

ALTERNITY "THE LIGHTHOUSE" SESSION SUMMARY

02/01/2010

The Characters

Player	Character	Class	Status
Ernest	Cap. Ken Takashi	Diplomat (TO)	Present
Tim	Haggernak	Combat Spec	Present
Bruce	Lambert Fulson	Free Agent	Present
Patrick	Lenny	Free Agent	Present
Ernest	Markus Oroszlan	Combat Spec	Present
Patrick	Martin St. John	Tech Op	Present
Tim	Prof. Gerard Peppin	Mind Walker	Present
Chris	Rokk Tressor	Free Agent	Present
Bruce	Taveer	Tech Op	Present
Chris	Ten-zel Kim	Diplomat (TO)	Present

Game Master's Note: I think Tim, our usual note-taker, was sick or sleep-deprived or something this session. His notes begin:

Domestic positions!

King's Spooge!

Employee contributions!

Spills on the stairs!

Osha violations! Watch your step!

"This enchanted me for about 20 minutes"

Tripped over a bear and then raped by sneeches.

Tater tots under the stairs.

Bakery remainders.

Dolphin sperm sprinklies?!?

I have no idea what any of that means.

Arrival in the Lucullus System

The Lighthouse arrives in the Lucullus system, in orbit of the planet Penates. The planet has no natural sources of water, a poisonous atmosphere, and chaotic terrain! Humans live in underground cities with domes on the surface.

The world was founded by the Union of Sol, who wanted to send the bottom 1% of their population off into space. This didn't really work out for them, as it turns out that there's always a bottom 1% no matter how many people you ship out. The reason for the Lighthouse's visit is to try to convince the various factions of Lucullus to throw their support behind the Verge Alliance. All of the factions are basically criminal gangs – Jamaicans, Picts, Union Penates (mobsters), Technospiders (hackers), Supervisors (psychic freaks), and the Free Trade Guild (teamsters).

Captain Takashi is hailed by the Lucullan League in Port Royal, and invited to visit and negotiate. He brings Haggernak, Martin St. John, Taveer, and Rokk Tressor. They are staying in a lavish hotel in the Vegas-like Uptown section of the Port Royal space dome.

Peppin, Lenny, and Ten-zel go planetside to party it up. Peppin is careful not to let on that he has psychic powers, as that is apparently a death penalty on this planet.

Lambert Fulson goes with them. His goal is to talk to a contact: Bandon the Fireman, called that because he spends his time putting out old flames. Bandon is a gruff and impatient man. Lambert wants him to manufacture some knock-off merchandise for him, and arranges a meeting.

Markus hitches a ride as well to go planetside to buy casino supplies. He also wants to sell guns.

A Day of Leisure

The command staff goes for a round of golf. Takashi is dressed in slacks and a shirt, as does St. John. Taveer shows up in plaid pants and a bright polo shirt with abdomen slots cut out. Rokk is dressed like Sherlock Holmes. Haggernak is wearing his worn afghan and riding his segway.

Haggernack and Rokk play mildly well, while everyone else plays miserably well.

A Day of Action

Peppin, Ten-zel, Lenny, Markus, and Lambert all go to the Midas Palace, which is in the crap part of town. Safety of tourists is not a priority. It's appalling.

Markus doesn't care much for the place and looks up some proper gambling, using his streetwise to locate a backroom game. The PCs go to a game being run out of a motel room. Peppin brings his camera crew, carrying hidden cameras.

Lambert hurries off to an appointment with the Fireman. The Fireman runs the Midas Palace. Whether he owns it is questionable. The meeting is a disaster, and Lambert has the distinct impression that he's in danger of losing his life. He rejoins the others for gambling.

The Ransom Call

Peppin gets a call from his assistant, saying the Jamaican Syndicate are trying to contact him. Peppin is confused. "Are we even in Jamaican territory?" Everyone answers "YES."

Peppin gets connected to a weirdly effete guy in impeccable dress. He has Peppin's cousin with him. Peppin asks "Luc?"

