

# ALTERNITY "THE LIGHTHOUSE" SESSION SUMMARY – DECEMBER 5, 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	Offstage
Patrick	Lenny	T'sa Ambassador	Free Agent	Offstage
Ernest	Markus Oroszlan	Warlion Bartender	Combat Spec	Offstage
Patrick	Martin St. John	Concord Naval Officer	Tech Op	Present
Tim	Gerard Peppin	Borealin Ambassador	Mind Walker	Offstage
Chris	Dreth	Pict Warchief	Combat Spec	Present
Bruce	Taveer	Mechalus Concord Engineer	Tech Op	Present
Chris	Ten-zel Kim	VoidCorp Ambassador	Diplomat (TO)	Offstage

It turns out that asking Patrick to smack Tim upside the head when he's being disruptive actually results in Patrick smacking Tim up side the head. We are enthusiastic about the changed dynamic this will present the gaming group.

## The Dirty Dozen(ish)

Captain Takashi, Martin St. John, Haggernak, Dreth the Pict, Taveer, and five Concord Marines are aboard the stealth ship *A High Tolerance For Curiosity* in the alien-infested Hammer's Star system. We prepare to hit the laboratory ship that might be holding Admiral Rastad captive. As we get close, we see that it looks like a big space jellyfish with warts on it.

We discuss whether the signal from the Admiral could be a trap. It could, but since the signal is on a personal code known only to Captain Takashi and Rastad, the Admiral would have to have been compromised by Teln brainworms or butt puppets or something. But how could he get a signal out from an External brig or science lab? We don't know. Perhaps he is being held by those dumb ape guys and he ran a banana related scam to get his hands on a cell phone.

Taveer uses his Engineering skill to lower the ship's energy signature. Haggernak hands out "tactical bacon" to the marines. Takashi uses his Space Tactics skill to direct St. John to follow in another ship's energy wake. We pass close by the lab ship and carefully passively scan it. We find that there are airlocks around the edges of the jellyfish-head, and the main docking is in the sucker-mouth-under-the-tentacles part. It's several hundred feet across. Takashi estimates 24-36 aliens might be on board. After discussion

we determine we should come in through a side airlock and not the main docking bay, as we are focusing on stealth not assault.

Captain Takashi performs a mission briefing. Commander's intent is:

Priority 1: Secure the Admiral

Priority 2: Retrieve any other friendly prisoners

Priority 3: Take prisoners, especially Sifarv or anything else weird

Priority 4: Gather intel

We gear up. We didn't have room for Paladin battle tanks for the marines, but Dreth has his along.

Martin St. John brings us gently into contact with the airlock and Captain Takashi kicks in the comm jammers as Taveer runs a bypass on the airlock. It's a weird organic goo sphincter orifice that slurps open as he provokes it. There's a spoon-shaped room with a fleshy column in the middle of it; we are greatly dismayed to immediately see six kroath warriors, a pair standing guard on each of the three doors in the area.

Dreth the Pict charges forward in his body tank, firing his railgun on full auto into the surprised pair on the left. Many of the rounds go wide. Haggernak lumbers in and fires his plasma gun at the pair on the right. The kroath immediately attack; the two close to Dreth whip out monofilament chains and swing them at him. One scores his body tank and leaves a glowing stripe across the armor. The two on the right fire dark plasma rifles at the weren, scorching him badly.

The marines move in and start suppressing fire on the two kroath approaching from the other end of the room. The viscous green goo that is their alien-infected blood begins to seep out. One falls, and its blood turns into acid and begins to dissolve it.

"Tactical advance!" cries out Takashi. St. John takes cover on the right side of the airlock and fires into one of the kroath. Dreth pulls out his vibroblade and begins slashing at the kroath besetting him. He brings a rapid sequence of slashes through one, cutting it to bits like a Thanksgiving turkey. Haggernak similarly switches to his tri-staff and bludgeons one insensible.

The two advancing from the end of the corridor focus their dark plasma blasts on the weren, but miss. He shrieks and waves his tri-staff like a sand person with a jaffi stick. "URK URK URK!!!" he proclaims. The marines walk bursts up the attacking kroath, but they are super tough and just won't go down.

