

**Session/Game:** Fulton Traveller 1

**Date:** October 4, 2015

**Episode 1:** “Bad Touch Johnson and his Magic Finger” or “That Ought to Stop the Audit”

**Campaign Date:** Day 110 to Day 117, Imperial Year 1113

### **Characters**

Bad Touch Johnson, human, assassin, 2-term journeyman (Jason Liebert)

Captain Capo, human, army, 1-term captain (Tim Moyer)

**Referee:** Dave Nelson

### **PLANETARY REPORT:**

#### **ROMAR, Glisten Subsector, Spinward Marches Sector, UPP B450456-8**

Romar is a sparsely populated, poor, non-industrial desert planet, which only its location on the X-boat route to the imperial border and barely breathable atmosphere keeps it from being known as the crap hole of the galaxy. It's 50,000 inhabitants scrape out a living hunting space lizards, scooping up mineral-rich, but low-value, sand and making “quaint” sandstone bowls for the galactic folk-art market. They are dominated by a marginally wealthier class (some of whom own 2 pairs of pants) called “The Super Awesome Guys” who control all of the water collection devices and to whom every resident must swear allegiance. About 10% of the population live at the star-port town bringing in a steady income providing liquor and prostitutes and other entertainment to the Star-men and Scouts from the Naval and Scout bases in the system.

### **Our Heroes:**

Bad Touch Johnson is a 24-year old journeyman assassin with the assassins' guild, a subsidiary of the Frontier Syndicate, a cartel of 5 major gangs in the Glisten and District 268 subsectors who created the guild to carry out hits on contested turf or for sanctioned hits by one gang on another's turf. He was sent to Romar to kill a stoolie for the Red-Headed Stepchildren gang, because Romar is technically S.P.A.Z. turf.

Captain Capo is a recently discharged 22-year old captain from the planetary army of Bendor, a local agricultural world. Not wishing to return to farm-life, Capo hooked up with Bad Touch Johnson, in hopes of an exciting and lucrative criminal career among the stars and joined him on the trip to Romar.

### **THE PITCH:**

Merchant Captain Eddie Watson approached Bad Touch Johnson at a café near the star-port. His 3<sup>rd</sup> officer had noticed Johnson flashing the assassins' guild gang sign and pointed him out to the captain. This was just the opportunity Watson needed, since he was in a serious jam. Watson approached Johnson and the two took a booth at the back of the café. The captain said that he had shipped a load of worthless sand off planet, charging the Tukera Lines Corporation as if it were valuable minerals.

Normally, he would probably been able to get away clean with it, but he discovered through X-boat traffic that the Tukera Auditor, Hamilton Bentley, is to arrive on the next merchant vessel, the Concordia, to conduct an audit. Captain Watson is stuck on the planet for several days and is sure that Bentley will discover the fraud nearly the minute he arrives on world. He needs Johnson and his comrade to kidnap Bentley before he meets the local trade factor Igor Putin and hold him incommunicado for one week after arrival. He offers 5000cr up front, and a further 5000cr if Bentley is released alive at the end of the week (the second

payment by dead drop). The captain says that under no circumstances must Bentley be killed, or the Tukera Lines security goons would hunt down all of them and cause them infinite hurt.

Johnson and Capo agree to the scheme. They take the upfront payment and begin to plan how to carry out the kidnapping.

## **THE PREPARATION**

The pair of gangsters had only a day, perhaps two to prepare. Their scheme was to get some non-lethal weapons, rent a vehicle and a deserted shack, acquire some medical slow drug to render their target unconscious the entire time, and snatch him from the star port. Capo spends the morning looking for a shack to rent, but has no luck.

The same morning, Johnson looks for an illegal source for Medical Slow Drug, meets a lizard-man named Bar-Bar Jinx who arranges a meeting for him with a supplier. However, Binx has merely ratted Johnson out to the local police (the household guards of Super Awesome Guy Fred Garvin, of House Garvin). A pair of cops demand a bribe from Johnson, and he wildly overpays them. They get greedy and order him out into the alley for a curb stomping and thorough robbery. Bad Touch Johnson, however, has an implant laser installed in his finger. He shoots and wounds one cop, and makes a run for it, hiding behind a dumpster around the corner. The two cops give chase, Johnson wounds another from ambush and the two decide to flee.

During the afternoon the kidnapers have better luck. Capo buys a tranquilizer carbine from a space-lizard hunting supply store and Johnson buys a hand-stunner from a black-market supplier. During the evening the pair decide to sleep, in order to be refreshed for their late-night plan of robbing a medical clinic for the Medical Slow Drug and whatever else they can take.

With Capo acting as look-out, after midnight, Johnson breaks into a medical clinic. He has some tense moments as a police cruiser passes by several times. The task is more tense since he forgets to close the window behind him and also has no flashlight to search the building for the drugs. But, eventually, he finds a drug cabinet and boosts the Medical Slow Drug, some antidote for it, some regular Medical Drug and some anti-toxin. He and Capo make it back to their motel.

## **THE CAPER**

Early the next morning, they tell by the star-port info scroll that the Concordia is landing that very day. Bad Touch disguises himself as Igor Putin and goes to meet Bentley. Capo waits with the tranq carbine around the corner from the port exit. Johnson meets Bentley, who thankfully does not have a bodyguard, they bribe the customs guards and exit the star port. Despite the fact that Capo misses his first shot with the tranq carbine, the second shot does the trick and drops Bentley like a stone. The two douse Bentley with a bottle of cheap liquor and take a cab back to the motel. They had given up the idea of renting a vehicle, since this low-tech planet only had wheeled and tracked vehicles for rent and neither gangster could drive one of these.

They keep Bentley doped up for 5 days without incident. However, on the sixth day, a pair of cops show up at the motel and enter the office. Capo goes down to the office to stall them, while Johnson shoves Bentley out the back window and drags him to a nearby ditch. When Capo tries to bribe the cops in super slow motion, they crack him hard over the head with a club and he crumples like a cheap suit and falls to the ground seriously wounded. The cops start searching the rooms, and easily spot the attempted escape route of Johnson. They follow and once again Johnson attacks from ambush with his implant laser, mortally wounding both cops.

## **THE COVER-UP**

Johnson strips the cops, disguises himself as one of them and recovers the crumpled form of Capo from the lobby. He drags Bentley and the bodies of the two cops into the room,

handcuffs the cops, uses a knife to cut out the laser burns from their bodies, and feeds the roasted flesh to the semi-conscious Bentley. He and Capo flee into the night, the next day leaving an message with the cops about where to find the bodies and Bentley, who is of course arrested for gross deviancy and murder and held for weeks before the Tukera lawyers can clear things up. The kidnappers pick up their cash and use their return tickets to finally depart from this frontier crap-hole.