

# ALTERNITY STAR\*DRIVE "THE LIGHTHOUSE"

## SESSION SUMMARY - JANUARY 23, 2011

### The Characters

Player	Character	Deal	Class	Status
Ernest	Cpt. Ken Takashi	Concord Naval Officer	Diplomat (TO)	Offstage
Tim	Haggernak	Weren Concord Administrator	Combat Spec	Offstage
Bruce	Lambert Fulson	Rigunmor Guido	Free Agent	Present
Patrick	Lenny	T'sa Ambassador	Free Agent	Present
Ernest	Markus Oroszlan	Warlion Bartender	Combat Spec	Present
Patrick	Martin St. John	Concord Naval Officer	Tech Op	Offstage
Tim	Gerard Peppin	Borealin Ambassador	Mind Walker	Present
Chris	Dreth	Pict Warchief	Combat Spec	Offstage
Bruce	Taveer	Mechalus Concord Engineer	Tech Op	Offstage
Chris	Ten-zel Kim	VoidCorp Ambassador	Diplomat (TO)	Present

### Pregame Festivities

Everyone is in attendance and early to boot. Bruce brings gamer chow like "rugalah" and "macaroons," which causes us to question his manhood. Bruce is no stranger to this treatment, though he had hoped that this selection was manlier than his previous usual offering of "scones and berries." Ernest regales everyone with tales of the muffinheads on the show "Alaska Gold Rush," doing a heroic job of relating it to actual gaming experiences of his past.

### The Adventure

As you may recall, Peppin, Ten-zil, Markus, Lenny, and Lambert Fulson were dispatched to make contact with a warlike alien race of draconic centaurs, the Medurr, in order to enlist their aid in the war the Verge is waging against the External threat. We were selected for our propensity for violence (which the Medurr appreciate) and our

disposability (which the Galactic Concord appreciates). We went to meet their leaders, and after beating down some number of dracocentaurs, are in reasonably good with Stykor of Vys, one of the female leaders of their people. We determine that they keep a lot of slave races (most notable – the psionic octopus technicians called the dhamrin and the cute muskrat servants called the pafal) that have most of the marketable skills in their empire, so are walking a fine line between getting them to join us, trading technology with them, and planting seeds for the later destabilization of their hateful society when we have to fight them ten years from now.

### The Cambrian System

The train (a male hunter caste/race of the Medurr) mount up on hover sleds to hunt dinosaurs on Cambria II (or, as the snake-heads call it, Marvystarkol). Markus, Lenny, Ten-Zil Kem, Lambert Fulson, and Ambassador Peppin are all about this. We review the aliens for the guys who missed last time, and Lambert Fulson is intrigued by the dhamrin, or “octohookers” as we have dubbed them based on their concept art. “I know what Lambert’s been up to the last couple days!” he chortles. We leave him to his Dream of the Fisherman’s Wife and move on with the plot.



*The dhamrin. No, really.*

## Turok: Dinosaur Hunter 43: The Quickening

We are transported down to the base of the mountain the hunting party is starting off from. Upon review, the planet's surface is hot and has an atmospheric pressure of 4 atmospheres, which prompts Markus to tell everyone to "wear your galoshes. And by galoshes, I mean e-suits." Peppin tries to figure out how to get a toga on outside his e-suit.

Our strategy for the dino hunt is:

1. Don't get killed
2. Impress the Medurr and entertain ourselves by killing dinosaurs
3. Test out our technique for deactivating slave collars (the Medurr's slaves all wear Running Man style exploding collars, but only use Tech Level 5 encryption so we think we can override them)
4. Evaluate Medurr tech in whatever ways it is exposed to us

Lambert Fulson vows to get to the heart of the Pafal black market. "They're so cute and all, they must be up to something!" He investigates but is unable to locate the organized crime that must be at the heart of the Ewok-like slave race.

The ruling females of the Medurr, Nystor of Kor (cool chick, the daughter) and Stykor (main ambassador, the mom) aren't coming, they just send us with the lower ranking guys for a killfest.

Markus advises everyone to "Mind their cornholes" because he's sure they're going to unleash their invisible assassin caste of Medurr (the khaln) on them at some point, and if a hunting trip was good enough cover for Dick Cheney to try to kill a guy, it's certainly good enough for a bunch of other inhuman cold-blooded aliens.

