

Alternity “The Lighthouse” Session Summary

06/20/2010

The Characters

Player	Character	Class / Level	Status
Peco	Adun Zelnaga	Mind Walker 6	Absent
Ernest	Cap. Ken Takashi	Diplomat (TO) 7	Present
Tim	Haggernak	Combat Spec 7	Present
Peco	Ivan Stukov	Diplomat (CS) 5	Absent
Bruce	Lambert Fulson	Free Agent 8	Present
Patrick	Lenny	Free Agent 6	Present
Ernest	Markus Oroszlan	Combat Spec 8	Present
Patrick	Martin St. John	Tech Op 8	Present
Tim	Prof. Gerard Peppin	Mind Walker 7	Present
Chris	Rokk Tressor	Free Agent 8	Present
Bruce	Taveer	Tech Op 6	Present
Chris	Ten-zel Kim	Diplomat (TO) 8	Present

It is now January 15, 2503, two weeks since the Symposium on the State of the Verge. The Lighthouse is in the Cambria system, with a bunch of Orion colonists, helping them set up a new colony.

Where Were You When the War Started?

Professor Peppin is giving an interview in his lab to the Beachday Trivid camera crew. The crew stayed on the Lighthouse after the Symposium and are now doing a continuing series about Peppin and the Lighthouse. Peppin is trying to show his dedicated intellectual side and starts talking about Borealin policy details, but realizes that the camera crew doesn't really care. They are much happier filming Peppin acting like a drugged-out dilettante. The trivid crew seem unnerved by the trio of glowing-eyed dhroses that Peppin keeps in a cage. One of the boom operators appears transfixed by them.

Lenny has been invited by Zalan Vagner to come over and watch the bloodsport fights being broadcast from Hammer's Star on pay-per-view. Knowing Zalan, Lenny is sure there will be betting. He gets a bag of rodents (for snacking) and heads over.

Markus is broadcasting the bloodsport in the Corner, running books on the betting. It's expensive to show, but he makes enough on the betting to make it worthwhile. Prof. Deutschmark is

trying to monopolize Markus' time talking about his theories on the sky caverns of Atlas in the Tendril system. Markus dutifully grunts occasionally and refills the man's glass.

Ten-zel Kim enters the Corner. Markus doesn't see him so much as see all the women's heads swivel to follow him. He reflects on Ten-zel's weird power to seduce women without having any actually seductive qualities. The bridge bunnies run over to flirt with him. Ten-zel's PDA warns him, "danger! Cockteases approaching!"

Unlike everyone else, **Lambert Fulson** is not having fun. He's working on his unlicensed toys based on the Dolphin Happy Jubilee Princess show, broadcast out of Bluefall. It's the most popular show in the Verge. However, he's having trouble finding disreputable artists who are also talented. He notices a pack of Sesheyans shivering down an air duct, hunting dhroses. He decides that sesheyans! sesheyan artists will save me! He soon finds himself in a darkened conference room surrounded with sesheyans in glowing tribal paint.

Haggernak is working on a suspected smuggler in his interrogation room. He wants to find where the goods are without admitting that he doesn't know. Haggernak's fraal lieutenant Ghayth Ahrian is doing most of the talking, and Haggernak is playing bad cop.

Martin St. John was invited to the Lucky Elfman by Lady Deutschmark. It's themed after the semi-nomadic lifestyles of the 24th century Dreth Commonwealth. She's buying him dinner to thank him for all the work he's done for the orphans. She seems pretty at home in the place, and they spend the evening talking at high volume. Eventually she drags him onto the dance floor, it turns out that our pilot can dance!

Captain Takashi has been without Minister Thayne, as he stayed behind on Bluefall. He has discovered that Thayne actually did a ton of work, and now it all falls on him. He does his best to rise to the challenge. Meanwhile, Administrator Kyle Wakefield seems to be second-guessing everything Takashi does, and asking embarrassing questions. Takashi suspects that Reisman Quayle has been having undue influence on Wakefield.

Rokk Tressor is being debriefed after his recent mission working for the nasty alien menace krl'Xenoth Nurhan. Rokk's handler, David Cornett, is a little upset, trying to figure out what's going on. He doesn't have enough information on what the aliens are up to. Rokk and Cornett work to graph out what's actually going on.

What has krl'Xenoth Nurhan done or tried to do?