Takashi strides into the room and zaps one of the kroath menacing the marines with his little laser pistol, completely taking it out. "Jolly good, men!" he proclaims to the startled band. Only two are left – Dreth is in melee with one and Haggernak charges the other, completely destroying its carapace; acidic goo sloughs down onto the floor.

Taveer bravely brandishes his tri-staff and ventures into the room, shrieking as he sees some kind of statue in the near corner. But then he beats the last kroath into insensibility! Everyone is even more surprised by Taveer engaging in combat successfully.

All the kroath are down and bubbling nicely. Taveer investigates the flesh column and discovers that it's the most disturbing elevator ever; it sucks you in and deposits you on another level via intestinal action. Presented options are going up (the elevator), clockwise, counterclockwise, or towards the center, and Takashi reasons we should move inward towards the center of the ship.

It opens into the central docking area. Some kroath are scattered about; many shipping containers are around, some are organic pods and others are appropriated Concord crates. We immediately close the door, but the kroath come to investigate. They open the door to see a firing line of four Concord marines, who all open up on full auto with their 11mm charge rifles. The kroath standing in front of the hatch is reduced to a thick spray which coats his comrades. St. John lasers down a second before they stride in, whipping their monofilament chains around at the marines. The marines give ground and keep firing; they chop another down, and Takashi holes the last one in the head-carapace.

As the docking bay has been cleared of kroath, we sweep it and check out the gear. There's scientific equipment and also just bunches of junk they're analyzing. Taveer finds a floor console and plugs in. He gets an unlabeled map of three levels. We're on the lowest, largest level; three elevators lead up to a middle level, and then there's a top level, maybe a bridge, that doesn't have a clear method of access from the schematic. We plan a reconnaissance in force of this level and have Taveer rig plasma jelly explosives to the docking hatch as a nasty surprise for whoever shows up next.

Taveer opens the door to the next area. The room is a maze of floor to ceiling pillars with various pods and whatnot, there is dim light, weird noise, etc. We investigate and the pods are definitely big enough to have something inside, but our sensors aren't good enough to figure out what since everything in here's organic. Dreth cuts one open with his vibroblade and inside is a klick! A technician, looks like. St. John fires again and again into the klick and Dreth just continues sawing through the pod and into the klick, and through it as well. We're clearly in a klick barracks and we quickly pray that we were quiet about this little assassination. We drag the dead klick with us and evac the room.

Trying the other way, we find a long corridor with doors off it, looks like it might be a cell block! The Marines cover the hallway and we check the first room. It has six bays in it, a pedestal with torture implements, and a kadaran! It's the first time we've seen one in person. It is a trilaterally symmetrical cockroach looking critter. It's busy vivisecting a paralyzed weren. It has a bodyguard, a bareem – the orangutan-looking creature has been modified by the kadarans and is covered with bony plates and a weird cephalopod back-rider thing emitting a wavering optical field.

Dreth moves in at the bareem, and the weird distortion field expands from the cephalopod to cover the entire creature. It makes it very, very hard to hit. Dreth hits it anyway a couple times with his vibrosword. The kadaran scuttles under the vivisection table. The bareem whips out a filament chain and whips it at Dreth. They start raining blows on each other's heavily armored forms.

Captain Takashi says, "Kill the ape, take the bug alive!" Martin St. John moves in and begins shooting the kadaran with his stutter pistol. It starts fiddling with some console under the table.

Takashi bullseyes the bareem in the forehead, but it doesn't go down – the cuttlefish thing on its back pulses and pumps it full of Stay-Awake Juice. Haggernak moves up and bashes it with his tri-staff and it staggers, but still keeps moving!

Martin St. John stuns out the kadaran and Taveer turns off the console it was fiddling with. Dreth and Haggernak continue to pound on the ape until it and its tentacle buddy stop moving.

"I've heard of having a monkey on your back, but this is ridiculous!" proclaims Takashi. The group chortles appreciatively.

