

ALTERNITY "THE LIGHTHOUSE" SESSION SUMMARY – NOVEMBER 21, 2010

The Characters

Player	Character	Deal	Class	Status
Ernest	Cpt. Ken Takashi	Concord Naval Officer	Diplomat (TO)	Present
Tim	Haggernak	Weren Concord Administrator	Combat Spec	Present
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	Present
Tim	Gerard Peppin	Borealin Ambassador	Mind Walker	Present
Chris	Dreth	Pict Warchief	Combat Spec	Present
Bruce	Taveer	Mechalus Concord Engineer	Tech Op	Present
Chris	Ten-zel Kim	VoidCorp Ambassador	Diplomat (TO)	Present

The *Lighthouse* is in the Aegis system, in orbit around the planet of Bluefall. Bruce always calls it "Bluefalls." We tell him that's a Freudian slip but he doesn't know why.

The Verge Alliance is coming together. The Concord (at least the big dogs in the Verge) are on board. The Bluefall Regency joined along with its colonies Rinstoke and Terivine. Tendril doesn't want to break with its parent the StarMech Consortium, but will fly under the Alliance colors. The Orion colony on Mantelbron has joined. Corrivale has joined (the Hatire and the sesheyans), as has the independent nation of Argos. And even the balkanized gang states of Lucullus. Many others are mouthing Consul-Minister Thayn's line but aren't doing anything real to get on board.

There are only two big haters, Algemron's two factions Alitar and Galvin. We hate them anyway.

Lighthouse captain Ken Takashi is recording a speech in his cabin. "And I for one welcome our new alien overlords..." Thayn calls him up and asks him to bring Taveer to a briefing on force deployment. He twitchily agrees. On the way, we discuss the hot new trivid show where an attractive young lad is playing a young Ronald Reagan as he rose to power in the 20th century. He's having his sidekick Colin Powell hunt down Che Guevara because he only has 24 hours to stop the Cold War. We praise its historical accuracy and lively action sequences.

The Public Briefing

Most likely initial targets for the alien force are close to Hammer's Star – Argos (where we fought the crazy diving helmet guy), Lucullus (the gang planet we got on board), Vieron (still Thuldan, where we

fought off a kroath infestation), Rinstoke (crappy Bluefall colony), and Oberon (where the B team is now). We plan to not defend Rinstoke and Vieron because they are so small it doesn't make sense to. Lucullus is best guarded but would make a good staging point for External forces. Argos isn't great but it is close to Aegis.

They're splitting the fleet into 4 groups. First Battle Group with the *Lighthouse* will go to Argos. Second Battle Group under the Regency's *Sanctuary* will go to Lucullus. Third and Fourth will take defense at Tendril and Aegis. Third has a special task – if things go well, they'll dust off to Old Space.

The drivesat link to Old Space is still cut, but even if it wasn't it would take like 5 months to get reinforcements here. So not much relief to be had from that vector.

The Private Briefing

Thayn offers Takashi a commission as admiral in the Alliance navy. Takashi says that he has to think about that – this entails a break with the Concord, and he is a sworn military officer to it.

Thayn also has some missions he needs people to undertake. First, we need an intelligence mission to Hammer's Star. Second, we need diplomats and first contact specialists to talk with a new race, the Medurr, some draco-centaurs that are very aggressive and warlike and are from somewhere out near where the Externals are from. They travel through "warp gates" which could be a useful new development in transportation. They've appeared in the space near Lucullus and think they've established a base on Cambria. We have made tentative contact with their matriarch. "Be careful not to just give them our tech, bargain for it," is Thayn's expert diplomatic advice.

Takashi decides to assign the following personnel to the missions.