- Tried to get the Teln to infest the deepfallen, but admitted this plan was a long shot.
 - Actually just wanted to get the Deepfallen to use their opening power on the human colonists.
- Alliance with the Klicks, teleported onto a klick ship and attacked the Lighthouse group along with the klicks and the klick leader.
- Hates Takashi.
- Protects the Teln
- Screwed with the Zero Point missile experiment
- Probably behind the Mind Knight (donut monks) attack on Takashi
- Behind the murder of Jaina, the only alien we've encountered who could tell us about the I'krl. May have kidnapped/rescued/killed Jaina's killer)
- Stealing the Kroath Goo, and maybe some of the infected.

So, what are his goals? What are his actual resources? Possibilities:

- He's trying to manage the information flow to the concord.
- Hates Takashi and trying to assassinate him.

Taveer has been dealing with the presence of the Blix, the small blue aliens that Peppin coaxed on board the Lighthouse. Systems keep going down mysteriously, then coming back online fixed. Engineers show up to assignments to find that the problem is already fixed, upgraded, and made more efficient. Taveer hates the Blix soooo much. Unfortunately, the improvements are made with alien techniques that the engineers do not understand, so if they break, we can't fix them. Still, Taveer decides he will probably eventually become fascinated and love them, unless they fuck with the ship's AI, MINA. Almost on cue at this thought, MINA contacts Taveer. Those strange little blue aliens are currently working on the jury rig Taveer made to keep her active in drivespace. Taveer orders up a platoon of marines, but determines that he isn't even in the military command structure. He calls Haggernak, who yells "Busy!" and hands the comm to a low level flunky named Jake. Taveer upgrades Jake several pay grades to get him armory access. Jake loves Taveer. Taveer and his new brute squad go and confront the blix. The eight blix stare wordlessly at Taveer until force is used, then they scatter. Taveer caresses the shunt and tells MINA everything is okay.

First Signs of Trouble

Suddenly, the pay-per-view show cuts off! All communication from Hammer Star has ceased! Lenny smacks the TV. Ten-zel's stripping bet with the bridge bunnies pauses. Markus switches the channel to something bloody enough to pacify the bar patrons.

Captain Takashi sends out a broadcast message warning that Hammer's Star may be under attack. The comms operators note that due to propagation delays, the transmission from Hammer's star is 11 hours old. They immediately start trying to piece together any fragmentary transmissions that are coming through.

The sensor operators on the bridge are finding tons of activity on the drive detection array. The array detects drivespace entry/exit within 50 light years of the Lighthouse. There are a LOT of ships jumping out of Hammer's Star, heading towards Argos (the drivespace sensors are on the same 11 hour delay, so the exodus happened 11 hours ago).

Piecing together transmissions, the comms operators can tell Admiral Rastaad ordered an evacuation of the Hammer's Star system.

Takashi hits the button that pages all player characters. He also gets the bridge bunnies up there to run comms and sensors.

Administrator Wakefield also shows up. He declines Takashi's request to jump to Argos. He wants to wait to get a full picture of what's going on. He reminds Takashi that unless the Lighthouse is directly engaged in a military situation, command of the station is in the Administrator's hands, not Star Force. Takashi scowls, dismisses the Administrator as being unimportant, and goes on with his own plans.

Taveer notes that we don't see a massive drivespace entry into Hammer's Star that might denote a big alien fleet, but then the Klicks don't really seem to show up on those sensors anyway.

Commander Bennett Hix announces that the Communications team have pieced together a report on the Galactic News Channel coming out of Hammer's Star, and Wakefield orders it broadcast across the entire station. Takashi tries to block it, but Wakefield overrides him.

The Transmission From Hammer's Star

The transmission begins with the earnest face of a reporter. She looks tense and haggard. "This is Danielle Hess reporting from Hammer's Star. We're going to stay here as long as we can to bring you the full story, before we're forced to flee. The footage you're about to see was pieced together from the sensors and battle computers of the Concord flagship Vition. Admiral Adrianus Rastaad made sure this data was sent out before the end. He wanted everyone to know what happened."

Next, you see a scene from the bridge of the Vition. Everyone seems calm, business as usual. Star Force personnel sit at stations or move around monitoring displays, everything seems normal. One of the sensor operators suddenly blinks and says "What the hell?" After a second he calls out, "Commander!" His voice breaks as he says it. A Star Force commander rushes over and looks at the screen. He immediately begins issuing commands, "Go to red alert. All hands to battle stations. Get the Admiral in here now!"

