

Campaign: Rhylanor Express, Traveller, #1

Date: June 10, 2012

Episode One: Jimmy was a Tactical Genius

Campaign Dates: 002-021, year 1111

Characters:

Verdon Thuul, ex-merchant, 4th officer, 3 terms (Bob LaForge)

Screaming Jack Murdoch, ex-flyer, pilot, 5 terms (Jason Liebert)

Jimmy Saxobeat, ex-agent, detective, 1-term (NPC)

Sergeant Griswald, retired marine, 5 terms (NPC)

Baron Timothy Church, retired Navy captain, 6 terms (NPC)

GM: Dave Nelson

LOG

Part One: The Adventure of the Skull Laser Plot

002-1111: Skull, Dome 14

Verdon Thuul, Jack Murdoch and Jimmy Saxobeat were ushered into a guest-suite office in the Delgado Trading office on Skull (poor, non-agricultural, tech 9, tainted atmosphere, Lanth Subsector, Spinward Marches). They are met by Tilden Repinski, subsector auditor for Delgado Trading, who explained that the Delgado profits for Skull have dropped off dramatically. Repinski himself believes that the local Delgado employees are running some sort of scam, re-directing the locally produced consumer electronics to an alternate marketing train. But, they claim that their suppliers are abruptly cancelling contracts and skipping scheduled deliveries. Repinski offers to hire the 3 off-worlders to track down the story of the cancelled contracts, while he himself is busy examining the local Delgado staff. He offers 1000cr per person per week, plus a bonus of from 50,000cr to 200,000cr if the team solves the problem from their investigation. All three agree, and are shown to the Delgado security locker by Repinski's assistant, Ramona Vizo, where they check out an assortment of equipment and non-lethal weaponry, compliant with Skull's high law level.

The first stage of the search takes them to the home of Direct Fenton, head of SkullTech Radio, a firm that manufactures radios and music players for the lower tech planets in the region. Skulltech had abruptly cancelled its contract with Delgado just as Repinski had landed on Skull a few days ago. The team checks out a Delgado air/raft and travels to the Director's neighborhood. Jimmy fails to establish a wiretap, and in fact manages to temporarily wreck the building's phone system. Trying again, Verdon uses a laser listener to spy on Fenton's apartment. After a while, he hears horrifying grunts and screams, then silence. The team rushes over to the street beneath Fenton's balcony, where they see Fenton emerge, covered with blood and brandishing a butcher knife. He hurls his wife's head off the balcony hitting Jimmy in the face. He then begins gnawing on her severed limbs.

The team piles into the air/raft and Verdon attempts to line it up next to the balcony. He is rather unsuccessful. Jimmy shoots Fenton with a thud gun (a non-lethal

device that fires a bean bag or plastic ball) and knocks him down (but he just gets back up). Verdon then attempts to reposition the air/raft and Jimmy and Jack attempt to leap from it onto the balcony. Both leapers fail miserably and plummet to the street, taking minor injuries. Verdon then lands the air/raft.

Giving up on the air/raft, the team grabs the doorman at the front of the building. Verdon shocks him with a hand stunner, and they shove him into a closet. The team then takes the elevator to Fenton's 2nd storey apartment and burst in. Jack and Jimmy rush in and start beating Fenton with shock batons (Chaka Khans?). Jack succeeds in shocking Fenton into submission, while Jimmy grabs the knife and throws it into a corner, and then ties up Fenton with a table cloth.

The team then searches the apartment. Jimmy, searching Fenton's computer, that while Fenton cancelled the contract with Delgado only a few days ago, he had in fact been gravely sick in bed for over a week. Jack liberated Fenton's wife's jewelry box from the bedroom. Fenton writhes on the floor in his bounds for a while and then dies.

However, just at that moment, Constables Harsky and Stutch from the Dome Police arrive at the front door and inform the team that they are under arrest for the murders of Fenton and his wife. Jack immediately surrenders, but Verdon and Jimmy leap off the balcony to the street below, mildly injuring themselves in the process (Jimmy suggested the plan, declaring himself a tactical genius). They leap into the air/raft, which they immediately crash into a corner food-vendor. Legging it, they find an access to the lower city tunnels. Jimmy, using his streetwise, suggests they go find a *Chud-Tastic* restaurant and hide out in a back booth for the moment.

While Verdon tapes up his own and Jimmy's injured ankles in the *Chud-Tastic* bathroom, Jack is hauled down to the police station. Jack sustained a severe and sustained beating to get him to confess that he was the murderer. The cops weren't interested in asking questions, just getting his signature on the confession. They day ends darkly for the investigators.

