

Campaign: Rhylanor Express, Traveller #9

Date September 2, 2012

Episode Nine: Clean-Up in Aisle DEATH

Campaign Dates: day 99, year 1112 to day 172, year 1112

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)

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 crew of the *Death Ranger*

Sigbert Crawley (Engineer), Doris Starling (Engineer), Finn Jacobs (Pilot), Rick Westinghouse (Gunner), Farley Wulf (Gunner), Carl Donolly (Gunner), Hakupta Heat (Gunner), Andrew Jackson (Gunner), Lightning Link (pilot), Joe Warbler (navigator)

NPC Allies

Baron Carlo Fossi, Space Becky, and the crew of the *Countess Cassandra*

Captain Timothy Church and Sergeant Griswald plus 8 more mercenaries of "Tim's Tornado"

GM: Dave Nelson

LOG

99-1112 system 457-973, Rhylanor Subsector

The *Death Ranger* crew and their allies, having defeated the pirate fleet, decide that they will attempt to assault the underground sections of the pirate base. At first they divide into 2 teams, opening the escape hatch and the main entrance to the access building. The floor is guarded by 3 technicians and 3 heavily armored security troops. The attackers quickly defeat the defenders, however, Skip Jockely is mortally wounded by a laser blast. He is evacuated out in a shuttle, where Dr. Hakamuro Wuntu of the Tornado manages to save his life.

Captain Church then disabled the elevators, but in a way that they could be quickly reactivated. Rat Lee infiltrated down the stairway to the first level, and discovered that the hatchways were booby-trapped. He attaches his own charge to the booby trap and detonated it—wrecking the stairway in the process.

The assault teams then charged into the first floor landing and started a ferocious gun battle with 4 security troops entrenched in the room. Farley Wulf, Bud Manstrong, and Manfred West were all mortally wounded in the attack, Kirok was killed outright, and Steve

Hird was completely disintegrated. The attackers managed to kill three of the defenders, and the fourth escaped into the corridor beyond. The attackers immediately evacuated their dead and wounded into low berths on a captured Far Trader. After a brief conference, they decided not to clear out the base after all. Instead they wired a charge on the first floor access door, and left the compound. Then they flew the *Death Ranger* overhead, used three missiles to wreck the central access shaft, and then poured concentrated laser cannon fire into the shaft, turning it into a melted mess.

Day 100-113 System 457-973

The crew of the *Death Ranger* and *Tim's Tornado* then put all their efforts into patching up as many of the pirate ships as they can in order to jump out before the scout courier that escaped might return with help. After many days of hard work, with the assistance of their repair robots and the repair tools of the pirate base landing pads, they manage to get 1 scout/courier, 1 pocket carrier, 1 far trader, and the safari ship *Festivus* (Dorkon's stolen ship) all into space-worthy condition. They loaded up 1 fighter, 1 launch, 1 G-carrier, plus their own wrecked G-carrier, 2 air/rafts, 2 salvaged level 4 computers, and a triple beam laser turret, all salvaged from the pirates, into the cargo holds of their vessels. Each ship was manned by a skeleton prize crew and preparations made for jumping to Somnem.

Immediately before jumping, the *Death Ranger* shot 3 more missiles and a long barrage of laser fire into the landing pads and cave-hangar of the pirate base.

Day 113-120 Jump Space 457-973 to Somnem

The ships all safely jump to Somnem

Day 121 Somnem

The fleet now arrives at Somnem and refuels. They decide to split the loot. The *Death Ranger* crew gives the captured Far Trader to *Tim's Tornado*, and one of the captured model 4 computers to the *Tornado* and *Baron Fossi* to split. *Baron Fossi* and *Tim's Tornado* then part ways with *Death Ranger* and jump off.

Day 122-129 Jump Space Somnem to Brodie (Mora Subsector)

The *Death Ranger* fleet jumps safely to Brodie

Day 130 Refuel in Brodie system at Gas Giant (Mora Subsector)

Day 131-138 Jump Space Brodie to Rorise, Mora Subsector

The fleet jumps to Rorise

Day 139 Rorise, Mora Subsector

The fleet refuels at Rorise gas giant. It is decided to leave the *Death Ranger* at Rorise, with a small crew, as Mora is the sector capital and is crammed full of naval warships.

Day 140-147 Jump Space to Mora (and Jokotre)

The fleet jumps to Mora. The scout courier and pocket carrier arrive as planned, but the *Festivus*, with the majority of the personnel of the fleet, mis-jumps and ends up in Jokotre instead.

Day 148 Mora and Jokotre

The carrier and scout dock at the star port and wait at Mora. On Jokotre, the *Festivus* buys

refined fuel and the star port and jumps off to Mora.

Day 149-156 Jokotre and Mora

The carrier and scout crews have a vacation, while the *Festivus* crew are in jump space.

Day 157-164 Mora

The *Festivus* arrives at Mora. The crew decides to sell the carrier and scout at naval prize court (establishing that they were pirate prizes based on recorded testimony of Baron Fossi and Baron Church). After selling all their other swag, they have a very large cash pile.

Reginald Stuffington hires some more crew members:

Tawdry Baubles	4-term entertainer	as a steward
Squard Dennison	2-term flyer	as a pilot
Harold Loner	1-term navy	as an engineer or gunner
Bordeaux Minor	3-term navy	as an engineer or gunner
Walter Fairbanks	2 term navy lt. comm	as a gunner
Goober Gilbert	1-term merchant	as a gunner
Sheldon Cooper	6-term scientist	as a navigator

Day 165-172 Jump Space to Rorise

The *Festivus* jumps back to Rorise to rendezvous with the *Death Ranger*.