

Session/Game: Fulton Traveller #2

Date: October 18, 2015

Episode 2: Hijack Hijinks

Campaign Date: Day 135 to Day 252 Imperial Year 1113

Characters

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

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

Codename: Not Yet, 2-term scout (Marlon Kirton)

NPC gang:

Joe Glusco (assassin), Magumbo (barbarian), Nathan Explosion (rogue), Smolek Rivera (rogue), Harold Needleman (rogue).

Referee: Dave Nelson

Log:

The Pitch and the Preparation: Location: Glisten: Day 135-142, Year 1113

After B.T. Johnson and Captain Capo returned to the asteroid city of Glisten from their criminal rampage on Romor, Johnson was cashiered from the Assassin's Guild for his unauthorized kidnapping scheme that threatened to bring Tukera Lines security down on the Syndicate's head. Flush with cash, however both aspiring gangsters go shopping for a wide variety of useful goods.

Since they were on the outs with the gangs of the Frontier Syndicate, Johnson and Capo decided to turn spy and traitor by going to Sword World's Embassy and offering their services to SW Intelligence. They were met by Lt. Otto Frankenstein, military attache at the embassy. He whisked the pair to the basement where they were joined by Captain Franz Dulnik, head of security. They scanned the gangsters with sophisticated mind-helmets and found that the pair had absolutely minimal Patriotism Quotients, while their Greed Index was off the charts.

Over schnapps and sausages, Dulnik explained that they needed some agents to carry out a hijacking. An ordinary looking Subsidized Merchant vessel was carrying a shipment of advanced weaponry from Imperial Authorities to the border, to be transferred to the Darrian Confederacy, an imperial ally who were rivals to the Sword Worlds. Sword Worlds Intelligence had arranged for 2 tickets on the vessel and for a special cargo container to be shipped aboard that could hold up to 6 additional men in secret. If Capo and Johnson could hijack the vessel and get it to the Melior system, a disguised Sword Worlds Navy ship would collect the weaponry, replace the hijacked ship's transponder and papers, and leave the ship with the gangsters as payment.

Johnson and Capo agreed to the mission, but asked if the Sword Worlders knew of any pilots who could join the team, since they themselves would be unable to fly the hijacked ship. They were in luck; there was an imperial Scout who was very bitter that he was forcibly separated from the service who would be perfect for the job. He was introduced only by a codename "Not Yet" and was quickly introduced into the conspiracy.

While Capo and Not Yet finished up shopping and preparations, Johnson went recruiting and added a group of 5 seedy street toughs to their plot (see NPC gang above). Arming them all with shotguns and stowing their additional weapons in the special shipping container, the hijackers boarded the Merchant Star Ship "Zesty Fajita" on schedule.

The Hijacking: Location: Jump Space, out of Glisten, Day 143

Bad Touch Johnson and Captain Capo suited up in some armor and in the middle of the “night” on the first full day in Jump Space, put the hijacking in motion. The crew consisted of a pilot, navigator, engineer, steward, medic, and 2 heavily armed “gunners”. There were two other passengers, a belter named Jackpot Nairobi, and a diplomat named Isabella Grossburger. At night, one of the gunners was guarding the access to the engine room which also had the access ports to the cargo deck below (where Not Yet and the 5 goons were crated up). The Navigator was on the bridge, and the rest of the passengers and crew were asleep in their cabins.

The plan was for B.T. to pretend to be drunk, get close to the gunner, shoot him with his implant finger laser, rush downstairs, release the rest of the gang and clean out the ship. However, the plan was soon turned to complete hash. Johnson expended his laser’s charges without hitting the gunner once. Capo tried to help by slamming the gunner with a piece of lead pipe, but was not successful either. The gunner wasn’t that successful either, since the hijacker’s armor prevented him from scoring anything more than a host of light wounds on them. The shooting activated the Anti-Hijack program, sealing all the hatchways on the ship. As the brawl continued, the engineer and the second gunner joined the fray, since their cabins opened onto the galley where the fight took place. The steward and medic escaped to the front section once the engineer opened the hatch for them.

Finally, the badly shot-up Johnson knocked out the second gunner with his kung-fu assassin powers. This allowed Capo to scoop up his Advanced Combat Rifle, and he and the first gunner engaged in a long gun duel, where they shot a lot and missed even more. Finally, after a long grueling fight, the navigator and gunner were killed and the rest of the hijackers fetched up from the cargo hold.

As they were working to open the sealed hatchways, Not Yet detected that the crew was pumping out the oxygen from the ship. Hurrying now, Not Yet managed to open one hatchway to the forward lounge and the hijackers charged in and wiped out the pilot, medic, and navigator in the forward lounge. Still hurrying to beat the loss of oxygen, Not Yet managed to open the cockpit hatch and the goons rushed in, killing the two passengers and the steward, but not before Jackpot Nairobi managed to kill one hijacker, Joe Glusco, with his laser pistol (Nairobi did then surrender but was murdered anyway). Not Yet got control of the computer and restored oxygen.

The hijackers ejected the bodies of all the passengers and crew into jump space and thoroughly looted the ship, except for the sealed weapons crates.

Delivery Problems (Overnale, Callia and Melior Days 143-181)

The Ship arrives at Overnale, where they quickly refuel at the orbital port and immediately re-jump to Callia. However, reaching Callia they discover that it is an even worse hell-hole than Romor had been. There was no gas giant, no surface water, and the class E “starport” had no fuel for sale, being a bare piece of bed rock for landing with an automated radio beacon. The crew had no easy way to get any fuel to get out of the system.

Going to a collection of nasty cantinas that served as a “star town” near the port, Johnson found out that an imperial navy ship had entered the atmosphere 6-8 weeks earlier and had landed some 100 km north of the port. Reasoning that this must have been a fuel dump mission just for the vessel they had hijacked, they sent Not Yet in the launch to scan for fuel canisters. He found the dump, but also found that it had been looted by the locals. The local “government” consisted of a series of petty warlords, each based on large rock-structure in the desert sands which stood over natural water springs. The crew decided to raid one of these lordlings “House Cornholio” being the most conveniently located. They flew the ship nearby, fighting a one-sided battle with Cornholio’s three tech-6 heavy tanks, destroying all three. The

Tanks hit the Zesty Fajita only once, to no effect. The hijackers then blew up Cornholio's headquarters and drained off its water supply to refuel the ship, seizing some bazookas to boot.

Heading to orbit, the ship encountered an Ion Storm, which Not Yet failed to avoid, causing damage to the maneuver drive, which Not Yet barely managed to patch together and jump away.

Arriving in the Melior system, they made the meeting with the Sword Worlders and passed off the cargo. The Sword Worlders provided the fake papers and changed the transponder.

Dividing the Loot (Binges, Papaton, Mertactor, District 268 Days 182-252).

The hijackers jumped to Binges and then to Pagaton in District 268 because they wanted to avoid returning to Callia and to avoid the Naval Base on Egypt, which was expecting the Zesty Fajita. At Pagaton they spent three weeks looking for a buyer for the Fajita, which they sold for 60 Mcr. They then took a liner to Mertactor where they spent several weeks buying a used Scout/Courier, arming it with a triple turret (beam, missile, sand) and replacing one stateroom with 8 low berths. They also purchased several useful robots. They paid the surviving goons 100,000cr each and fired Mugumbo and Smolek.