003-1111 Skull, Dome 30

Around two in the morning, an unnamed police detective slips into Jack's cell. He explains that dome after dome has become more and more corrupt in the past two years. He recognized Fenton's cannibalistic frenzy as similar to the reported outbreaks in Dome 32. However, orders came down "from the highest authority" to frame the Delgado team for the murders. The detective returns in a few minutes and releases Jack, guiding him to the freight depot and putting him onto a freight car heading to Dome 30. He explains that Dome 30 is one of the least corrupt cities, and yet is close to the worst trouble. Once the train is underway, Jack calls Verdon and Ramona to fill them in on what has happened, and to ask Verdon and Jimmy to meet him in Dome 30.

When they have met up in Dome 30, Verdon treats Jack's wounds. Jack then goes on a Pub Crawl searching for information. He hears that Dome 32 is reported quarantined due to Rigellian fever, but some guy has heard that they inhabitants were wiped out by a crazed madness brought on by alien spider bites. Jimmy searches through the lower city for leads and hears that the local gangsters are all being coerced into joining a group called the Condor gang. Also, that the population of Dome 32 is being replaced by the so-called Orange-Heads (immigrant refugees from the interdicted planet Victoria). Finally, the nearby Dome 31 is completely in the control of a company called Condor Industries: from cops to food vendors to gangsters. Verdon begins to access corporate records from links through Delgado accounting. He discovers that most of the factories that have cancelled orders with Delgado have been taken over by Condor Industries and that the factories in question have fired all of their native workers

and replaced them with robots and Orange-heads. Also, the factories have stopped producing consumer electronics, and have switched to mining equipment.

After discussing their various leads, the team thinks they have made real headway. They report back to Ramona, and decide to spend another day searching for leads.

004-1111, Skull, Dome 30

They continue to search for leads. Jimmy again searches the under city and discovers that the Condor gang has a preference for poison. Verdon consults the government records, and finds that the mining equipment produced by Condor is listed on manifests mostly as mining lasers. The mining equipment is not being loaded onto jump-capable commercial ships, but rather onto in-system shuttles. Jack crawls the pubs and discovers that large numbers of the Orange-heads have been loaded onto trains heading for Dome 32.

005-1111, Skull, Dome 10

The team returns to Delgado headquarters, in Dome 10 near the star port. They confer with Ramona and make plans. They decide to go to Dome 31 to spy on Condor Headquarters.

006-1111, Skull, Dome 31

The team takes a train to Dome 31. They are briefly hassled by 2 constables at the train station, but Verdon puts them off by saying they are thugs looking to hire on. The team decides to beat up and kidnap the constables when they leave the station platform. As planned, when the two cops leave the platform heading toward their car, the team attacks them. Jimmy shoots one with a tranq carbine, and the other is beaten down by Jack and Verdon using shock batons. They handcuffed the shocked one, steal his keys and through him into the car. They wait for the second do fall unconscious from the tranq dart and then run him over with his own patrol car. They drive off in the patrol car, ditch it after a few blocks and head into the lower city to hide out at a Chud-Tastic. They beat their captive constable mercilessly and discover the location of the Condor office building. They leave him tied up in a deserted location. They then spend the day using their shotgun microphone and laser listener to spy on the Condor Offices and the nearby guard barracks. They discover that the boss is not in residence at the dome, and that the cargo shuttles leave from the star port every 2 or 3 days.

007-1111, Skull, Dome 31

They decide that they need to get their hands on some lethal weaponry. Jimmy, the tactical genius, suggests he should contact underworld arms dealers for some illegal weapons. However, he handles the situation as badly as imaginable, falling for a police sting operation. When he attempts to buy guns from an undercover cop, he is quickly surrounded by 4 SWAT team members. Tactical genius that he is, Jimmy leaps through the plate glass window into the street, but falls flat on his face. The police sergeant shoots him with a snub pistol and kills him dead in the street. Verdon and Jack flee into the night.

008-1111, Skull, Dome 10

Verdon and Jack return to the star port. They recon the cargo shuttles, and decide that the best course will be to take the Delgado ship's boat and trail a shuttle to its destination.

009-1111 Skull, Dome 10

Verdon and Jack hire Baron Church and Sergeant Griswald to join them on the expedition. They check out the ship's boat and begin to watch the schedule of the shuttles.