The man makes thinly veiled threats – Luc apparently owes him a lot of money, and either Peppin or Luc's ass are going to make good on it. He wants Peppin to talk to a T'sa named Dem Bavaring, some kind of master thief trained by some other master thief named Olgrr, and talk him into doing one last job. If he does this, then Luc's debts are forgiven. Peppin accepts the job, and negotiates a payment of \$1 million for each team member. Peppin only knows one T'sa, so he asks Lenny about it. Lenny responds, "Now that's a name I haven't heard in a long time..." The t'sa in question goes by a different name now, and it's Lenny!

We get briefed by the Jamaicans on the gig. Union Penates is planning a big charity through the Federated Rescued Orphaned Newborns Trust. It's really a front for their money laundering. The Union Penates set up the Democratic State of Penates as their official government, and now have to do things a little under the table to look honest.

They're holding a private event, a casino party, and are bringing in big "investors." They expect the proceeds to exceed 200 million Concord dollars. The event goes down in 7 days. We need to get our own equipment, but the Jamaicans can help us get team members. The job is to steal the treasury of the FRONT.

There's a competition going on across the street, at another hotel. Omnicron Corp is holding a \$10 million dollar contest to crack their new uncrackable safe and many teams are entering. We already have two adjoining rooms booked, as that's a lovely cover for some real safecrackers.

Plans Go Into Motion

The team goes to the hotel room, and Ten-zel sweeps the rooms for bugs. Markus sets some basic traps. (Basic = claymore mine)

Lambert Fulson starts bribing people, and comes up with the floorplan for the FRONT event. He also finds that the safe hasn't been installed in the building yet.

We case the FRONT building, which sits next door to the hotel, and find a nearby building that is boarded up and in disrepair. We set that building up as our command post, installing various surveillance equipment.

We break into the FRONT building itself that evening. Lenny effortlessly opens the lock on the building. It's a reasonably tall building but they are using the lowest three levels (ground, basement, and sub-basement). Apparently it's abandoned and they plan to spruce it up for the event. We recon it and determine the safe will probably be installed in the basement, and that there's a nonfunctioning elevator shaft that goes all the way from the top floor to that basement. Markus devises a preliminary plan to insert himself and Lenny onto the roof of the building, then Lenny will make his way down the shaft and cut through the wall into the safe room.

The next day, we do research on FRONT: Lambert finds out that it's a front organization, that supposedly focuses on orphans no older than two weeks. People who owe bribes to Union Penates will show up and intentionally lose money, and it makes its way to U.P.

We determine that the SecureBox 2505 safe in the contest hotel is actually a solid block of metal with a fake door and data pad. We make a few calls and extort 100,000 credits from SecureBox to conceal this information.

Ten-zel is left on surveillance duty in the command post. He watches a smartly dressed woman shows up at the target building and coordinate equipment installation and setup of some exterior security guards.

That night we insert into the roof to check out the security. Lenny finds out that the elevator shaft he was going to use to steal the FRONT safe is riddled with monofilament traps and automated sentry miniguns. He disables these.

Game Master's Note: This is the point where our note-taker stopped taking any notes. The rest of this is from my memory, so it probably will be missing a lot of info.

From their surveillance post, the team notes that Union Penates are bribing the local street gangs to get them to not bother their guests. This gives the team an idea to use the local gang, the Chulos, as a distraction. Markus contacts them, gives them some free guns and explosives, and counter-bribes them to cause trouble during the event. They totally fall in love with the warlion and are all about helping him out.

The plan experiences one significant snag when Ten-zel Kim, left in charge of surveillance, gets bored and orders in some hookers. He specifically requests one that looks like the security woman he saw next door. When Markus sees this, he says "Brilliant! What is your devious plan?"

"Plan? Uhhh..." says Ten-zel. "I was thinking about a half and half." Markus slaps his palm to his forehead.

