

STAR*DRIVE SESSION SUMMARY

07/26/2009

Attendance

Bruce (Taveer and Lambert Fulson) shows up looking a bit confused. “What has this whole game been like so far? You guys have been playing for something like six, eight weeks so far?”

Paul points out, “Well, if you hadn’t been in Minnesota all that time then you’d know the answers to these questions. Haven’t you been reading Ernest’s session summaries?”

Chris (Ten-Zil Kem and Rokk Tressor) reminds Paul, “Actually, there’s really only been a couple of session summaries, and those are pretty heavily sanitized for public consumption. They don’t really include anything of *real* importance...”

Georgina again wonders why anyone bothers to read the summaries, especially when they could be translating them into Japanese or Esperanto instead.

Patrick (Martin St. John and Lenny) shows up and confesses, “I didn’t do my mandatory subplot homework this week. How much will that count against my final score?”

<i>Character</i>	<i>Player</i>	<i>Spec / Level</i>	<i>Description</i>
Lambert Fulson	Bruce	FA 1	Rigunmor Trader
Taveer	Bruce	TO 1	Lighthouse Chief Engineer
Martin St. John	Patrick	TO 1	Lighthouse Head Pilot
Lenny	Patrick	FA 1	T’sa Ambassador
Ten-zil Kem	Chris	D 1	VoidCorp Ambassador, dressed like a 1980’s Space Pimp
Rokk Tressor	Chris	FA 1	Concord Intelligence Officer

What's Going On?

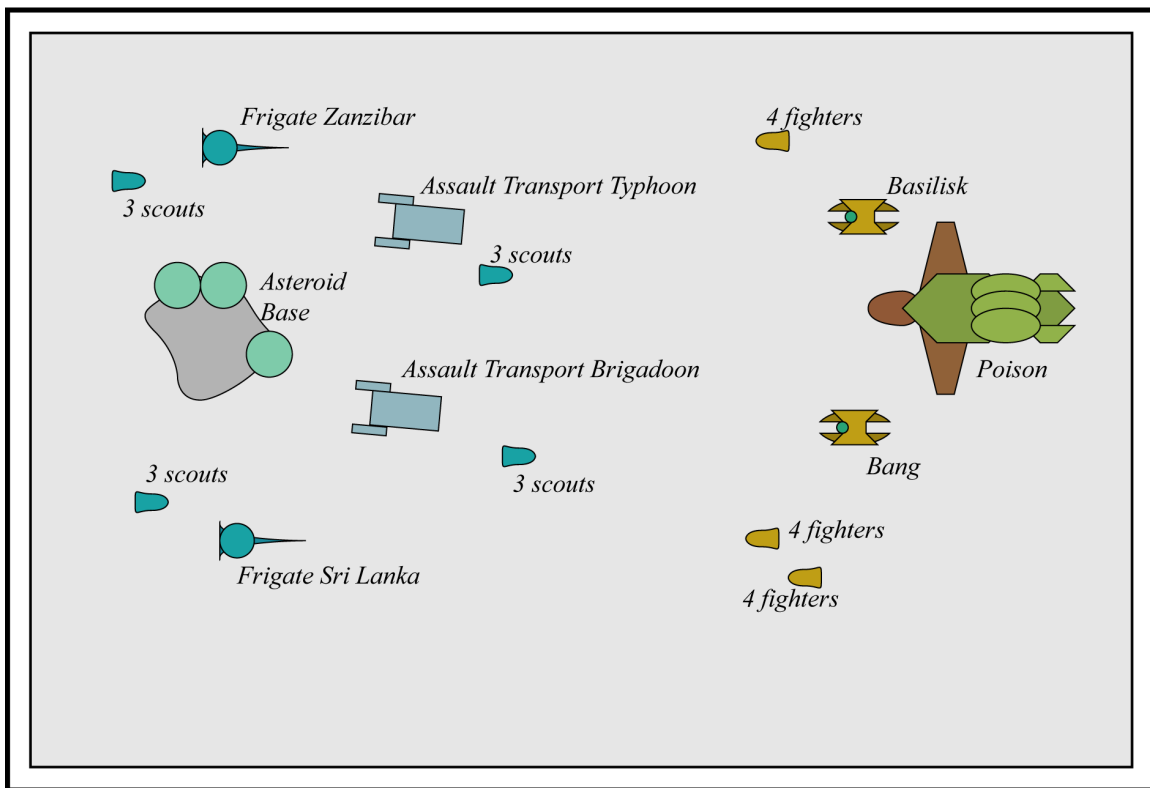
The scene opens with one group of characters on board the *Basilisk*, the Command Destroyer in the Lighthouse flotilla accompanying the VoidCorp battlecruiser

Poison, currently preparing to engage an asteroid pirate base manned by sesheyan pirates from Grith. The other group of characters are already on board the pirate base, having concealed themselves in the cargo hold of the sesheyan crimelord *Moth Theylan*. There is a second destroyer in the Lighthouse flotilla, the *Bang* (named after Captain F. A. Robenhouse Bang, a hero from an early Concord military engagement).

