

Campaign: Rhylanor Express, Traveller, #5

Date: July 15, 2012

Episode Five: I've Got Hitler's Private Number!

Campaign Dates: 125-227, year 1111

Characters:

Verdon Thuul, ex-merchant, 4th officer, 3 terms (Bob LaForge)
Dorkon the Hunter, ex-hunter, 3 terms (Bob LaForge)
Skip Jockley, ex-navy, 1-term, "Secret Space Detective" (Bob LaForge)
Screaming Jack Murdoch, ex-flyer, pilot, 5 terms (Jason Liebert)
Old Doc Spurlock, retired doctor, 7-terms (Jason Liebert)
Reginald Stuffington, retired diplomat, 2nd secretary, 6-terms (Jason Liebert)
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)
Roland McGintley, retired merchant 1st officer, 7-terms (Andrew Smith)
Yes Paul, ex-pirate henchman, 1-term (Andrew Smith)
Jax "The Remedy" Tyvoid, ex-marine lieutenant, 3-terms (Andrew Smith)

NPC Employees

Sigbert Crawley	Engineer
Doris Starling	Engineer
Finn Jacobs	Pilot
Rick Westinghouse	Gunner
Farley Wulf	Gunner
Carl Donolly	Gunner
Hakupta Heat	Gunner

Referee: Dave Nelson

LOG

Day 125, Rhylanor City, Rhylanor

Gun Lee and Doc Spurlock met with their attorney, Chester Wickersham (of Hungadunga and Wickersham), who advised them that their only means of escaping their upcoming prison terms for robbing Francis Polaski was to return the stolen money so he would drop the charges. When the crew balked at returning so huge a haul that they had stolen fair and square, Reginald Stuffington realized that they could spring the pair, if the Imperial Government took jurisdiction over them. So, he arranged a meeting with Baron Duncan Dubois, the deputy director for Naval Affairs for the Rhylanor Subsector of the Imperial Ministry of Justice. They bribed the Baron with 2 million credits, which resulted in him issuing a Writ of Imperial Summons, transferring the pair to Imperial custody (which entailed being told to report for trial "on demand" at some point in the future).

Days 126-129, Rhylanor City, Rhylanor

Yes Paul was getting totally "Recced" on Recreation Drug. Rat Lee, Doris Starling and Finn Jacobs were still undergoing their intensive firearms course. The other crew members spent the days searching for leads on the whereabouts of the con-man Ace Nabunto. They discovered that he must have gone to the nearby world of Porozlo, and that Steve Hitler, a fellow passenger on the liner when they had met Nabunto, had made the news reports from Porozlo for some

large galas and receptions there. With their imperial writs, Doc Spurlock and Colonel Lee made it past the customs tunnel and into the star port on Rhylanor, and were determined not to re-enter Rhylanor territory. Chum Lee is harassed by three members of the “Cool Operators” who blamed him for their crewmates being sent to prison. They attempt to goad the barbarian into attacking them, but he doesn’t take the bait.

Day 130-137 Jump Space

Jack Murdoch, Reginald, Colonel Lee, Jax “The Remedy” Tyvoid, Dorkon, and one of the henchmen decided to track down Steve Hitler on Porozlo, hoping he would lead to Ace Nabunto. They assumed that since Hitler had bought a ticket to Porozlo minutes after Ace had, that they were in cahoots. Therefore, this team (henceforth “The Expedition”) bought passage on a liner to Porozlo and spent the week in transit.

Day 138—Narno City, Porozlo

After searching the news network in the Porozlo Up-port, the Expedition discovered he was in the capital city of the nation of Narno on the surface. They took a shuttle down to Narno and tracked Steve Hitler to the Imperial Hilton hotel in town. They hired a pair of floozies to ply Hitler with liquor, waited a few minutes and went up to break in on him. However, Hitler was too wary, and as they began to enter his room, he emerged from across the hall, and pointed an advanced laser pistol to Doc Spurlock’s head, ordering the rest of the Expedition to put down their arms and enter the room. Dorkon, however, was wearing a trench coat and kept his cutlass hidden beneath. When Hitler finally entered the room, Dorkon attempted to slash him with the cutlass, and the rest of the team rushed him to try to overpower him. Hitler, however, fired his pistol and slightly wounded Colonel Lee, before Jax “The Remedy” wrenched the gun from his hand. The Expedition tried unsuccessfully to overpower Hitler, until he revealed to them that he was in fact a Scout Service intelligence agent. It turns out that he was not in league with Ace Nabunto, but rather had been investigating him for months.

Sir Steve Hitler decided to turn his would-be attackers into assets in his investigation. He told the Expedition that Nabunto had a swinging party house outside of town, but that Hitler had been “made” by Nabunto and his bodyguards and was unable to approach or otherwise further investigate. He offered them passage back to Rhylanor, and a letter of “Auxiliary Activation” to Dorkon (which would defer the bank payments on his stolen vessel the *Festivus* for 1 full year) if they could capture and question Nabunto to discover the nature of his scheme and the organization he works for. The Expedition agrees to follow Hitler’s lead and to arrange a raid on Nabunto when Hitler would be noticeably busy at a public veterans’ reception.

Day 139—Outside Narno, Porozlo

The expedition scouts Nabunto’s party house. They use a battle scanner to get a map of the house, and spy on the comings and goings. Jax “The Remedy” takes it upon himself to get a job at the house. He gets hired by the Jarvis Bot 5000 (butler-robot) to pull Porozlo Death Weeds around the house for the day. He discovers that Nabunto is constantly protected by 4 body-guards (members of the Invisible Transformation assassins). There are also 6 gunmen who guard the house itself.

