

ALTERNITY "THE LIGHTHOUSE" SESSION SUMMARY – SEPTEMBER 12, 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

Welcome to Corrivale

The Lighthouse has made starrise in the Corrivale system. We were last here about a year ago, when the VoidCorp cruiser Poison was causing trouble, and that wasn't even on purpose – we ended up there due to a "computer error." We crushed space pirates and VoidCorp and took on some of the native sesheyans, who have been living in one of our conference rooms in tribal fashion since.

Planets of the Corrivale system from its sun out:

- Inderon – hot scorched planet
- Tricus – another hot scorched planet
- Hydrocus is a big mudball with seas of sulfuric acid. Its moon, Grith, is habitable, with ruins of an ancient civilization, and is where the Hatire and Sesheyans live currently (population: 40,000 humans and an unknown but larger number of sesheyans).
- The Inner Belt is a asteroid belt that people mine a lot.
- Lordan might be terraformable planet. All the factions want it but ownership is up in the air.
- Lecterion is a gas giant with a mess of moons. There's a Concord outpost, Omega Station, on one of the moons.
- The Outer Belt is another asteroid belt, also mined.
- Iphus is a frozen rockball of an outer planet and VoidCorp headquarters for the entire Verge. It's an ore processing and parts-making center (population: 20,000).
- Further out there are some frozen rocks, Almaz and Chark, not worth worrying about.

Captain Takashi calls a command staff meeting and invites Ten-Zel Kem as the local VoidCorp ambassador. Taveer repeatedly indicates his interest in obtaining spare parts made from the local “carbonaceous feed-stocks.” No one is sure what that means. The captain hosts a PowerPoint briefing on the various horrific wildebeests that inhabit the system, from viraptors to gundercats to snarks to sneeches. Martin St. John goes to start the download of our entire info payload to the local system but discovers that, as usual, the ship’s computer has beaten him to it.

There are three major power blocs – the sesheyans including Fhei’irre (a sesheyan company), Devli’yan (tribal sesheyans) and the space pirates (“Space militia!” declares Taveer), the Hatire, and VoidCorp. And a Concord space station. And some other companies and interest groups – a StarMech branch, mainly.

We discuss leverage points and what we know about the place from Avatar’s (cybersnoop/journalist) notes. Omega Station is reputed to be a top secret place for research on Externals. And there was a conference there to determine the disposition of the planet Lordan that got bombed by clicks.

We decide to have a “Corrivale Mutual Defense Conference” on Omega Station and invite everyone.

Welcome to Omega Station

The commander of Omega Station is Commodore Shari Talivvin. She is happy we’re here and has confidence that we’ll be able to resolve all these situations. We discuss security for the event and sharing sensitive information on the Externals.

Captain Takashi divvies up pointman duties – Ten-Zel will talk with VoidCorp, Taveer will talk with StarMech, and Martin St. John will talk with the sesheyans (Peppin will help if he ever comes out of his opium coma). Ten-zel sends a junior bureaucrat along with Taveer, his assistant Shane, who Taveer refers to as “Floyd” because that’s the name on his personnel file. That leaves the Hatire for Captain Takashi, but Ten-zel points out that some Mind Knights (donut priests, in our parlance) were killed going after the Captain and they might hold a grudge. They swap and the Captain takes the sesheyans and St. John takes the Hatire.

Lt. Commander Eran Nidrosi is a tall, slender mechalus and second in command of Omega Station. He and Taveer exchange blog addresses. They “integrate defensive arrays,” if you know what I mean.

The Commodore is happy to show the Captain the “secret stuff” Omega Station on the Externals. Project “White Glare” is a top secret effort to study alien threats in the Verge. They have a dissected kroath! It was originally a human Verger. They also have lots of stuff we discovered. They’ve studied the Starweb tech the gardhyi (space vampires) use. Mostly we know everything they do. They do have more info on the N’sss (devil jellyfish, T’sa hate them). They evolved on a gas giant planet and probably didn’t develop space tech themselves. Their attack pods are specifically grown/crafted to appear as T’sa demons. They have “ghost ships” here in the Verge. We suspect they may be using them to transport kroath.

The Captain goes back to find the whole staff arguing about the gandercats (a native animal) on Grith, and whether they are savage, or hairdressers, or alien spawn. A subsonic gandercat call contest is well

underway. The Captain retreats to his quarters to make some war propaganda LOLcats starring the N'sss.