The overall situation started with the seizure of a planetary defense array from a VoidCorp transport by the pirates, and was further complicated by the unauthorized arrival of the *Poison* in the system. The characters found themselves involved unintentionally when the *Lighthouse* emerged from drivespace in the Corrivale system, far from their planned destination.

The Approach to the Pirate Base

Assault on the Pirate Asteroid Base



The pirate asteroid features a large and obvious antimatter gun as its primary armament. It is also defended by a flotilla of two destroyers, four light scouts and a pair of massive assault transports. The characters note that most of the pirate ships appear to be constructed with distinctly obsolete PL6 technology and are in quite poor shape.

To match this the characters' force includes the two Concord destroyers *Basilisk* and *Bang*, twelve Concord fighters and the VoidCorp battlecruiser *Poison*. The ships move to the approach.

The Lighthouse fighters move around to the flanks while the *Basilisk* and the *Bang* approach cautiously. The Lighthouse officers are quite surprised when the commander of the *Poison* announces flank speed and powers straight in towards the asteroid base. The pirate defenders power up their engines and move forward cautiously, careful to stay within the protective umbrella of the asteroid base's main gun.

The *Basilisk* develops a firing solution on a flight of pirate scouts and opens fire with a pair of double matter-beam turrets. Directed-gravity stresses tear the primitive scout ships into pieces. The pirate asteroid responds with an antimatter gun volley against the *Poison*.

Parked in the back of the *Basilisk*'s bridge, Ten-Zil Kem starts quietly trying to tap into the *Poison*'s computer systems. He estimates that his promotion prospects will be much better if he is in a position to rally the Lighthouse ships after the horrific destruction of the *Poison* at the hands of the pirate antimatter gun. Unfortunately, the *Poison*'s defense AI has the Gorgon III upgrade and kicks him out in detail.

The *Basilisk* turns its matter-beams upon one of the assault transports, scoring one Good and three Ordinary hits. The beams tear chunks from the transport's hull plates as clouds of dissipating oxygen and organics boil away into space. The *Bang* continues the barrage, almost crippling the vessel.

Strike the Base! Forget the Little Ships!

The *Poison* warms up its two double heavy accelerator turrets and tears into the asteroid base. Huge explosions rocket across the surface of the asteroid as a bank of rapid-fire plasma cannons is torn open. Watching from the bridge of the *Basilisk*, the characters are very impressed by the quality of the pirate damage control crews.

The assault transport *Brigadoon* fires two heavy neutron guns at the *Poison*, scoring an Ordinary hit and a Good hit. The *Poison* shrugs off the first impact, but the second tears through the battlecruiser's dorsal surface, sending spalling and fragments

through the starboard crew barracks. More important, the battlecruiser's deflection inducer flickers and shuts down.

The *Poison* moves into point-blank range of the asteroid base. The VoidCorp commander comes over the Lighthouse FleetNet to demand, "Get those assault transports! They're chewing us up!"

Ten-zil Kem answers him, "Monkey apeshit! Lizard! Crack! Bam!"

The FleetNet decency monitor interrupts the VoidCorp officer's response.

Missiles Away!

The Concord fighters target the pirate frigates and assault transports and let fly with a volley of 48 plasma missiles. The pirate scouts desperately move to intercept, downing one fighter. Over on the *Basilisk* the engineer *Taveer* mourns, "We have lost a pilot. That is a shame. He was a good tool, like a complicated circuit board." The others find that their opinions of Taveer as a dehumanized monster become slightly stronger.

The Fall of the Typhoon

The *Basilisk* continues to fire on the damaged assault transport *Typhoon*, its matter-beam cannons ripping massive holes through the ship's hull right behind the heavy neutron battery, completely destroying it. The *Typhoon* is disabled. *Martin St. John* sees the pirate frigate *Zanzibar* approaching from his starboard flank and gives orders for rapid-fire plasma battery #2 to open fire. The battery promptly overloads and is pulled offline. St. John howls out, "Get that gun back up! RFP #1 fire on the *Typhoon*!"

The pirate frigate *Sri Lanka* notes a flight of 16 missiles bearing down on it. They desperately open fire with their x-ray laser and two needle driver turrets, managing to destroy a single missile. Their second pair of needle driver turrets expend themselves harmlessly against the *Bang*.