Then Georgina, our gaming group's groupie, wandered in, and attention was diverted from the game for a while, while everyone babbled out confused recollections of the Will Farrell movie "The Other Guys." No one can remember the exact nature of many of the scenes, or quotes, or characters, but all agree that it was funny. Once discussion gets around to Jason Jones in a thong, we finally become ashamed enough that we finally we return to the game.

We load up on a hoversled; as it's generally configured for centaur-shaped alien use we have to bungee cord ourselves to protrusions to stay aboard while it's in motion. Peppin decides to ride one of the one-horned dinosaur mounts that he names "narwhalkers." As he has no skill at this, they end up having to duct tape him to the thing's back to keep him on. The train ride them too; we all suffer Sanity loss at the sight of a draco-centaur mounted on the back of a dinosaur Tauntaun. "That's very extro," notes Ten-zil. Our train handler advises us to stay under tree cover because the "argents," big pterodactyl creatures native to the planet, might attack if we're out in the open during the daytime. The train don't believe in using powered weapons to hunt because it affects the taste of the meat. Everyone but Markus decides that's nice and quaint and pulls out their maser weapons. Markus borrows one of their heavy crossbows, as he's never killed anything with that weapon before and one of his personal goals is to kill something with every weapon he encounters. The train refer to Lenny as "our female," and we do nothing to disabuse them of this concept.

To pop our cherries on the whole concept, we drive our truck up to some large crocodile-like amphibian sunning itself in the swamp and open up on it with our weapons, then drive off with a squeal of hover-tires hooting and hollering. In the background, Tiffany and Debbie Gibson catfight. "Leave no trace, bitches, woووо!!!!!" we scream as we do donuts across the Cambrian countryside.

## Jurassic Park 28: Electric Boogaloo

Now we go hunting the wild Cambryonyx. They are like a cross between a T-Rex and a Velociraptor – T-Rex big but hunt in packs. We all complain that all the dinosaurs we learned about as kids don't exist any more. Did you know that both brontosaurus and triceratops have been deleted by nosy paleontologists? Screw science! Anyway, we quiet down and try to sneak up on the Cambryonyxes. The train tells us that the narwhalkers will draw them out since they're the carnivores' natural prey. We look over and see Peppin clinging desperately to the back of his mount as it trots around ignoring his frantic commands and resolve not to tell him this.

A Cambryonyx charges out of the underbrush at us! It's a hundred meters away, and Lambert immediately pops it twice with his sabot pistol. It roars as it lumbers towards us at 50 meters per phase! This concerns us. Markus deals it a mortal wound with the heavy crossbow the train gave him. Ten-zil desperately yells at the driver to back away from the beast. Peppin tries to urge his dinosaur mount to follow the hoversled but it ignores him. The train with Peppin notes, "That's OK, you're safer here – they are headed right into the ambush."

The train knock down the charging dino with a hail of crossbow bolts, but another pounces out of the jungle right onto the sled and munches down on Ten-zil Kem! The sled lurches wildly. Markus slashes at the critter with his chainsword as Ten-zil wiggles out of its mouth.

The other train and Peppin ride off to get "the other one," as the train say. "Nothing in this jungle can kill me! Except malaria!" declares Peppin as he urges his mount forward. He sees nothing, but wonders why there's dinosaur drool drizzling down onto his environment suit from above.

Back on the sled, the Cambryonyx chomps up Lenny; only a Last Resort point prevents him from being swallowed. Markus hacks through its throat with his chainsword; it falls and Lenny emerges from its new mouth.

We drive towards the sound of roaring dinosaurs. Ten-zil hears a separate dino roaring.

“Which do we head for?”

Markus says, “Head for whichever one! We get to kill a dinosaur either way!”

“But it could be a trap!”

“It’s not a trap if you deliberately head into it!”

“With the drugs I’m currently taking, I totally can’t argue with that!”

Charlie In The Trees!

We come upon a Cambryonyx that is restrained. This is puzzling. We take a picture and start to drive off when the six khaln assassins jump out of the trees onto our hoversled. “I knew it!” yells Markus. Lenny reacts with reptilian speed and shoots one while it’s still in the air. Markus lights into one with his chainsword, and they start clawing into the rest of the party – our high tech armor takes most of the asswhopping.