The view switches to show a massive alien battle fleet. The three largest ships are highlighted. The voice-over says, "The alien fleet appeared in the system with no warning. No starries were detected. The heart of the invading force is a trio of massive battlewagons roughly the size of fortress ships. We have dubbed these three monstrous ships the Acheron, the Styx, and the Phlegethon." The names appear next to the ships on the display. Those familiar with the way ship sensors work know that there was no way the sensors could have seen the ships so clearly at first, the reporters must have digitally reconstructed this scene. The voice-over says, "In addition to the three fortress ships, a dozen dreadnoughts and a score of battle cruisers brought their guns to bear."

"The majority of the ships advancing on Hammer's Star are of organic construction, similar to those that have been encountered countless times before along the External frontier. The three fortress ships, however, are something new. These are clearly technological vehicles. They may represent a new External race previously unencountered."

"The outcome of the engagement was never in doubt. Before the first shot was fired, Admiral Raastad knew he could never overcome the awesome battle fleet arrayed before him. Still, he was determined to do what he could. Without hesitation, he sent word of the looming disaster to Silver Bell on Spes and the other human outposts in the system. His order was simple and unquestioned: evacuate at once! The Star Force would do what it could to delay the invaders, but that would be precious little."

The display starts to show the battle itself. The voice continues, "The battle that followed was terrible indeed. One by one, the human ships were targeted and destroyed. In short order, there would be nothing left of the system's brave defenders. Despite overwhelming odds, not a single Concord vessel broke ranks."

You see Admiral Raastad in front of a huge viewing screen, the alien fleet looming behind him. Admiral Raastad is over 200 years old, and only held up by mechanical assistance. In his ancient and gruff voice, he says, "This is a battle we cannot win. But remember, every minute of battle is a minute during which the citizens of Hammer's Star can escape. We must not give them an inch unless we can take back two inches."

"Time and time again, Admiral Raastad addressed his officers, inspiring them to give their all."

"Although there were no survivors from the Vition's battle group, stories of heroism will continue to be carried to the rest of humanity by us and by the refugees who escape from the system. Perhaps the most amazing of these involved the light carrier Inamorata. With her fighters deployed, she was left with only her own light armaments to defend herself. The alien fleet, recognizing the carrier as a fairly weak target, closed in for the kill. The damaged vessel began to retreat, limping away and

drawing a handful of enemy craft with her. Just as she was overtaken, however, Inamorata showed her true colors. With a burst of speed, she made clear to one and all that her engines were not as badly damaged as she had led her attackers to believe.

"Before the aliens knew what was happening, Inamorata had wheeled about and was bearing down on them. As cannon fire tore into her hull, the ship's power core was deliberately overloaded. The resulting explosion destroyed Inamorata and set off a series of chain reactions in which six enemy ships were crippled or destroyed.

"The last ship to be lost was the flagship Vition. Badly damaged and with Admiral Raastad manning the helm himself, the dreadnought fought her way through the escort fleet and bore down upon the Styx. With a last burst of speed, the system's last remaining defender slammed into the hull of the alien fortress ship. According to the last message recieved from the Vition, their sensors had pinpointed a vital control nexus."

Here the narrative ceases for a moment, but you can see the action as Vition explodes, ripping open the alien vessel. A huge fireball blooms outward, feeding on the escaping atmosphere within until the airless vacuum starves it into submission. A series of secondary explosions rip through the Styx and, for a moment, it looks very much like Vition's kamikaze attack has proved successful. Apparently, however, the damage control mechanisms aboard the Styx are able to stabilize the damage.

The voice-over resumes, "In the end, Raastad managed only to slow the Styx down. The Acheron and Phlegethon are now reaching Spes well ahead of their sister ship, but it will be here soon. Thanks to the sacrifices of the Concord fleet, they will find very few human beings left on the planet below them."

The reporter's face comes back into view now. "The aliens have not yet destroyed the drive satellite, but it surely won't take them long. We've stayed in range of it just long enough to transmit this, but we must flee the system now. This is Danielle Hess signing off to the Verge." The transmission ends.

Avengers Assemble!

Someone near Lambert comments "that was like Pearl Harbor!" "Um, pearl harbor happened in December" "I said LIKE pearl harbor, not the same date as pearl harbor!"

Peppin makes his way to the bridge, on the grounds that Silver Bell is a Borealin colony. He brings the tri-vid crew with him. The marines bar him entry to the bridge.

Captain Takashi gathers all the officers.

Haggernak rushes out of the interrogation room and heads to the bridge.

Martin St. John sees Lady Deutschmark faint. He catches her, then pawns her off on the nearest random person and runs to bridge.