For the Centaur diplomacy mission he drafts all the people he'd rather have off the station:

- Peppin
- Markus
- Ten-zil Kem
- Lenny
- Lambert Fulson

For the Hammer's Star spy mission, it's all Concord military except for Dreth the Pict, who is there as a disposable military asset:

- Takashi
- St. John
- Haggernak
- Dreth the Pict
- Taveer

Enemy Mine

Peppin, Ten-zil Kem, Lenny, Markus, and Lambert Fulson are on their way back from Oberon aboard the stealth yacht. No one has the Navigation skill so we only get vaguely into the Aegis system. They all eye their klick passenger warily. Every once in a while it forgets and turns on its bioweakness field and everyone who's not paying a lot of attention suddenly pees themselves. They've worked out that Hivehome is like months away so freeing it isn't likely to be a near term objective. Markus suggests that we fly casual and don't say anything about any of this over the comms, since the *Lighthouse's* CAP has strict orders to sterilize any ship that might have aliens on it.

Peppin finally decides on a name for his ship, the *High Tolerance for Curiosity*. We hatch a scheme to bring the klick on board without running afoul of customs. Ten-zil Kem marks a crate "Diplomatic Immunity," Markus identifies a more crooked than usual Marine guard, and Lambert Fulson bribes him to get the klick on board. Their teamwork pays off and they get in with no problems.

Markus calls up Martin St. John and says "Hi! Me and the guys just got back from Oberon and we brought you a souvenir! Come on down to the Borealin embassy and hurry, it'll spoil!" Peppin tries to make the klick look less threatening by dressing it up in a scarf and tweed jacket. He fails completely.

St. John comes down and meets the group. We tell him, "Now don't freak out..." He doesn't like the sound of that.

We tell him about the klick base we found on Bauble, a moon of Lien. Markus tells St. John about the klick base and the eggs we found there and that we talked to some klicks and they're being held in slavery by the Kodarans. "Oh, and here's our new pet klick! Say hi!" St. John freaks out.

Ten-zil says he can have security check the ship and the whole path we traversed bringing the klick in; this freaks out Fulson due to the large amount of contraband on his ship. "You can scan us for mind control worms!" we offer. "Well, I was considering dissection, but I guess that could work," St. John concludes.

St. John plans to tell the Captain and get the klick put into confinement. We explain, "Once we put the medical tech they need on a lightly guarded freighter headed to their convenient ambush, this guy's supposed to spill his guts on all the External intel they have. Seems like an OK risk, no guarantee they'll be able to fix their eggs anyway."

"If that's really what they want it for."

"Well, we have some intel from the base and we think it is – Peppin figured out they were trying to de-engineer their eggs before they told that to us."

The klick, K't'k'chk, explains all the External races; it says that the Sifarv (bird leaders) took over the Breem (ape guys). Then they ran across the Thaal. They allied and the Thaal religion spread till they were kinda in charge. Then they took over a bunch of slave races, including the klicks and the Kodarans. Then there's some client races that it didn't make sense to take over, like the N'sss, Teln, and Gardhyi (criminals). Kroath aren't a real race, they are based on teln (the psychic heartworms). The original

teln'aga host race are more like slugs, so humans are cooler to make kroath from. The magus are like teln war machines.

St. John sighs and calls the Captain. "Captain, I have something to talk to you about..."

Takashi says, "I'm sure it's unimportant."

"It's about Fulson and Markus and Lenny and Ten-zil Kem."

"Oh, what did they do now?"

He tells him.

Captain Takashi gets a migraine all of a sudden. "Well, have them all detained."

Concord Marines put the group in the brig. St. John and Takashi interrogate them all in turn, and also talk to the klick. Once they're done, Takashi says, "St. John, what do you think?" St. John weighs the pros and cons and says "I think it's worth a shot." "OK, let's do it." Takashi and St. John order this entire wing of the brig shut down due to a "space toilet leak." The Marines who have seen the klick are told they are now on 24x7 klick guard duty, to minimize the number of people that see the thing.

The Captain goes back to the detainees. "Thanks for your service to the Alliance. We have another task for you. Go meet with some dracocentaurs! I hear they like to fight. Should be right up your alley. Stycor of clan Vys is the Medurr diplomat waiting for you. Meet their riftship near Lucullus. Try to get their warpgate tech and their aid in fighting the Externals."

The B team PCs begin to plan Operation: Hide Behind The Dracocentaurs. Everyone breaks to get their gear.