“For elite assassins you guys kinda suck!” says Markus as he hacks one of the khaln into bits. Ten-zil zaps one with his maser and Lenny zaps one with his dark plasma pistol. A claw rips into Lambert and he falls bleeding – wait, he uses a Last Resort point and he’s still up. Two khaln are ganging up on Lenny, apparently under the misapprehension that he is our female. Markus lights into one of them.

Ten-zil double taps one of the assassins and Lambert also fires into one. Their alien deflection harnesses are keeping them pretty healthy despite our gunfire. Markus chops into one again and again, yelling “Nap Time!!!” Ten-zil scuttles away from a flurry of claw attacks. Lambert yells, “Aaaaaaa!” as he fires his rocket-gun into his assailant. The rockets bounce off its hide.

“Which of your cowardly females sent you?” demands Markus. “The name of our employer is none of your business arrrrgh,” says one of the khaln as Markus removes its spleen with his chainsword. Ten-zil shoots down his attacker and stands over the body shouting, “That’s right, bitch!” Lambert fires his rocket gun and puts a round right down one’s throat, killing it instantly!

Now there’s only two assassins left. One claws at Markus’ cerametal-clad back in vain. “That’s right, I’m wearing armor! Welcome to the 26th century, dumbasses!” He ignores it and swats the one attacking Lenny, battering it to the ground. “And look, if you use actual weapons it works better!” It has not quite learned its lesson when Lenny shoots it in the head.

Ten-zil takes one unconscious assassin prisoner and finishes off the rest. He liberates six deflection harnesses and a Medurr claw-sharpening set from the bodies. Markus marches over, shoots the bound carnosaur in the head, whips out his T-bar knife, and carves a huge “IX” in its side. “Nice!” says Ten-zil Kem. (Fans of the series will remember that Markus was a warlion shock trooper in the Thuldan IX Legion back in Galactic War II and has a full-torso “IX” tattoo as a result.) “We humiliated those guys like the Packers are humiliating the Bears!” says Lenny. (We have the NFL playoffs on in the other room so we can check them in between scenes.)

Experiments in reviving the unconscious assassin eventually pay off. We ask the dhamrin if it recognizes any of these guys. It extends a tentacle which Lenny takes in his mouth. (They only need touch to communicate telepathically, but we told him it required tentacle-to-mouth contact because we wanted to see if he’d really do it.) It tells Lenny telepathically that they look like the khaln belonging to Teran, Stykor’s sister. She’s the other daughter of Clan Vys leader Tolvys, who doesn’t care much about the alliance one way or the other. When we hear they’re sisters, we naturally assume they’re trying to off one another.

The khaln refuses to talk to us. "Are you willing to tell our female?" Ten-zil points at Lenny.

Lenny protests, "Hey!"

"How about we let you die in combat instead of just cutting you up like a pouchling?" asks Markus. The khaln is surly, but Markus eventually gets under his skin while we go back and have our Ewoks butcher the dino we killed fair and square.

"So why is Teran trying to kill us? Seems like a bitch move. Is she in the thrall of the space vampires?"

The khaln says, "She is smarter than Stykor! She knows we must ally with someone strong like the I'krl!" We nod sagely.

We take him and our dinosaur meat and trophies back to the group. "Hey, we found this assassin wandering around trying to kill us. Feel free and torture him." The khaln, who must have been having a bad day, spills his guts to all and sundry. Markus tells the hunters that he's a battle trophy for Stykor.

### Trial By Combat

We travel back to the mountain. The pafal cook us up some tasty dinosaur steaks. Markus drags the assassin into the throne room, having been told by the thaln that it's the correct protocol for dealing with defeated enemies. He presents her to Stykor and tells her that Teran sent this assassin and is allying with the I'krl.

"These are serious accusations! I must defend the honor of my clan. To prove the truth of your words you must face combat!"

"I figured. Let's do this."

Nyvan, her "first male," will challenge Markus. Markus says, "Fair enough!" He decides to use his gravmace so as not to kill the guy. He rings his mace against his shield and says, "Come get some!" The Medurr male charges him fiercely.

Whap whap whap goes Markus' gravmace. Nyvan is strong and tough and the combat goes for a couple rounds, but in the end the lightly wounded warlion easily beats the Medurr into unconsciousness.