Day 140---Narno, Porozlo

The Expedition sets up a series boulders along the main highway near the house and put themselves in position to ambush Nabunto’s limo when he emerged. The limo skidded into the boulders and jammed up its wheels. Two of the bodyguards emerged and tried to fire back at the attacking Expedition. Then Dorkon seriously wounded one of the bodyguards with his light assault gun. The remaining bodyguards fled in terror, but were all seriously wounded by gunfire from the Expedition. They shoved Nabunto into a sack and carried them off to a Ling

Standard Products warehouse that Hitler had provided for their use. They patch the four body guards up and leave them alive.

Day 141—Narno, Porozlo

Reginald Stuffington interrogated Ace Nabunto in the warehouse. Ace folded like a cheap suit. Nabunto revealed that there was a great “master” behind his plot, and many others. He said that all the information on the master’s location and plots was on his phone. Doc Spurlock examined it, and found a file titled “Top Secret.” When he tried to transfer the file, it activated a program that destroyed the phone and killed Ace Nabunto. The Expedition reported all the information that they had thus far gathered about Nabunto and his ship-theft ring to Hitler and promised to keep him informed of any further developments in their own investigation.

Day 142—Narno, Porozlo

The Expedition wrapped up their business on Porozlo (including disposing of Nabunto’s body) and booked passage back to Rhylanor (on Hitler’s expense account).

Day 150—Rhylanor

The Expedition returns to Rhylanor and reunite with the remainder of the future crew of the *Death Ranger*. Colonel Lee and Doc Spurlock remain in the star port the entire time, for fear of re-arrest if they enter Rhylanor sovereign territory.

Days 151-169 Rhylanor

The parts for the *Death Ranger* are all delivered. Doris, Finn and Rat complete their fire-arms training course. The crew purchases several robots to help with the repairs and for general maintenance of the vessel. The supplies and parts are loaded onto the chartered liner “The Oak Arrow” and all preparations are completed for the return trip to Heroni.

Days 170-177 Jump Space

The entire crew and their supplies are in transit to Heroni from Rhylanor aboard the Oak Arrow.

Days 178-186 Heroni

The crew is landed at the cave where the *Death Ranger* awaits. They get to work with their robots and tools and restore the ship to functionality. They refuel it from the pool of water at the base of the mountain valley.

Days 187-196 Orbit, Jump Space

The Death Ranger lifts to orbit and makes the transition to jump space, traveling directly back to Rhylanor. While spending their week in jump space, they realize that the ship is of Sword Worlds’ manufacture and might attract a high level of scrutiny from the Navy when they emerge at Rhylanor. They examine the transponder and found that it is a variable-setting intelligence model, that has 4 settings: *Death Ranger* (Sword Worlds warship), *Joe Smith* (subsidized merchant), *Little Burro* (ore freighter) and *off*. They decide to emerge as the Joe Smith and to avoid coming into visual range of the star port.

Days 197-198 Rhylanor

When the *Death Ranger* arrives in the Rhylanor system, they make a long-range call to their friend Baron Carlo Fossi (and his lovely assistant Space Becky of course) and arrange with him to send a fuel shuttle to meet them with a full load of fuel and some sand canisters.

Days 199-207 Jump Space, Equus

The *Death Ranger* jumps to Equus, refuels at the gas giant. They are challenged by the patrol cruiser Falco, but are able to pass off a fake lading bill by transmission.

Days 207-216 Transit to Parcet

The ship jumps to Parcet and refuels at the gas giant without incident.

Days 217-224 Transit to Notoko

The ship jumps to Notoko.

Days 225-226 Notoko

The *Death Ranger* lands at the downport at Notoko. They want to stock up on missiles for their turret. While visiting the Ling Standard Products offices to buy the missiles, they witness some of the planetary broadcasts, like “Dancing with the Leader” and “Cocktail Hour with the Leader.” As awesome as Notoko is, they leave soon after the missiles are delivered.

Days 227-233- Transit to Garrincski

The ship jumps to Garrincski to track down some X-boat messages sent by Ace Nabunto here.

Days 234-237—Garrincski

They land the *Death Ranger* on the surface of Garrincski. A team is sent on their G-carrier to visit the down port. The planet is pretty awful. A few tens of thousands of people living in a violent, lawless clans, making a living scrapping moss from rocks for the Recreational Drug trade. They decide to leave a false message from Ace Nabunto and stake out the X-boat kiosk until it is retrieved. After three days, they spot a man “Frank Johnson” who picks up the message. They lose track of him in the town, but spot a launch taking off for orbit minutes later.

The launch approaches a subsidized merchant in orbit. *The Death Ranger* makes short work of both ships, crippling them both in short order, while suffering only minor computer damage. The board the ship but only find 3 crew members aboard. Colonel Lee disintegrates two of them and they capture the third. The remainder of the crew had crowded into the launch during the battle when the ship itself had become crippled.

They caught up with the launch and found out that their base was on a red zone system in the subsector, a planet with a number: 457-973, rather than a name. The crewmen on the launch fell to fighting among themselves when the true believers find it intolerable that the pirates were willing to betray their unnamed master to *the Death Rangers*. The true believers win, and the remaining ones killed themselves rather than surrender. The main ship did have 30 tons of valuable machine tools in its hold, 10 of which the crew transferred over to the *Death Ranger*.