Haggernak tries to figure out how to flex-cuff a kadaran, while Drest takes the felled bareem's monofilament whip. We try to stabilize the weren; he'll need a surgeon eventually but he's not in immediate danger. Haggernak bags the tools. Taveer opens the pods, which open like eyelids and reveal a table like the one the weren's strapped to.

We sweep the labs. In the next is weird force curtains with floating displays behind them, like a disassembled Star Force 9mm charge pistol. Others have metal cases filled with captured weapons, mainly small arms. We take them to the ship as well. The third lab is for cultural studies, it's full of organic shelves and cabinets full of random human stuff – clothing, toys, radiators, spare tires, etc. Dreth takes his helmet off and has a combat picture taken of him next to the shelf of dildos, giving a big "thumbs up."

The next lab is a pressure chamber or something. We speculate as to its depraved Nazi scientist type function. The next lab sports six transparent walled cylinders full of glowing green liquid full of human parts. "Is this your admiral?" inquires Haggernak. "I don't know, I was his colleague not his proctologist!" snaps Takashi.

The last lab is ringed by eighteen concentric rings with consoles and stuff; it is in use by clicks – one is on the central pillar and nine are around the room running some kind of experiment. We feel the hit to the stomach that comes with click bioweakness fields, but more than normal. "KILL 'EM ALL!" shouts Takashi. Martin St. John fires his maser pistol right into the head research click and kills it outright! The machinery keeps running, however. The technicians ready darklaser pistols and start shooting; their fire is very effective and nearly everyone is wounded in short order.

The Marines just throw plasma grenades into the room. Searing heat billows out as clicks squeal in horror. The super amped up bioweakness field cuts out. We deal out some sporadic fire and then Drest steps into the doorway and fires his bantam rocket launcher at the back of the room; an antipersonnel radiation round bathes the room in blinding illumination. Bugs crackle.

The Marines charge into the room and spray autofire around at all the irradiated bugs; they fall like wheat before the scythe. Drest detonates the last one with a rocket in a show of maximum overkill.

We patch each other up and sic Taveer on the console. It's not working, but it's some new enhanced bioweakness field enhancer thing, a useful weapon for their side. We have him put plasma jelly on it and melt it into unreproducible slag on the theory that it might be their only prototype.

Everyone reloads and checks their gear at the Captain's behest. We move into a... galley! It's excessively disgusting, full of troughs bearing chunky goo about. There's a separate nutrient pool area that has an upgrade to vats instead of troughs. "Officer's mess?" ventures Takashi. Haggernak grabs some bareem MREs to give to Hox, his pet bareem, back on the Lighthouse.

We finally venture up to the next level. The elevator action is somewhat like giving birth to each of us in sequence. We find even more labs, but these are largely unused.

The next chamber doesn't have gravity in it, and a huge grey floating sphere fills the area; connectors lead from it into the walls. Klicks hang in the area working; we can see three of them. Everyone opens fire; some of the group (and all of the klicks) don't have zero-g training. Takashi does, however, so he makes for the opposite door to cut off any retreat – it turns out there's three more on the opposite side of the sphere. They all fire their blacklasers at him, but they all miss as he coasts gracefully through the air.

The marines continue to fire and fell one of the klicks. Klicks are pretty resistant to energy weapons, so the PCs' fancy masers and tri-staffs and whatnot don't do much damage. Haggernak manages to crush two with his cybernetically enhanced strength. The Marines head over to the back half of the room to relieve Takashi, who is exchanging laser fire with the three bugs on the back side of the sphere. He greets them with a "Good of you to join the party, lads!"

Haggernak and St. John try to sail across the room to help but get tangled up in each other and pinwheel about in the null gravity. Dreth charges over and rips two of the three apart with his vibroblade. The third desperately shuts off the lights – sadly for him, Dreth's power armor has night vision and he lives only about three more seconds.

Taveer checks it out and realizes the sphere is a big mass reactor. A ship this size shouldn't require one this large but it's very inefficient – their mass tech must be worse than ours. We have to prevent him from setting it to bathe the whole ship in radiation.

Next time, we continue our sweep and clear!