

Campaign: Rhylanor Express, Traveller, #6

Date: August 5, 2012

Episode Six: Who's running this outfit?

Campaign Dates: 235-313, 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
Andrew Jackson	Gunner
Lightning Link	Pilot
Joe Warbler	Navigator

Referee: Dave Nelson

LOG

Days 235-242, Jump Space: Garrincski to Fosey

After collecting the machine tools from the cargo hold of the pirate ship, the Death Ranger jumped to the nearby system of Fosey. While in Jump Space, Finn Jacobs and Sigbert Crawley complained to the 12-man committee that the employees really didn't know who they were working for, or who was in charge, and why 12 guys got to huddle together and make decisions, leaving the rest of them out in the cold. Verdun just told them all to shut the fudge up and get back to work, but the rest of the committee decided that Reginald Stuffington would be the CEO of the outfit (which still has no structure or even a name) and the other 11 are members of the board of directors. Finn and Doris are a little put out, since they don't see why they aren't on the board, when new-comers McGintley, Paul and Jax are on it. There's still no ship captain or other structure.

Days 243-250, Fosey, Mora Subsector

Verdun meets with a local "Caballero" named Juan Awesomo and sells him the 10 tons of machine parts for 6 million credits and one-week air allowance for the crew. Reginald

recruits Andrew Jackson, Lightning Link and Joe Warbler to join the crew, mostly to act as potential prize-crew.

Days 251-258 Jump Space: Fosey to Loneseda

The ship jumps to Loneseda.

Day 259 Loneseda, Rhylanor Subsector

The crew lands on Loneseda to refuel. They spent several unprofitable hours talking to the annoying uplifted dolphins.

Days 260-267 Jump Space: Loneseda to Somem

The Death Ranger jumps to Somem

Day 268 Somem Rhylanor Subsector

While attempting to refuel at the gas giant, the *Death Ranger* is hailed and asked to heave to for boarding and inspection by the navy patrol cruiser *Raymond*. Realizing that such an inspection would likely lead to arrest, the crew decided to resist. However, Finn Jacobs complains of the variety of conflicting orders he gets from various members of the committee. Finally, a space battle breaks out that results in minor damage to the *Death Ranger*, and a fiery explosion that destroys the *Raymond*. After a refuel, the Death Ranger immediately jumps.

Days 269-276 Jump Space: Somem to 457-973

The Death Ranger jumps to System 457-973, aiming directly toward Gas Giant C, where the pirates indicated that their base was located.

Day 277 Gas Giant C, system 457-973, Rhylanor Subsector

Approaching the gas giant cautiously, the Death Ranger spots an active moon base with a picket of 5 scout/couriers. Leaping to the attack, the Ranger damages 2 of the scouts swings wide around the base. The base launches an armed Far-Trader, Dorkon's lost safari ship "The *Festivus*", a 600-ton liner, a second Far-Trader adapted as a fighter-carrier, and a missile patrol shuttle in response to the attack. The *Death Ranger* does some moderate damage to the Far-Trader, and receives some minor damage in return, before accelerating out of range of the pirate fleet.

Day 278 Gas Giant C, system 457-973, Rhylanor Subsector

After making some repairs, the *Death Ranger* returns to the region of the moon base and lurks at the edge of sensor range. Eventually a flight of 4 missile-fighters comes screaming out at them from the moon base. The fighters launch three waves of missiles as they scream past, while the Death Ranger uses its lasers and fusion gun to shoot down many of the men. One wave of missiles strikes the Death Ranger, knocking out all the turrets and damaging the computer, as well as tearing up sections of the armored hull and one fuel section. Before another wave of missiles can strike, the crew activates the Jump Drive to escape further damage. The Death Ranger's own missiles wreck three of the four fighters during the battle.

Days 279-286 Jump Space: 457-973 to Somem

Verdun, plotting an emergency jump course, realizes he has mis-jumped. Through sheer dumb luck, the ship manages to jump to Somem anyway.

Days 287-294 Somem, Rhylanor Subsector

The *Death Ranger's* crew repairs much of the damage to the vessel, but is forced to pay the repair crews at the Somem station to repair some of the more extensive hull damage and the damage to their missile turret.

Days 295-302 Jump Space: Somem to Loneseda
The Death Ranger jumps to Loneseda.

Day 303 Loneseda
The Death Ranger refuels at Loneseda.

Days 304-311 Jump Space: Loneseda to Garrinski
The ship jumps to Garrinski.

Day 312: Garrinski, Rhylanor Subsector

The crew attempts to recover the remaining machine parts from the pirate ship they had disabled. However, they find that the scout service has already recovered the vessel (there being a scout base in system).

Day 313: Garrinski, Rhylanor Subsector

The board of directors of Death Ranger Industries (or whatever) meet and decide against informing their old pal Hitler about the pirate base. Instead, they send off X-boat messages to their ally Baron Carlo Fossi, and the mercenary Captain Timothy Church to set up a joint expedition against the pirates.