told about his line of credit at the casino. They pause to freshen up by splashing leaf water on and oiling their eyelids.

They come to Markus wanting to procure some personal weapons. He gives them some freebies and parlays it into selling them crates full of military grade weapons, and tips them off to the Void*Corp battlecruiser. They jet as soon as they hear that! The V*C'ers are jamming comms so the only way to warn their buddies is to go back to the base. Markus kits himself out in cerametal clamshell, an assault shield, a Thunder 150 gravmace, and a D16 plasma rifle. And some flash and frag grenades. Standard ship assault gear. Ah, those were the days, he thinks. The Thuldan ambassador brings some personal guards along, and the T'sa and CIB mole come too.

We pack ourselves into crates and get carted to the pirate ship. It's a cutter with a likely crew complement of 10-20. It zooms to the pirate base in short order; we barely have time to start craving oxygen.

The pirate ship lands in the asteroid base and the crew leaves. The cargo door opens and a voice calls out to us, "We scan all ships when they arrive. Come out and drop your weapons!" We burst out of our crates into a dark, warm environment. Sesheyans armed with laser rifles and decorated in luminescent war paint flit about.

Markus initiates negotiations by throwing a flash grenade out into the cargo bay. A brilliant light burns briefly, dazzling the sesheyans. They return fire, and one that's smaller than the others holes one of the Thuldan guards through the head with an expert laser pistol shot. Markus splashes plasma over him. Rokk fires his maser pistol at the circling aliens. Those "in the know" wonder how the heck this guy got his hands on something so super high tech as a maser! The mass of sesheyans fire streams of laser down at the warlion; his cerametal shield takes the brunt of it. Ivan fires his arc rifle at the leader as well.

Lenny detonates a sabot round right in one of the sesheyans, which falls to the ground. They all fire at the warlion again, this time to better effect, wounding him. Their leader zaps the Thuldan ambassador with his laser pistol and deals him a mortal wound! He's clearly a crack shot. Markus recognizes this sesheyan as Pe Terei, second in command of the Anghell syndicate. Lenny shoots down another sesheyan. Ivan hits the leader with his arc gun and he falls. They all fire at Markus; he charges them and KOs one instantly with his gravmace. Rokk knocks another

out with his stutter pistol; only three sesheyans persist in their attack. Ivan shoots one and Lenny shoots one; the final one zaps Markus just as he is murdered by a gravmace. Markus topples over, unconscious, atop the last sesheyan's dead body.

He comes to after some medical help, and the rest of the party binds the pirates that are still alive. We talk with Pe Terei, and with some rough talk from Markus, convince him that indeed Void*Corp is coming to wipe them out with a battlecruiser. Pe protests that there are secret talks here between Void*Corp and the sesheyans tribal council to hammer out details of their freedom! "Oh, yeah, that sounds plausible," we reply. We know we need to go get the sesheyan council off the station before Void*Corp melts the place down. And at that point, warning klaxons go off, calling everyone aboard the station to general quarters.

Wrapup

Next time, we'll have a simultaneous ground and space battle, Return of the Jedi style!