

Campaign: Rhylanor Express, Traveller #14

Date December 2, 2012

Episode Fourteen: Mercenaries, Ex Post Facto

Campaign Dates: Day 310, Year 1112 to Day 18, Year 1113

Player Characters

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

Dorkon the Hunter, ex-hunter, 3 terms (Bob LaForge)

Skip Jockley, the secret space detective, ex-navy, 1 term (Bob LaForge)

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

Old Doc Spurlock, retired doctor, 7-terms (Jason Leibert)

Reginald Stuffington, retired diplomat, 2nd secretary, 6 terms (Jason Leibert)

Chum Lee, barbarian chief, 1 term (Marlon Kirton)

Rat Lee, ex-rogue, 1 term (Marlon Kirton)

Gun Lee, retired army colonel, 5 terms (Marlon Kirton)

GM: Dave Nelson

LOG

310—*Festivus* arrives at Fosey

311-312: While *Death Ranger* attempts repairs silently in deep space of the Fosey system, the crew of the *Festivus* enter the Fosey High Port Station and search for word of the *Death Ranger*. Dorkon is punched in the face by a marine officer and the both are hauled in front of the station administrator. It turns out to have been a case of mistaken identity, since the marine had been swindled out of charter-money by the captain of another safari ship. Meanwhile Chum Lee and Tawdry Baubles meet the bounty-hunter captain Johnny Revolting and learn about the battle with the *Death Ranger* from them.

313-318: *The Festivus* searches and broadcasts the system for the *Death Ranger*, and finally they make re-contact.

319-326 The *Festivus* and *Death Ranger* jump to Heroni (the better Heroni, the one in the Mora subsector).

327-331 The *Death Ranger* puts into the star port at Heroni and undergoes repairs. They have the computer repaired (for 48 Mcr) and replace the missile turret (3.25 Mcr). They discover that the hull will cost 6 Mcr, the Maneuver Drive will cost 28 Mcr and the Jump Drive will cost 24 Mcr to repair, and they resolve to wait for a later time to complete those repairs.

While the repairs are underway, Dorkon sells the grain and the silver he had crammed into the holds of the *Festivus* and the launch. Chum Lee is approached by a native of Heroni (a skinny, short, purple-skinned, incredibly whiny race) asking for himself and his friends to be smuggled off the dictatorial planet in exchange for some radioactive mushrooms. The crew decides it's more trouble than it's worth and refuse to get involved.

332-339 *The Festivus* and *Death Ranger* jump to Quiru

340 The Ships refuel at the gas giant in the Quiru system and make their way to the main world. They discover that a “Colonel Wingu” and his mercenary battalion have overthrown the government at the behest of the Sternmetals corporation and are ruling as a military junta. They are supported by 400-ton patrol cruiser named the *Clovis*.

341—The *Festivus*, *Death Ranger* and armed launch race toward Quiru and engage in a largely ineffective missile duel. When the missiles are exhausted, laser fire from the *Death Ranger* manages to destroy the power plant of the *Clovis*. The crew of the *Clovis* surrenders and claims the right activate their repatriation bonds under imperial law. *The Death Ranger* allows them to go to the surface by ship’s boat.

Under threat of orbital bombardment from the *Death Ranger*, Colonel Wingu also surrenders and the locals regain control of the planet. The local council gives the *Death Ranger* a charter as local defense forces, and recognizes their seizure of the *Clovis* as a legitimate battle-prize. They also pay them a 6 Mcr Ling Standard Products promissory draft as a reward. (Sternmetals and Ling Standard were fighting over a vein of rare radioactives discovered on the planet).

342-347: Using their repair robots, the crew installs the power plant of the *Festivus* onto the *Clovis*, hiding the *Festivus* on an asteroid.

348-357: The *Death Ranger* and the *Clovis* jump to Skull.

358-363: on the abandoned asteroid base that formerly belonged to Condor Industries, the crew and robots remove the power plant from the *Clovis* and store it in the *Death Ranger’s* cargo hold.

364-005 *Death Ranger* jumps back to Quiru, leaving the *Clovis* on the asteroid base

006-010: Robots and crew replace the Power Plant into the *Festivus*.

011-018 The *Festivus* and *Death Ranger* jump back to Skull.