Peppin tries to get Lenny and Lambert Fulson to go Grith and try to talk to gandercats. Thwarted by their indifference, he goes and has the local tribal sesheyans ritually paint him up and he goes to greet the Fhei'irre Consortium sesheyans as they come on board. Turns out they have gone corporate and wear human-type business wear. Each group stares at each other, trying to decide whether to be offended, amused, or impressed.

Captain Takashi asks Haggernak to help with station security. He gets Concord Marines in body tanks to patrol the exterior of Omega Station, and then gets wheeled into surgery for yet more cyberware installation.

Taveer gets a "TerraX Camping Accessories" catalog; apparently the Nature Scouts sold his personal information to mass marketers. He is horrified. He sits in his lair and taps into everyone else's comms, interjecting his own comments whenever they are trying to conduct diplomacy with VIPs.

Markus goes to see the Pict chieftain Drest and asks if he'd like to come along and sell some guns to the sesheyans on Grith. He agrees, and just requests time to put his pants on. They get Lambert Fulson to provide transport.

Ten-zel Kem meets the VoidCorp representative, Verge Sector Security Chief Mayasa Ombe, who hates his ass with the white hot fury of a thousand suns. He greets her warmly, and she makes vague statements about him maybe not surviving a pogrom. He tries further to chat her up, but she firmly adheres to her approach of being a huge cooze.

Kem then seeks out some of the Devli'yen (tribal sesheyans) and finds Lenny and Peppin talking with them. Their shaman, Devlei'ir, shows up himself. Ten-zel spends his time trying to buy native drugs. They agree to do some kind of religious ritual and smoke space peyote. "Take me to your leader!" demands Peppin of their leader.

The shaman comes on to him. "I have never felt anything like this from one of your kind," he says. Peppin eventually figures out he's talking about his psychic juju. "You carry the spirit of the Seeker, the Gatherer." "Yes! Yes, I do," he replies.

They talk about the alien threat. And tentacles. The shaman says that he's not sure how they can help with the war effort, as pointy sticks << klick darklasers. Peppin encourages him to use his imaginary magic on their enemies. Ten-zel goes into full Hunter S. Thompson mode and writes a paper on the sesheyans of the Verge and how different they are from the sesheyans enslaved by VoidCorp.

Taveer meets the StarMech Collective representatives. They are not mechs as he had expected, they are just people. The StarMech ambassador to Grith's name is Reshin Bove. Penelope Cochran is the Lighthouse StarMech rep, who is more about partying than StarMeching. Taveer tries to ingratiate himself with the StarMechs but his utter lack of personality and personality-based skills make that largely impossible. He tries to ask Bove what he wants out of the conference but just ends up talking about the specs on his tablet PC.

Martin St. John talks with Diocesan Lola Entele of the Hatire. He welcomes her. She's uncomfortable with the technological surroundings, as Hatire are like Space Amish-Muslims. She demands an agenda. He is diplomatic. She wonders if the Madhra ruling freeing the sesheyans can be overturned to free them up for a good old fashioned genociding. St. John tells her that's unlikely. But they are also trying to convict the head of the Anghell crime syndicate in absentia.

Captain Takashi brings everyone together and gives them the Verge Alliance pitch. VoidCorp is on board; they are all about facing the External threat. The Hatire are worried about sending their fleet off and having the sesheyen pirates wipe out their colony. StarMech signs on, for whatever good the two of them can do.

We offer to have a trial of Aanghel Osui'ike on the Lighthouse if everyone agrees to the results. After some hemming and hawing we get agreement. The Aanghel crime syndicate is really the major threat. We put out a call for the "Space Militia" for pirates and whatnot to sign on to, which means they'll be safe from VoidCorp reprisal for following a code of conduct.

Peppin knows from Rokk Tressor's ghost that Aanghel's right hand man, Pe Terei, who was captured and disappeared by the CIB during the scuffle with the Poison, is on Omega Station! He tells the Captain his.

Terei is pulled out of secure area C21 by the Commodore for interrogation. Haggernak interrogates him and St. John tries to sell him on selling out his boss. Terei indicates his willingness to “do what’s needed” and to adhere to Concord law. We prepare a cover story for him that he’s been working for criminal elements on the Lighthouse for a year since VoidCorp heat was on him. If he exposes her, we’ll send a rendition team. We’ll snatch him too, and at the trial he’ll refuse to testify against her, and he’ll get off for not enough evidence, and then he comes out looking good.