Needless to say, a bunch of hookers going into the "abandoned" building next door draws the attention of the security at the target building. The security goons come to check on why people are going in to the boarded-up building. Ten-zel Kim does a barely passable job of convincing them that he's just some random local gang-banger who broke into the building so he could spend some time with ladies of the night. The security guards order him to vacate the premises. He does, but sneaks back later.

Finally, the night of the event arrives. Peppin goes to the event as himself, using his celebrity status and camera crew to bully past security. The Chulos attack on cue, and Markus blows up a car to lend some extra credence to the attack, sending the event's security into high guest-protection mode. While this is going on, Lenny sneaks down the elevator shaft past the security devices he's already disabled, and burns his way into the safe room. Quickly picking the safe, he extracts the 3-D data crystals that contain all the funds donated to the U.P. and gets out undetected. We all extract using electric motorcycles hidden on a nearby broken overpass. Ocean's Four it is!

The Jamaican Syndicate gangsters are delighted with the take and pay the team, as well as giving Luc Peppin back.

Ten-zel Talks to Spiders

Ten-zel Kim gets contacted by Ronin Dakura, an agent of the Technospiders, one of the six secret ruling factions of Lucullus. Ronin reveals that he knows that Ten-zel is an agent of Insight, and that the Technospiders have been working with Insight and supporting them for some time. He backs this up with his knowledge of Insight codes and protocols.

Ronin wants to help the Lighthouse and its mission of convincing the Barons of Lucullus to support the Verge Alliance. The Technospiders have all the available dirt on all the Barons and are perfectly willing to share. Ten-zel takes this info to Captain Takashi.

Takashi Talks to the League

Takashi meets with the Lucullan League to try to get their buy-in for the Verge Alliance, but he makes little headway.

Takashi gets with the local Concord Ambassador, Nolan Aymes. Aymes tells Takashi that although the Lucullan League is the supposed ruling body of Lucullus, the League actually has no real power. The decisions are really made by the Barons of Lucullus, the heads of the six criminal organizations. The only way to get the League's support is to convince ALL of the barons.

Free Trade Guild

The first baron Takashi meets with is Gida Haimori, the Baron of the Free Trade Guild. According to the Technospider's info, she inherited Haimori House, a fleet of 20 trade ships, and catapulted herself into a leadership role through shrewd negotiation tactics. She believes the Guild can go legit, and she supports the Concord or Solars if they can bring the rule of law to the Lucullus system. Her radical ideas mean she doesn't have the support of many of her own people.

Takashi meets with her on the orbital station known as Highport. He finds Highport to be seedy, dirty, and unsafe. Gida is pretty receptive to Takashi's message, however, if it means that she can secure some honest lines of income for herself and her guild. Takashi and Gida spend some time and hammer out a deal.

Jamaican Syndicate

The identity of the Baron of the Jamaican Syndicate is a closely-guarded secret. But with the Technospider's support, Takashi discovers it is Basil Turcheyev. Turcheyev is a businessman. On paper, he controls only a few small companies. In reality, he controls the entire Jamaican Syndicate crime empire. Using the Technospider's resources, he also finds out that Turcheyev is cautious, cold-blooded, and fears the Concord. Turcheyev's weak spot could be his family, whom he seems to dote on. He has a teenage son who has some mental handicaps.

Takashi makes an appointment to meet with Turcheyev. He brings Rokk Tressor along. Turcheyev tries to play himself up as a small businessman who doesn't know why the Concord captain would be visiting him. Takashi tries to impress upon Turcheyev the urgency of the External attacks on the Verge and the importance of the Alliance, but Turcheyev is not very interested. Rokk gets the

impression that Turcheyev is not afraid of alien invasion in the least.

As a parting shot, Takashi offers that the Concord has much better medical advances than Lucullus, and they might have a way to help his son. Turcheyev gets angry, announces, "We don't need your help," and shows them out.

From this, Takashi and Rokk come to the conclusion that Turcheyev is probably in bed with the aliens. Only time will tell.