

STAR*DRIVE SESSION SUMMARY

08/21/2011

Attendance

Paul arrives first, needing to get his bearings since *Ernest* is hosting. “How do you smoke meth, do you use a crack pipe or what?” Ernest demands when he enters. The burning candles, snarling dog, and blaring Metallica make him feel uneasy.

But not as uneasy as when *Patrick* arrives with his dog, *Mr. Stinkers*, in tow. A brief flurry of dog-related activity commences that would make Michael Vick proud.

And then *Tim*, our final arrival for the day, slouches in, with a long sad tale about being too late to go to Burning Man. When inquiry reveals that Burning Man is not for two weeks or so, he assures us he’ll be running just as late then too. We nod knowingly.

Chris is missing the game for unspecified reasons. *Bruce* is as well, but in his case we speculate at length that taking on a girlfriend has ruined him for civilized society (or at least gaming). We speculate that some Gor-like bedroom scenario is preventing him from reaching the Skype “call” button, which all things considered is probably for the best.

<i>Player</i>	<i>Character</i>	<i>Deal</i>	<i>Status</i>
Bruce	Lambert Fulson	Rigunmor Guido Free Agent	Absent
Bruce	Taveer	Mechalus Concord Engineer Tech Op	Absent
Patrick	Martin St. John	Concord Naval Officer Tech Op	Present
Patrick	Lenny	T’sa Ambassador Free Agent	Present
Chris	Ten-zil Kem	VoidCorp Ambassador Diplomat (TO)	Absent
Chris	Drest Talorgin	Pict Warchief Combat Spec	Absent
Ernest	Markus Oroszlan	Warlion Bartender Combat Spec	Present
Ernest	Ken Takashi	Concord Naval Officer Diplomat (TO)	Present
Tim	Gerard Peppin	Borealin Ambassador Mind Walker	Present
Tim	Haggernak	Weren Concord Administrator Combat Spec	Present

Roll Your Own

Paul tells us he hasn't prepared a thing and he's going to run off the cuff based on plot cards we write up on the spot. We cheer, for a generous definition of cheer. To recap – we are returning to the A Team aboard the *Lighthouse* this week, and need to catch up on all the alien shenanigans we have in process. Our alien allies like the medurr and rebel klick need socializing. “Separate but equal” is our watchword here. In similar need of socialization are our prisoners, the sifarv (bird-men), bareem (ape-men), kadaren (roach-man Dr. Mengeles). Plus we have an I'krl ambassador whose head isn't adorning a pike yet, so we have much to do.

The Daily Grind

Admiral Takashi re-states the status of VoidCorp in the Verge, which is that all their assets are forfeit and all VoidCorp contracts are annulled in Verge space. There are, needless to say, some fortified holdouts against this plan. The bareem indicate their willingness to go in as shock troops and subjugate them for us. The I'krl want to do a prisoner trade of Mantebtron humans for their valued citizens, the thaal and sifarv. This is a dilemma; we are making headway with some of the rebel sifarv who tell us there are others of their kind with some warships inside the Lightning Nebula. The thaal are in our local equivalent of Gitmo and our official line is “none survived the battle.” He strings along the I'krl ambassador while preparing a fleet for an assault on Tendril. The Exeat want to make peace; the Admiral convinces the Admiralty that peace is not a good idea at this point – not only are they almost certainly lying and using this as a tactic to combat their loss of initiative, but the Exeat are a weird spinoff group of the real I'krl Theocracy in the first place so the treaty probably isn't worth the space paper it's written on.

Administrator Haggernak notices some glitches with the security systems. He immediately decides Taveer is probably to blame. Taveer is incommunicado as he works on restoring MINA to full function. For some demented reason his second is Brent Terchiyev, the son of the Jamaican crime syndicate boss and avowed Second Life player. Haggernak contemplates being promoted to the level that he doesn't have to worry about it on the grounds that “he's getting too old for this shit.” It turns out the problem is near where the klicks are being reeducated. He goes to demand answers. Apparently they had kadaren scientists add bio-interfaces to the local systems and the human in charge never

thought to check to see if there might be system compromise as a result. The debate over this gets mired in the confused chain of command - it was confusing before with the Star Force, Concord Administrators, and other stuff, and now that we've forgone the Concord and joined the Verge Alliance it's even more unclear.