010-1111 Skull System, Deep Space

Ahead of the scheduled shuttle launch, Jack flies the Ship's Boat into orbit to wait for the shuttle. The shuttle does not detect the boat, so Jack is able to trail the shuttle for several hours. They discover that the shuttle docks at an asteroid. However, the asteroid base detects the boat and launches a missile. Verdon uses the boat's laser to intercept the missile, and Jack manages to fly the boat out of range before a second missile can reach them.

The crew returns to Auditor Repinski on Skull to report. They make a full report, that Condor industries is taking over the dome cities and converting their industries to the manufacturing of laser weaponry. The weapons are taken to the asteroid base and trans-shipped elsewhere somehow. Repinski says he will pay a 50,000cr bonus for this information, but will add the further 150,000cr if the team will seize the base. Feeling over their heads, Jack and Verdon take the 50,000cr (splitting it with Griswald and Church) and their 2 weeks of salary. They take a low passage ticket to Equus, 3 parsecs away, hoping to catch a liner from there to Rhylanor. Captain Church and Sergeant Griswald stay behind hoping to put together a team of their own to seize the asteroid.

PART TWO: THE ADVENTURE OF THE EQUUS FISHY GUNS

018-111: Equus, Star Port

After emerging from cold sleep, Jack and Verdon wander about the star port on Equus (tech 11, water world). They decide that they are in no hurry to get to Rhylanor, and if they can make some money here on Equus, that will keep them from blowing through all they've made so far.

019-111 Equus Star Port

Their advertisement on SpaceBook yields a call from Finrot Johnson, a shady arms dealer. He meets them at the Star Port "Fishy Joe's" restaurant. His problem is that a shipment of gauss rifles he had sent to a gang of cutthroats in Processing Ship City 37b, had instead ended up in the hands of a religious cult in the equatorial region. The gangsters are not at all forgiving and want the guns or Johnson's head. Johnson offers the pair 2 snub automatic pistols each, 300 rounds of HEAP ammunition each, the rental of a grav vehicle, and a middle passage to Rhylanor each to retrieve the guns and deliver them to Flem, the gang leader. The partners agree and make preparations.

020-1111 Equus, Around the Planet

They arrange for one snub auto each to be placed in their starport lockers, the other to be waiting for them past customs in their rented G-carrier. The take off and head toward the cult headquarters. On the way, however, they are caught in a fierce storm. Jack manages to crash the G-carrier into the water. He has some trouble with the repairs at first, but Verdon steps in and gets the vehicle flying again. However, they receive a distress call from some fishermen. It takes them hours out of their way, but they find the fishing boats, crash the G-carrier into the deck, and meet the fishermen.

Verdon manages to repair the engine and gets some vague information about the fish cult.

Setting off again, they find the atoll where the cult lives. There is a meeting hall and several huts, all on stilts projecting from some underwater "mountain tops". Their plan is simple, run the g-carrier through the front door of the meeting hall, come out with guns a-blazing. It is mostly successful. Jack crashes the G-carrier into the side corner of the building, not through the front door. They do come out guns a blazing, and kill 4 of the cult members. The other 3 in the building leap into the sea in terror. The pair each takes a light wound from staff attacks before the cultists flee.

They collect the guns, but find that their third crash has damaged their grav modules system. It takes about 20 minutes for them to get it functioning again, long enough for a patrol speeder with 2 cops to show up. A gun fight immediately breaks out. One cop goes down wounded by snub fire, and Verdon takes a light wound from laser pistol return fire. The last cop takes cover and keeps firing until Jack threatens to finish off the cop's wounded partner unless he surrenders. The cop does surrender and is immediately handcuffed. Jack and Verdon stow the rifles, collect the cops' equipment and then murder the helpless men. They strap the bodies into the speeder, open the windows, turn off the power and push it into the sea.

Arriving at Processing City Boat 37b several hours later, Jack and Verdon realize that they have completely forgotten to whom they were supposed to deliver the guns. They call Finrot who gives them enough veiled hints for them to remember. They deliver the guns, and sell Flem the cops' laser pistols and combat helmets for a cool 1000cr.

021-1111 Equus, Star Port

Arriving back at the port in the early hours, they drop the g-carrier in a general public parking area, fearing to turn it in to the rental agency in its appalling condition. They also drop their snub pistols into the sea before entering the customs zone. Finrot has placed the other two guns, the ammunition and the middle passages in their port lockers. He also agrees to pick up the g-carrier in the lot (he bought the insurance package, so isn't mad). Verdon and Jack settle in at a table in Fishy Joe's for a hearty breakfast, and to check the schedule for the next flight to Rhylanor.