Aboard the *Zanzibar* the sesheyan commander blinks all eight eyes in sequence and croaks out the order, "Needle guns! Free fire on the cursed *Basilisk*! Show those Concord lackeys the color of their blood!" Over on the *Basilisk*, Engineer Taveer notices a faint pattering sound against the hull, but no further harm.

The Pirates Can Launch Missiles Too

The *Brigadoon* and the *Typhoon* take full advantage of the fact that the *Poison*'s deflection inducer is down. Their heavy neutron batteries tear through the battlecruiser, shattering their matter-beam turret control.

St. John comments, "Good thing they took out the planetary defense gun!"

Ten-zil Kem points out, "Actually, no they didn't. That's going to fire next."

The crew of the *Basilisk* watches in grim horror as both *Brigadoon* and *Typhoon* launch flights of ten superheavy matter missiles, vectored in at the *Poison*. Speculation breaks out on the bridge as to whether there will be anything left of the battlecruiser for the missiles to hit after the antimatter defense array fires.

Taveer comments, "Do you folks realize that the so-called matter missile is more properly described as the anti-matter missile? Each of those warheads is loaded with up to two kilograms of anti-hydrogen. They're triggered simply by disabling the magnetic containment vessel, and can convert at an efficiency of up to 35%."

Ten-zil Kem asks, "Would you tell us what that really means, poindexter?"

Taveer answers, "It means that you shouldn't watch the flash. It'll mostly be made out of x-rays."

Martin St. John offers, "At least we'll know if our teeth are in good shape."

As they talk, the *Poison* fires all of its batteries, scoring good hits upon the *Brigadoon*, destroying its FTL drive. Ten-zil Kem wonders, "Why don't they fire on the more damaged ship?"

Martin St. John suggests, "I think they took some hits to their fire direction center. Their tactical officer has a concussion and just keeps on yelling 'Fire! Fire!' None of them have figured out that he's actually referring to the plasma discharge in the back of the chamber."

Ten-zil Kem asks, "How do you know all of this?"

Martin St. John responds, "It's no secret. They've got a full video feed of their Tac center out on FleetNet. Check it out!"

The asteroid base manages to hit the *Poison* again with its antimatter gun, after which the VoidCorp engineers manage to bring the deflection inducer back on line and extinguish the plasma burn in the Tac center. The characters watch the action with great

interest over FleetNet. Ten-zil Kem starts taking bets on the efficiency of the different VoidCorp damage control crews.

Meanwhile over on the *Basilisk* Taveer brings the overloaded plasma battery back on line.

With the antiship missiles nearing their targets the fighters break into dogfights with the pirate scouts. The Lighthouse fighters manage to destroy all three scouts in one flight and one scout in a second flight.

The *Basilisk* tracks the matter missiles bearing down on the *Poison* and takes out one of them, then rakes the *Brigadoon* with its matter beam turrets. The strike opens the ship's crew cabins to space and disables the ship.

The Pirate Fleet Is Destroyed

Mere moments later, the Concord missile swarm spells the end of the pirate flotilla. Almost fifty missiles slam into the *Zanzibar*, the *Sri Lanka*, the *Brigadoon*, and the *Typhoon*, leaving all four of them nothing more than shattered, radioactive hulks. Those few sesheyan pirates who survive the plasma wave, the concussion shock, and the explosive decompression are left doomed, clinging to life amid the ruins of their ships, full aware that each of them had absorbed many times a fatal dose of radiation.

The *Poison*, whose designers had clearly planned well for such an eventuality, blazed away at the pirates' missile flight. Unlike the unfortunate sesheyan ships, the VoidCorp battlecruiser manages to eliminate almost all of the incoming barrage. The battlecruiser emerges from the antimatter firestorm wounded but alive.

Inside the Asteroid Base

The second group of characters runs through the corridors of the asteroid base, heading to the Council Chambers with *Pe Terei*. The air is hot and thick with moisture. The lighting is very indirect, leaving the characters able to see nothing beyond outlines and the ominous glimmer of sesheyan war paint.

The characters reach the Council Chambers to find that the door is locked and *Pe Terei*'s security codes do not work. *Lenny* asks, "Does anyone know how to open a locked door?"

Lambert Fulson admits, “All I have are business skills. I can explain how to hire someone illicit to open it.”

Lenny mocks him, “That’s worthless. Why are you even on this mission?”

Lambert asks *Rokk Tressor*, “Can I take him out with my martial arts?” Rokk urges restraint.

At this point, Lenny remembers, “Hey! I know the lockpicking skill!” Rokk ignores him: he has the Security skill and a screwdriver, which prove to be more than the equal of the pirates’ low-tech lock.