Haggernak calls Admiral Takashi. "Captain! There's a problem with the systems and you should fire the guy in charge down here!"

"I think you meant to call Captain St. John," responds the Admiral, nonplussed.

"Right! <click> Captain St. John! There's a problem with the systems and you should fire the guy in charge down here!"

Haggernak makes an administrative request to get a bunch of technicians are dispatched and tear up all the systems and conduits down there and determine that the interfaces are growing and expanding down the conduits. Haggernak brings in the kadaren and tells them to remove this junk. They say "Oh, that's very hard... It has formed its own subprocessor brain by now. It will have developed automated defenses. It's only in the gestation phase right now and once it matures your systems will be faster, and 100% dedicated to killing!" Haggernak sighs and amends his request to involve marines. He also orders closer supervision of the kadaren in the future.

Captain Martin St. John has discovered that being Captain is a lot more work than his previous job of pilot, which mainly involved running errands for Takashi. The Concord Marine drill instructors in charge of the bareem call him up and tell him that the bareem are agitating about needing the livers of some critter called a "floquat" for their religious rituals. It's a weird little critter vaguely resembling a slender loris. One of the bridge bunnies, Commander Seguin, says "Oh, I know what that is, it's a meeroo! They are from Yellowsky and were all the rage a little while back. There's even a Strum-Pet of them I think." Martin St. John contemplates the fact that there is a Strum-Pet shortage given that VoidCorp had been producing them but the facilities in Ignatius have been seized by the Verge Alliance. He orders the new pilot, Ivan J. Holcombe, to get on the horn and rustle him up some Strum-Pets for sacrifice. He abruptly realizes his previous job on the ship was to be the Concord's equivalent of Radar O'Reilly. They arrange to auction off the seized Strum-Pet works to someone as long as the first batch off the line is meeroos with big livers. The Rignumors eagerly step up to the task and buy the plant.

Verge Threat Manual

Working with the kadaren, we make an alien threat manual for wide distribution:

- Klick – slightly more vulnerable to physical, ships energy vulnerable
- Kroath – more vulnerable to physical
- Kadaren – more vulnerable to energy
- Gardhyi – more vulnerable to energy
- Magus – more vulnerable to physical
- N'sss – more vulnerable to energy
- Sifarv – purely armor based resist, fond of melee, ships like humans'
- Thaal – purely armor based resist
- Bareem – purely armor based resist, the only ones without ranged dodge bonus

We consider putting sesheyans on board the sifarv ships as enforcers; since they can fly the terrain should be conducive and some of them are ex-VoidCorp assassins so they'd take no crap. The Admiral also puts some rebel sifarv on board a ship with a diplomat that (after some dickering) we send through the Medurr riftship to go open up diplomatic relations with the real I'krl Theocracy. The Medurr are getting all lippy so we pick out some crap world in the boonies they can have and the sisters of the head Medurr can fight over.

Verge Alliance Organization

We review and change the high level organization of our government!

- Admiralty Council (Michael Thayn is the de facto leader)
 - Alliance Space Force (was: Concord Space Force, etc.)
 - Alliance Marines (was: Concord Marines, etc.)
 - Alliance Defense Force (Concord Defense Force, etc.)
 - Verge Rangers (was: Concord Administrators)
 - Aegis Rangers (secret org: fight psi with psi)
 - Verge Intelligence Agency (Whatever CIB assets that don't dissolve into the ether. Put Ten-zil Kem in charge. Liaise with other intelligence orgs.)

Brain Hunters

We go to take care of the kadaren computer's "processor brain." Takashi, St. John, Haggernak, and a couple Rangers go, on the grounds that the marines would probably cause a substantial amount of collateral damage to the station's computer core. We open an access hatch and clamber in, with a hapless computer tech we pick up from Engineering in tow.