Rounders

The bartender and bouncer at the Corner are in a tense conference when Markus walks in. A bunch of Picts are up at the casino. A little Pict is winning heavy at the craps table. It's Luc Peppin, Ambassador Peppin's ne'er-do-well cousin. He's gone native! He's won all the cash the casino has somehow. How's he cheating? The immediate suspect is Marloc's tainted dice, but a quick check indicates that he didn't sell him any.

Markus tries to defuse the situation He wants the ambassadorship that Peppin, unknown to him, is looking to unload anyway. Markus brokers the match and Peppin arm wrestles Luc for the ambassadorship. There's no sense making it easy, so Markus intimidates the poor bastard and Peppin calls on his space god to make him strong. But it turns out his cousin can do the same thing somehow! Peppin loses after a long back and forth. They go to dinner for Luc to gloat and Peppin explains that he is getting a better ambassadorship anyway, and has already moved all the good staff into his new offices. Luc is crushed that his brilliant plan to humiliate Peppin has backfired.

The two missions get underway. The B team is still pretty ripe from their previous trip, and now they're on a tramp freighter with even less in the way of creature comforts. Alas.

Behind Enemy Lines

For Hammer's Star, the A team puts together a plan. We have a sensor decoy. We'll come in in an outer orbit and dump the decoy while on a vector oblique to the system. Then we'll do a burn into the core system and try to use gravity to slingshot us around. We'll use passive scanning until we think it's time and our stardrive is recharged, then we'll light up the decoy as a distraction and active scan hard with our sensors to get all the data we can and get the heck out of Dodge.

We gather intel on all the ships and people that were at Hammer's Star when it was attacked. And black box codes for the Concord military ships. And psi and portable worm detector. The ship's passive sensors can detect EM, IR, hi res video, and mass.

We ask the Bareem, Hox, to come along and translate! The ape doesn't go for it, though, he is still loyal to his External masters. We bring a squad of Concord Marines instead, and head out.

The Hammer's Star mission takes two jumps, but eventually we get there. There are four planets (one with a moon). Spes is where the colony was. Martin St. John comes in at the right point and does the initial burn to let the decoy go. Captain Takashi does a passive sensor scan and detects traces of Klick patrols. We head in to Spes – some of their fleet is here but a bunch of it is gone already. They've hauled in something very very big, a Death Star sized space station. They bombarded the shit out of the planet; it's just coated with radioactive dust now.

We get in closer to the space station – it looks not mobile, it looks like it's been prefabbed and is coated in guns. We see staging areas, and shipments being brought in.

The Styx, Phelgethon and the Acheron, as we've named the three External fortress ships, are still here. We go around and start checking on other friendly outposts that were in the system. The aliens have been doing a thorough extermination job. Takashi runs the scanners and finds a pocket of military personnel hidden in a spy post. We land on a little asteroid tumbling through space. We try to low-power broadcast to those inside but don't get a response.

We go over to the airlock and enter our codes. We leave Taveer on the ship with one of the marines; the rest of us move with a space marine each as four fire teams. The airlock comes open jerkily.

We are met by guys with guns. Luis Sanvictores, platoon sergeant, demands "Who are you guys!"
"Captain Takashi of the Concord space station *Lighthouse*. We're here to gather intel on the Klick fleet!"
"But how do we know you're human?"
"Stop screwing around Sergeant, and tell me what these bugs are up to!"

They've bombed all the human settlements, and hauled in the battle station in four parts. Some use stardrives and some pop around. They saw a fortress ship appear in a big purple bubble, and it brought other ships in with it. They mention a fourth fortress ship showed up and left. We name it the Lethe.

There's eight people in the listening post. None need medical attention or immediate evac. We leave them in place and ask them to keep doing their duty and gather intel. We'll contact them using our weird alien transmission device.

We go by the space station on silent running. We capture some comms and our computers recognize a hidden Concord protocol under one of the transmissions. It's the private code between Takashi and the Admiral (Rastad) we thought had died in the attack. It says "SOS, being held in Kodaran research lab" and we get the coordinates. It's in the area of the giant space station. Is it a trap? Probably. Next time, we go to save the Admiral!