Taveer leaves Jake to guard MINA and heads to the Bridge.

Rokk Tressor leaves his CIB meeting to talk to the captain.

Preparations for the Rescue Mission

Administrator Wakefield says that most of the ships coming out from Hammer's Star are small, and can't jump straight to Argos, and it might take them months to get there. They're probably packed to the gills with refugees. It would be a good humanitarian move to go out there and pick up refugees. Takashi argues that the refugee ships will be spread all over the place, but the Administrator counters that standard protocol for such evacuations would call for the ships to cluster together to share

resources. It is eventually determined that the Lighthouse will be shipping off to a point about 5 light years from Hammer's Star to rescue as many refugees as possible. This is announced on the station to allow people time to leave the station if they don't want to head into a war zone.

Takashi makes sure that all leave is canceled. Star Force personnel HAVE to head into the war zone.

All the ambassadors are pawned off on the official concord ambassador, Richard Klindo.

Takashi finds Peppin hanging out just outside the bridge and takes him to talk with Haggernak. He asks Peppin to talk to the stranger aliens on ship about the invasion force. Peppin agrees to do this but he immediately wants to take over the space that the refugees will be coming through, and start prepping the area for habitation. The Deutschmarks will be employed heavily for this.

Takashi asks Rokk and Martin St John to get scanners set up to scan all incoming refugees for teln mind-worms.

Taveer is tasked with removing all the listening taps, viruses, and other bugs from MINA's systems. The Captain meets with Taveer secretly, however, to get him working on a different initiative, beefing up the station's most secret weapon, which only he and Taveer know about...

Lambert Fulson stands on a corner near the Corner bar, selling open spots on his ships. He finds Ezekiel Kennedy, a relatively prosperous Hatire merchant who sells farming gear to colonists. He offers to trade his entire business for one of Lambert's ships. Lambert tries to delay, telling Ezekiel he needs to check out the quality of the business, despite the fact that the Hatire needs to go NOW or risk being jumped into the war. Finally Lambert accepts the deal and takes ownership of the farm equipment business.

The Lighthouse enters jump space, but not before a small flotilla of Lambert's crappily-maintained ships makes an exodus and jumps to who knows where.

Five Days in Drivespace

Lambert checks out his new business. He has Ten-zel Kim look at the books and something is definitely odd. Lambert figures the old man must have been laundering money through the business.

Peppin's TV crew follows him around. He spends his time prepping a couple decks of the lighthouse to take in refugees and refitting his pleasure yacht into a rescue craft.

Lambert spends the week papering the station with fliers selling space on his space craft. He also tries to buy Peppin's pleasure craft, by leaving letters for him. Peppin retaliates by sending a grad student to Lambert's quarters and papering over his door with whatever paperwork he could find (mostly excess academic papers).

Markus talks to the staff of the corner. He intends to keep the place open for the duration. He also starts siphoning off the gambling profits and hoarding resources in case he needs to hole up in the corner with his staff and most regular patrons, whom he sees as family.

Rokk grabs Argentia Jessemen. He wants her to investigate Reisman Quayle and see if anything is up. What is he getting money from? She owes him a favor because he recruited her into CIB after she was caught giving shelter to her criminal uncle, and she's his eyes inside the Orlamu bank. She counter-pumps him for information (she seems better at this than most of the PCs...). She contacts him the next day with basic information on his finances. There isn't anything suspicious among his finances; it doesn't look like he's involved in anything criminal.

Markus is approached by his waitress Tanya Ten'neer. She was thinking of wedding the Swede, but now she isn't so sure in this crazy topsy-turvy galaxy! Markus convinces her to follow her heart,

and marry the Swede after the rescue operation, if the Lighthouse survives.

Takashi and his senior staff have a meeting with one of the CIB representatives, Jax Rolin. He wishes to share the information the CIB has been gathering on all the External alien species. Some of this is information that only Rokk Tressor has previously had access to.

