

Campaign: Rhylanor Express, Traveller #9

Date December 18, 2012

Episode Thirteen: Robbing and Killing, Old School

Campaign Dates: Day 266 to Day 310, Year 1112

Player Characters

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

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

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

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

NPC crew of the *Festivus* Finn Jacobs (Pilot), Monkey Flsbeen (Engineer), Francine Betts (Support), Tawdry Baubles ("Steward"), Ox Gomez (Carries Things), Bruno Finley (Navigator)

GM: Dave Nelson

LOG

While the Death Ranger returns to the pirate base to see if the enemy flagship is there, the crew of the *Festivus* travel to the rendezvous hoping to make some money on the way.

266-273: *Festivus* jumps from Mora to Moran's gas giant.

274—While refueling at the gas giant, the *Festivus* gets some information from the Free Trader Sasquatch.

275-282: *Festivus* jumps to Catuz

283: *Festivus* lands on Catuz, going through many bureaucratic hoops. They must buy unrefined fuel from the starport, since it is class C, desert planet, and no gas giant. The *Festivus* is ordered to take a descent vector that puts it in the path of an ascending Subsidized Merchant, but Finn Jacobs manages to keep to the authorized vector while only scraping paint with the merchant. While waiting for the paperwork to clear, the crew investigates the planet. They find there is only a small star town which makes money by producing fuel from rock-cracking plant, and by exporting cave-spider meat. They also notice that there are three large warehouse habitations near the star port, but not in town.

Chum Lee, Finn, Dorkon and Stuffington take the air-raft to town (after Finn has to take the driver's test) and visit "Alki-Jake's" bar. There they are approached by Dr. Richard Hammerstein, professor of oppression studies at Mora University. The Professor says that his three graduate assistants, Velma, Daphne and Spock have disappeared, and that if they can be recovered the university's insurance company would pay a large reward.

After a quick check around town, the crew determines that the students have joined up with the "Invincible" (and Invisible) Transformation cult and are likely at the warehouses outside the star port. It seems that the recruits to the cult are transported by low berth on merchant vessels from all around the area neighboring Mora to Catuz, and then later retrieved from there by a larger transport to some point to the Coreward. The crew calculates that the planet is defended by only 2 armed 50-ton cutters and probably 100 or so troops or police. Chum Lee is all for raiding the warehouse and cutting up cultists. Jack and Reginald

are inclined to give it a try. Dorkon briefly toys with the idea of just using missiles to blow up the cultist warehouses. Finally, they decide just to leave and return later with the *Death Ranger*.

284-291 Festivus jumps to Mercury

292---the Festivus docks at the orbital scout base, gets in touch with the Scout Intelligence branch, and leaves a long, detailed message for Steve Hitler, describing all of the information they've discovered about The Invincible Transformation, the pirate base, Dr. Zhentu Fung, Dr. Dierdre Hamburger, and Atomic Monsters.

292-300—Festivus jumps to Byret

301—Land on Byret, a rich, agricultural world, of tech level 5. The crew enters the star town and begins to explore. Using a quaint papery thing called a "Phone Book" Reginald finds out about a local chapel of the Invincible Transformation. He also discovers that there is a precious metals trans-shipment warehouse in town. Tawdry, however, is arrested by an undercover vice cop for "entertaining" without a license. Bruno discovers that there is some hunting opportunities for Dorkon, mainly involving the "Howling Stinkers" of the Stinkfell Highlands.

302—Byret

Ox Gomez, Dorkon, Bruno, Finn and Chum use grav belts and the air-raft to raid the chapel of the Invincible Transformation. They kill six cultists and steal a selection of cult robes and the data crystal from the cult's indoctrination machine.

Returning to the ship, they paint the Ship's Launch in the markings and colors of the Invincible Transformation. The Festivus makes a standard departure from the planet to beyond sensor range.

303—Byret

Ox, Dorkon, Jack, Monkey, Reginald, Francine and Bruno arm up, and dress in Invincible Transformation robes. They return to the planet in the launch and assault the precious metals building. They use missiles to blow a hole in the side (after the sandcaster failed). Then they attempt to use hand lasers to burn through the vault, but that fails. Then Ox attempts to pick the lock, but fails. They use another ship's missile to blow open the vault. Several Bi-planes attempt to dive-bomb the launch, but the bombs have no effect, and all the planes are shot down by the launch's sand caster. They find a large supply of silver in the vault and begin to fill their cargo hold (which takes about a half hour). About twenty minutes into the process, a local battle tank appears and begins to shell the launch. A missile from the launch knocks it out of action before it does any real damage. With only a few minutes left, the launch comes under indirect fire from artillery and spotters. The launch manages to hold up to the shelling long enough to fill the hold and then they escape to rendezvous with the Festivus in deep space, immediately jumping out-system.

304-310—*Festivus* jumps to Fosey to make contact with the *Death Ranger*.