She orders the pafal to restrain her first male and to take out Nyvan's suicide tooth. That seems odd to us, but she explains that he's an infiltrator for Teran. "I kept him close so I would know what he was up to. And he had... Certain skills I valued." We all grimace. "There is not much I need to know, but I will enjoy extracting information from him."

"You are very strong, Markus," she continues. "What is your clan?"

"Uh..." He thinks of the IX Legion. "Clan Nine."

"If you were a Medurr I would be proud to take you as my first male."

"Well, I appreciate that." Markus is relieved he's not going to be press ganged into mating with a dracocentaur.

She goes on to note that if her sister is really conspiring with the I'krl then she's committed treason.

"Well, let's take her out!"

"What do you have in mind?"

"Well, however it is y'all do that around here."

"I can't condone assassinating my sister but you could certainly kill her males. If it could be proven that she was conspiring with the I'krl then she'd be busted down to the rank of servant."

"Would we be able to claim any of her slaves or ships in name of our female?" asks Peppin, indicating Lenny.

Lenny objects, "Hey! Stop that!"

"Shh!" whispers Markus. "They're buying it!"

We decide to interrogate the assassin and Nyvan to see what he knows. We hatch a plan to catch Teran in the act of colluding with the I'krl, getting it on video and then busting in and killing everyone but her. Stykor gets us a blueprint of her base.

The Medurr proceed to interrogate Nyvan. Peppin tries ESP on him, but the Medurr are very resistant to psi. Markus intimidates him into giving up more info – he doesn't know about the I'krl per se but knows she goes in and has private time in her quarters a bunch.

### Rainbow Six: Operation Alien Ambush

We stow away in a train meat transport headed for Teran's base. There's room for ten so we take three Picts and two sesheyan assassins along with us. Lenny juryrigs some "door defeaters" – the Medurr use huge amounts of power to just brute force disintegrate and rematerialize stone walls as doors, but use relatively primitive control tech that we figure we can disable with an EMP gun – and there's no easy way to open a wall if the device is disabled!

The quick plan is for Alpha Team (Lenny, Peppin, and the three sesheyan assassins) to infiltrate Teran's quarters and wire them for video. Bravo Team (Ten-zil, Markus, and the Picts) will go and break the hangar door to where they keep their fighters so they can't pursue. Stykor will send some guys to deliver the heads of Nyvan and the assassins to tweak Teran, get her out of her quarters for a bit, and let her know we're still alive so she'll want to go report to her alien overlords. When Alpha Team signals Bravo Team that she's committed enough taped treason, we kick down the door, kill any aliens or males, and capture Teran, then we all extract via meat truck.

Alpha Team takes out some guards while getting into place. When Stykor's head delivery guys show up and require Teran's attention, Peppin phases through the wall into

her quarters and sets up some camcorders transmitting wirelessly, and then phases back out and gets into position with Alpha Team.

Bravo Team heads in and disables the hangar door with their EMP gun so they won't be able to send fighters after our meat truck, then gets into position to storm Teran's private quarters. There are guards outside, but we wait to get confirmation of treason before we take them out. Teran comes back in, irate after the head delivery, and hauls out a weird l'krl looking device and communes with it. After a while a dark patch appears and a gardhyi and a bareem with a weird bloated pulsating tick on his head appear. Markus tells Lenny, "Y'all and the sesheyans try to take out those door guards quiet like." They move up and take the guards out – a foot thick stone door is a nice sound insulator.

"Is it done? Are the Lighthouse insects dead?"

"No, and they killed my spy!"

"Unacceptable! You must redouble your efforts! Attack your sister head on if you have to!"

"Go go go!" says Ten-zil. We line up outside the door in assault formation. Lenny reaches for the door switch.

The gardhyi's precognition kicks in before we do. "It is too late. You are no longer of use to us." The gardhyi grabs his bareem and teleports away as we open the door and stun grenade the entire room into insensibility.

#### Denouement

A zip-tied Teran is unceremoniously hauled out of her compound in the back of a meat truck and is delivered along with the video evidence to Tolvys' plateau with Stykor. Tolvys busts Teran down to be Stykor's servant. The alliance between the Concord and the Medurr is underway, specifics are to follow. Go Team Lighthouse! XP: 8 for everyone!