Rokk explains, “In the Space Scouts you need to know how to open electronic locks, just in case someone gets trapped in a refrigerator.”

Lenny complains, “You humans are so confusing.”

Lambert shoots back, “We’re just profit motivated!”

Rokk offers, “If only I had an inflatable throat sac so I could understand you better.”

VoidCorp Perfidy Is Revealed!

The scene inside the Council Chamber is true chaos. The VoidCorp representative has his gun to the head of one of the elderly Councilors. The VoidCorp representative’s bonded sesheyan bodyguards are holding the remaining Councilors and their bodyguards at gunpoint, aided by some number of turncoats among the Councilors’ own guards.

The characters find themselves looking at a Mexican stand-off between the Council’s loyal guards, the VoidCorp sesheyans, the VoidCorp representative and the Councilors. Lenny responds by shooting one of the VoidCorp sesheyan guards. The sesheyans return fire.

The VoidCorp representative yells out, “Stop! If you care about this council member you will put down your weapons!” Lenny takes a shot at the rep’s gun. The gun goes flying. Rokk and Lenny open up on the VoidCorp rep as he goes for another weapon. They take him down.

Rokk Tressor identifies one of the loyal sesheyan guards and passes him a maser pistol. The sesheyan picks up the gun and uses it to take out one of the VoidCorp sesheyans.

Lambert Fulson (who has been shot several times) announces, “I am going to use my Hiding abilities to hide!” Rokk Tressor practically falls over laughing. Unfortunately, the fact that Lambert announced his intentions so volubly ensures that he is not successful.

Lenny Holds the Field

And then a sesheyan trooper zaps Lambert and knocks him down. Three more sesheyans shoot holes right through Rokk Tressor, who answers them by collapsing.

The unconscious Lambert criticizes Lenny, “You should probably recognize that shooting a guy starting from a Mexican standoff position probably wasn’t a good idea.” Lenny is not at all sure how it is that Lambert is able to tell him things even after losing consciousness. He is even less sure what a “Mexican” is.

Lenny doesn’t allow Lambert’s defeatist attitude to stop him. He guns down two more sesheyan troopers with the last few shells in his sabot pistol, and then moves in to engage the two remaining troopers in hand-to-hand combat. As he moves in the entire structure shudders and all the lights flicker under the impact of repeated heavy accelerator strikes.

Quickly! We Must Escape!

The Council bodyguards manage to overcome the remaining VoidCorp guards. Lenny tells them, “Quickly! We must get off this station before that VoidCorp cruiser destroys it!”

The Councilmen consult amongst themselves in sesheyan, then issue instructions to their guards to pick up the fallen characters and make ready to evacuate. Lenny leads them towards the landing bay. Along the way, he asks if any of them have first aid training. One of the Council explains, “We have Sociology! We can observe how your society responds to individuals suffering chronic pain due to laser rifle wounds.” Lenny decides not to press the issue and instead makes good time to the landing bay.

Additional VoidCorp Perfidy

Lenny and the Councilors arrive at the landing bay to find that most of the remaining vessels are disabled, except for one guarded by four VoidCorp sesheyan guards. They take some laser shots at Lenny, who ducks into safety.

Lenny turns to the VoidCorp representative, now conscious but securely tied up. He attempts to persuade the representative to lead everyone onto the ship, but the VoidCorp man responds with some boilerplate about never negotiating with terrorists. Lenny is frustrated, but still quite impressed with the quality of VoidCorp's political indoctrination.

He turns to evaluate his options and quickly determines that the sesheyan Council members are disorganized enough that they're never going to be able to make a useful decision. One of them does tell him that there is a nearby armory stocked with heavy weapons, grenades, and all sorts of other good things. Lenny decides that he will load up and try to take out the four guards personally. He is overjoyed to find that the sesheyans had the foresight to purchase a case of extremely lethal tracer grenades. He arms himself and the Council guards with the grenades and heads out. The VoidCorp personnel vanish under the effects of seven grenades.

Lenny leads the survivors on board the ship only to discover that the only available pilot is the horribly uncooperative VoidCorp representative. Lenny takes a couple of random prods at the control panel only to be rewarded by a hologram of a VoidCorp official informing him that the ship self-destruct is active. He gets everyone off the craft before it detonates, taking out most of the landing bay with it.

The End of the Session

The session ends with half of the characters aboard the *Basilisk*, debating upon the relative priority of rescuing radiation-poisoned sesheyan survivors over VoidCorp battlecruiser crew. The other half of the group is in substantially worse shape, trapped on board a derelict asteroid base with several desperately wounded characters and a flock of confused sesheyan Councilors in tow.