- Klick
 - Klick have well known abilities. Black laser weapons. Strength draining aura. They have organic ships, they have no apparent stardrives, however.
 - According to Jaina, they are a genetically modified slave race made from some other race that we haven't seen before. If they're a slave race then who are their masters?
- Gardhyi
 - Known throughout the verge as "space vampires" due to Takashi
 - affiliated with the Klick, maybe allied, maybe the Klick masters.
 - Star Web technology. Implanted in their bodies, like cybernetics. Self destructs when a gardhyi is captured, knocked out, or killed. Different Gardhyi have different Star Web abilities.
 - Star Web is undetectable by our sensors and doesn't have the same time delay as our star drive. The range of teleportation is unknown, but definitely can be used to move interstellar distances. Worst case scenario, they can possibly detect where our ships are going 5 days in advance, and get there before us.
 - They probably already know that we're going to rescue ships, and may be waiting for us.
 - We don't know if the Star Web can move ships; many Gardhyi can only move themselves.
- Teln
 - A race of host-mind parasitic worms that control their hosts with psionics.
 - Only apparent motivation is colonization. Nearly wiped out in their home system. Humans make good hosts. The gardhyi are definitely helping them, probably in exchange for the teln helping the gardhyi to accomplish their goals.
- Kroath
 - No direct evidence that they are connected to any other external race.
 - The kroath are created from the bodies of humans and other races, by infecting them with a colony creature.
 - They seem to be hated by the Teln. According to the teln cluster, the kroath are a genetically-modified slave race created from the teln. Who are their masters?
 - We saw a gardhyi steal some kroath goo, but what does that mean?
- N'sss
 - Ghost ships that the T'sa fear.
- Magus
 - Manifested and assassinated several high ranking people, in Tendril
 - Biological construct controlled by tangles of worms
 - No known connection to other external races
- I'krl
 - We don't know who they are
 - Gardhyi refer to them as their gods (SPACE GODS?)

- Jaina called them a conglomeration of conquering races (SPACE CONQUERERS?)
- T'sa ship that vanished into drive space near Tendril, come out of drive space a few times, and it once got a message off, consisting only of the word "I'krl" (T'SA LEGEND?)

Some other notable aliens include:

- Deepfallen. Made by some sort of precursor race.
- The Red Queen (a psychotic spaceship in love with Ten-zel Kim)
- The Falkri space god that lives in Peppin's head
- Evrem (faceless aliens in crystal ships). There are two crystal ships in the verge, being merchants. They know a lot about the externals, but seem hesitant to tell us.
- One other external race, called the Medurr, contacted last June. They look like Dracotaur. They travel through jumpgates rather than star drives. They are extremely hostile, but marginally willing to negotiate.

Peppin communes with his Falkri entity, trying to get more information about the I'krl. The being confirms that the I'krl are the Falkri's eternal enemies. They were sealed away long ago in another dimension.

We come out of drive space!

The Lighthouse starrises and begins to scan in all directions, in all spectrums. The refugee ships have been here about 12 hours. We pick up quite a few ships, but they're pretty far out, and cannot determine their identity due to distance.

We spend some time trying to communicate with the ships, and find that they are refugees being pursued by externals. They change course to meet the lighthouse, but the pursuing alien fleet will have picked them off before they can get there.

Peppin takes Ten-zel, Lenny, and Markus and a few crewmen with starship skills, and flies his assassin-craft out to check things out. He keeps the ship cloaked, and pipes data back to the lighthouse.

Takashi scrambles the Lighthouse's escorts and fighters to look for stealthed aliens and other trouble.

We see a flotilla of refugee ships, but at varying speeds; they are all just taking off as fast as they can as soon as they see the lighthouse, and the flotilla is scattering.

They are being chased by Klicks: 1 Intruder class (light cruiser), 2 Riddares (destroyers, but very fragile), 12 cutters (fighters).

We send the Lighthouse's entire fleet: 3 destroyers, 4 escorts, and 12 fighters.

The Space Battle

Intelligence indicates that the Intruder is very bad news. Even one or two hits from its boson guns could easily destroy one of the Concord destroyers. Knowing this, Takashi plans to light up the Intruder with as many missiles as he can muster before sending ships anywhere near it. The Concord fighters have a total of 96 plasma missiles between them, and he has the Lighthouse fire 24 MRB missiles as well, and has one of the destroyers take command of the missiles. Unfortunately the missiles can only be crudely controlled from the destroyer.

The Concord fleet approaches the enemy fleet but keeps its distance until the missiles can do

their work. Captain Takashi sends 48 of the plasma missiles and all 24 MRB missiles towards the Intruder in a single missile cloud.

Unfortunately, the Riddare ships have a longer range than previously reported. Due to this faulty intelligence, one of the destroyers gets too close, and the Riddares manage to draw first blood, doing minor damage to the Concord destroyer.