Terei thinks she’s probably in the Inner Belt somewhere. He gets a short range transmitter and we’ll send a rendition team on the stealth ship. Martin St. John recruits a team; Markus and Dreth agree to go if they get power armor out of the deal. Peppin is coming because his yacht has stealth cloaking.

Welcome to the Jungle

We go to a corsair base, Angawheru, on Grith to reintroduce Pe Terei into the Grith criminal ecosystem and make an arms sale. Markus and Dreth bring a squad of Picts along; they give them stutter SMGs and prepare to unleash them as necessary. It’s a jungle base, and pretty big (about 3,000 criminal sesheyans, counting the criminal sesheyan women and children).

Many of the buildings are made from pieces of ancient ruins, which provokes Peppin into wandering off to check it out. Picts carry crates of weapons down the gangplank and haggling ensues. They want to barter and trade local goats and crap for the weapons. They offer ancient gandercat artifacts, which doesn’t impress Markus but does Peppin, and he says that if Markus gets the trinkets he’ll pay real money for them. So in the end, everyone wins.

They tell Peppin of some ruins, Quennault, that are still mostly untouched except for gandercats and viraptors (Gorn). They trot out their one local shaman to relate some “old songs” about them (“Like ‘Volare?’” inquires Markus). Apparently the gandercats are solitary but get together to teach their children racial songs about rejection of technology.

Welcome to the KILLHOUSE

Terei comes back and says his meet with Aanghel is on. We trail him at transmitter range using our stealth ship. It takes about an hour to get to the asteroid the meeting’s at. It’s an asteroid base with some powered down ships outside. We fly right on in and St. John brings us down in a skid next to Terei’s ship and we burst out the hatch and down a gangplank. Dreth is wearing Paladin battle armor. Markus fires stutter cannon bursts in the direction of knots of sesheyans. It’s dark and humid, and we brought NVGs since we learned our lesson last time we fought with sesheyans on their turf.



We and our Picts assault the Sesheyan nest

The Picts spray their stutter SMGs everywhere, and two are immediately cut down by laser fire from the 16 sesheyans in the docking bay. Drest fires a bantam rocket into the midst of them and tears a bunch apart. Everyone else fires into the dark bay, and sesheyans shoot back. One of the Picts mows down three sesheyans with autofire and Markus fires his stutter cannon indiscriminately.

Dreth lets loose with another rocket and kills a whole wad of them. One is charging Markus and since it's at very close range he abandons the cannon and whips out his chainsword, decapitating the sesheyan. He then turns and cuts another one down. St. John shoots one of a pair that flee, but the other gets away. Peppin stays to drag the wounded onto the ship and tend their wounds; St. John, Markus, Dreth, and two Picts charge after the fleeing sesheyan towards Pe Terei's signal beacon.

Peppin concentrates with his psychic powers. He sees six sesheyans including Aanghel holding weapons on Pe Terei. He tells us this over comms.

We come to an armored security door. Dreth fires his armor's railgun at the door and Markus follows it up with a frag; a huge hole is blasted in the door. Panicked sesheyans shoot lasers into the smoke. Dreth charges in through the smoke and railguns one of their torsos to slag. A Pict follows and stutters down three of the sesheyans in a go!

Aanghel, one goon, and Pe Terei stand there facing a huge man in battle armor. They surrender and raise their hands. Markus walks in and says, "Nappy time!" and stunner cannons them into incontinence. We zip-tie them and extract to the ship. St. John reads the unconscious figures their rights as Dreth and Markus haul them through the complex over their shoulders.

St. John guides the yacht out of the hangar and past the powering-up sesheyan ships in a blur of motion.

Welcome to Justice

Captain Takashi gets word that his crack staff is back with their high value target. We gather evidence from the Hatire and intel from Pei Terei against Aanghel and conduct a Concordan trial. We get the young battleaxe Jaquelyn Witt (Haggernak's predecessor) to prosecute. Haggernak arraigns her. They have a witness, Cosgrove Kali, who turns state's evidence.

The trial goes well. Aanghel is found guilty and sentenced to multiple lifetime sentences. We take her along to drop off at the nearest convenient prison planet.

This gets the Hatire somewhat on board with us.

Welcome to XP

6 for each player; split between your characters how you want.