One of MINA's bots comes trundling by; it has a long organic tendril trailing from it. We flip out. Haggernak forces himself through the ductwork like a greased Scotsman and starts to tear at the drone. He sees a couple more down the tunnel as he tries to yank out the tendril. No one else can get past the angry weren, so Takashi uses his sensor gauntlet to pull up a diagram of the ducts and makes his way around the back of the robots. St. John follows him. Haggernak tears out the tendril going into the drone and it goes back to "good" mode.

As the Admiral and Captain flank the robots, one whirls and shoots at the Admiral a couple times with a mass pistol! He whips out his pistol and shoots the rubbery tendril at his feet, severing it. The third robot trundles towards Haggernak; the two Verge Rangers light it up with laser SMGs and St. John severs its tendril as well. They go nice.

We follow the tendrils back to their source. A pulsating, living brain served by robots sits within a larger chamber. Takashi whips out his laser pistol Han Solo style and goes "Pew pew pew!" at the overbrain, shooting it like six times. Its psychic shield largely deflects the shots Darth Vader style, though it does start to leak brain fluid. It tries to mentally dominate Haggernak but the weren has a surprisingly high willpower (it fuels his strength at bureaucracy). Then it tries to dominate Takashi, but it jacks that up badly and feels fear for the first time in its short artificial life. "IT'S AFRAID!!!" declares Takashi.

The robots hose Haggernak down with mass pistols. Complicated physics ensues, but he suffers only slight singes. The Rangers hose down the brain with their laser SMGs to little effect.

"Let me show you how it's done!" declares Captain St. John, double tapping the AI brain with his laser pistol. Its braincase shreds and clear goop leaks everywhere. The

robots all turn back to “good” mode and put their mass pistols to their intended use, hunting dhros in the air ducts.

The Non-Battle of Tendril

We contemplate the assault on Tendril.

Enemy force disposition – of the enemy’s four fortress ships, the Phlegethon is wounded and we think at Hathorne, the Lethe is at Tendril, the Acheron was destroyed at Ignatius, and the Styx, we captured at Aegis. Then there’s their Death Star at Hammer’s Star and a rumored “Cathedral Ship” probably at Hathorne. At Tendril we think there’s just the Lethe and an understrength fleet of total about 10,000 fleet strength. Here at Bluefall we have a strength of 35,000. We’ll send the Lighthouse, the Medurr rift ship, and a total of about 15,000 fleet strength, and the Medurr can send in an extra 10,000.

We figure we’ll roll in, send in the Medurr first – they get to be in the vanguard in exchange for the planet we’re giving them. They will suck up 2-3 rounds of combat to whittle them down and then we’ll roll the rest of the fleet in and KO them. Then we’ll use the riftship at our leisure to capture the “unstuck in space/time” T’sa ship *Twelve Clutch* (aka *Event Horizon*) when it comes by.

We send the *Justifiable Curiosity*, our stealth ship, with some special ops guys to Hathorne to scout. They have eyes on the cathedral ship, which is bigger than a fortress ship, and 30,000+ fleet strength in addition, and stationary defenses on the planets. A hard nut to crack.

We put together the fastest 15,000 of our fleet, and two weeks later hit Tendril. Turns out the fortress ship and fleet are gone, and they’ve left decoys! The Mantebronians didn’t have any space capability so their sensors were fooled. We start humanitarian aid.

Takashi has Haggernak haul some Verge Rangers together to meet the psychic we use to do instant telepathic communication across space with the alien artifact. We send them out on small ships to every system, habited and uninhabited, in the sector to find these guys.

Five days after we're insystem, the *Twelve Clutch* appears! Luckily it's not during the solar flares that plague the near-nova sun. We kick in the medurr drivespace denial weapon and fix them in space. Then we send in an away team!

The Event Horizon

On the away team consists of Takashi, St. John, Haggernak, some T'sa technicians, some medical staff, and a squad of marines. We rush to Docking Bay 2 and launch immediately as sensor and communication staff try to figure out what up. But Paul wants to prepare something for this, so we punt till next time!

The End Of The Session

5 XP!