The clicks call their cutters back to act as a missile screen for the Intruder, and the Intruder also fires its autolasers at the missiles, but they are unable to destroy more than 13 of the missiles, and the majority of the missiles strike home on the Intruder. The MRB missiles unfortunately do little real damage, but the more accurate plasma missiles hit some critical systems, and the Intruder is partially disabled!

One of the Concord destroyers moves in to capitalize on this, raking the Intruder with its matter beams, and Takashi orders the fighters to fire the rest of their missiles. In the meantime the other destroyers concentrate their fire on one of the Riddares, blowing it up!

The Intruder is now operating at half power, and some of its guns have been knocked out, but it manages to get two shots off at one of the destroyers with its boson guns. Luckily the Intruder's targeting systems are also impaired, and both shots miss the destroyer.

However, the Riddare does not miss the destroyer (the Hecatombe) and does heavy damage, knocking out many of its systems and destroying the ship's life support. The destroyer is forced to limp away from the fight. The klik cutters swarm the Concord escorts and disable three of the four escorts.

The second volley of plasma missiles slam into the disabled Intruder, knocking more of its systems offline. The Intruder still manages to fire two boson guns again, but once more misses the Concord ships. The destroyers return fire, hitting the disabled ship with their matter beams and destroying it.

All that's left now is the mop-up. The Concord fighters swarm into a dogfight with the klik cutters, taking them out, and the destroyers are able to quickly disable the remaining Riddare.

The battle is a victory, but we lose 3 escorts and take massive damage to one of the destroyers (the Hecatombe).

We successfully rescue hundreds of small refugee ships.

Invading the Riddare

Ambassador Peppin's assassin yacht has been hovering nearby watching the whole battle. Partially on Markus's urging, he takes the assassin yacht in to the disabled Riddare, to see what kind of intelligence can be gathered from the klik ship.

The group (Peppin, Ten-zel Kim, Lenny, and Markus) lasers a hole near the command bridge of the Riddare, and enter. We see lots of dead Klick, but in the bridge there is a new alien! A huge weren-like ape creature with a black laser and filament chain! He's guarded by four surviving clicks.

Ten-zel leaps to action first and sprays three of the Klick guards with autofire from a maser weapon. He inflicts moderate damage to two of them. This was not the result he had hoped for, and now he realizes that he is standing right out in the open with an empty weapon. Oops!

Markus fires a frag grenade, aiming for the clump of three clicks. He also catches the ape-alien in the edge of the blast. And the fourth klik. And nearly himself. He spreads some damage around.

Recovering from the initial shock, the ape alien yells out orders. The Klicks seem to ignore him and open up on Ten-zel Kim with their black laser rifles. They wound Ten-zel Kim and rupture his

environmental soft suit. Ten-zel runs for cover.

Markus throws another grenade, and one of the Klicks succumbs to the injuries. Lenny shoots another Klick twice with his sabot gun and it drops.

Peppin reads the ape aliens mind. The mind is a savage one, full of primal fury. It is dedicated to not failing the First Four, and furious at the klick for being poor warriors, it wants to strangle them with all four limbs.

The ape charges Markus and swings the filament weapon, taking chunks out of Markus' battle shield. Markus smacks at the ape (taking a +5 penalty because of the creature's strength and high tech magnetic defense field) with his gravmace. He knocks it unconscious. Markus roars at the remaining klicks.

The two remaining klicks continue firing, hitting Lenny. He takes 8 wounds. He drops. Peppin runs over to Lenny and uses psychic healing, absorbing a wound and bringing him back to consciousness.

Markus throws another grenade in retaliation. Another Klick falls, leaving just one.

Lenny flips back to his feet and begins a gun battle with the last klick. They exchange several shots and Lenny hits it three times but the klick refuses to fall.

Markus walks forward and takes it out with his grav mace.

Peppin sees to everyone's wounds. He gets an amazing result for Markus and Ten-zel, but only a good for Lenny. Everyone gets 4 wound points back.

Peppin sedates the ape monster, and Markus zip ties the monster up.

Ten-zel tries to hack into the alien ship using his usb alien cock interface. He doesn't find any useful data, but pulls random information in the hopes that it can be used as a rosetta stone by researchers later.

We go to the brig to look for prisoners. We find 10 prisoners. They barely react; they stare vacantly or sob quietly. Some of them are missing limbs or eyes. They are suffering from malnutrition, dehydration, and shock. Some of them have been there for days, having been taken prisoner in the original assault.

We radio back to fleet and tell them that klick ships should be searched for prisoners.

Incredible Experience

4 xp to the main character and 2 xp to the secondary.