

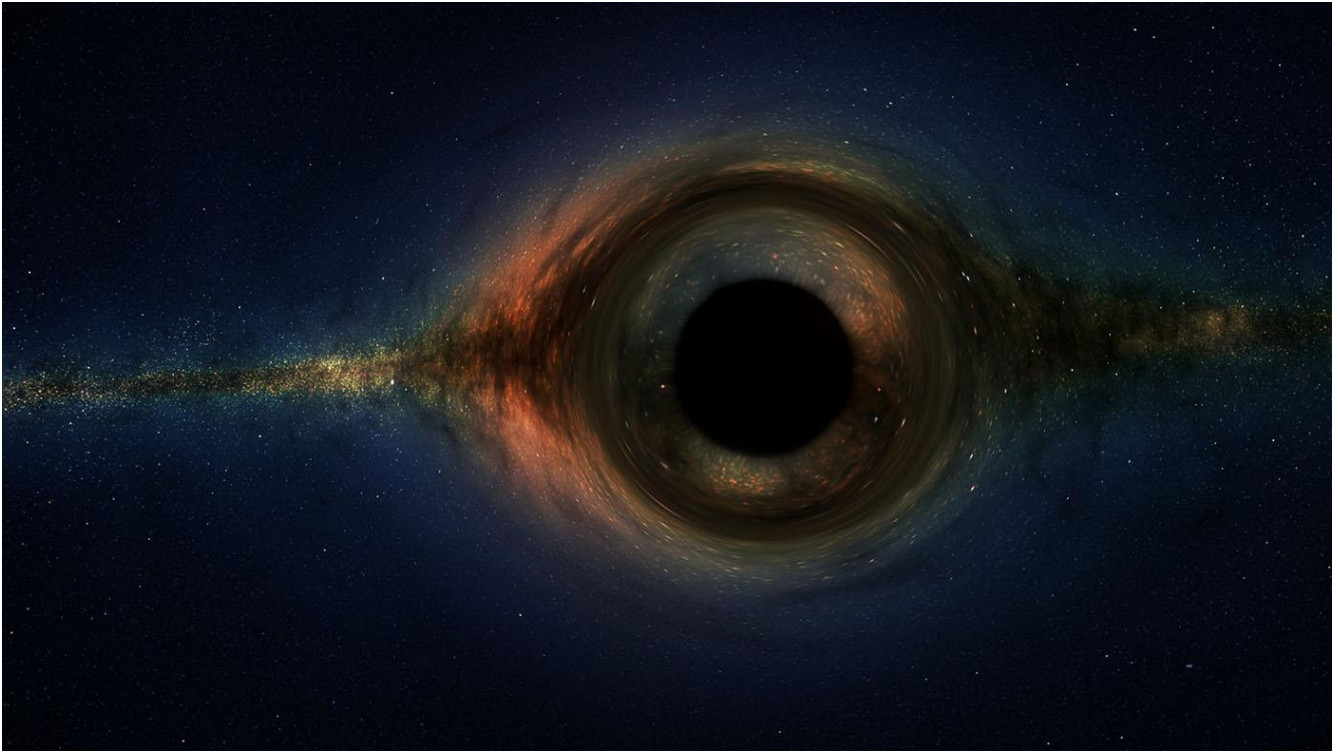
Agweedo-Girdena #11 was played January 24th/25th

The Venusian Wind adventure continued where it left off last session. The crew had quite an uneventful jump from Sandra's outer system to the black hole anomaly research station. The hybrids had time to heal up from psionic strength fatigue. Once coming out of jump at 10 AU's from the small black hole the crew noticed something wrong with the power signatures at the small research asteroid station. It looked like the generators were off and the hybrid greys could only sense one life form. Verbal kicked on his sensors to scan the system. He gathered a dramatic amount of data. Verbal had clearly mapped out the gravity pull power of the black hole. The event horizon is at around 0.25 AU. The information also gave him the point where a ship would be stuck at full acceleration away from the anomaly and no longer being able to escape.

0.25 AU Event Horizon nothing escapes at this point
1.0 AU is the trapped frozen point of 6G Acceleration
1.5 AU is 5G Acceleration
2.0 AU is 4G Acceleration
2.5 AU is 3G Acceleration
3.0 AU is 2G Acceleration
3.5 AU is 1G Acceleration

4.0 AU's is treated as the 100 diameter jump point
4.0 – 3.5 AU's is treated as less than 100 diameters but more than 10 diameter jump point
3.5 AU and under is treated as the 10 diameter or less jump point.
A starships gravitic plates can hold the ship and crew together up to the 1.0 AU point beyond that failure is imminent.

A ship of the above maximum acceleration can no longer escape. All it can do is stay in the position until it runs out of operation fuel and is swallowed into and crushed by the small black hole. Verbal also realized that in this area space time bending makes the actual AU distances seem much much less than it is. The space time bend also creates time distortion and distorts physics as we know it.. At 2.0 AU time is at 1:30 the standard universe at 1.0 AU time is 1:60 the standard universe. Beyond 1 AU time compresses at extremely higher rates Verbal spent most of his time heading to the station compiling all of this information.



The Venusian Wind headed into the front entry way of the Asteroid facility. As they entered the entry path the first thing they noticed was laser fire burns rubble and destruction. Also a special high speed shuttle that had a hole blasted in its side and one of its wings blasted off. Landing in the bay and exiting highly armed the crew discovered the massacred bodies of the lab workers. Two in the bridge of the wrecked shuttle and other bodies throughout the facility. One survivor a short bald cowardly man named Simon was found hiding in a closet. The crew began to clean the facility and check the damaged computer system. Zarkov stating this is the work of Dr. Sokolowski and his henchmen Naval Commander Sanchez. The computer and security data seemed destroyed. Verbal and Zarkov together unveiled a secret black box that the enemy overlooked with all of the security film intact. It was Sokolowski and now they had the proof to take him down legally. Captain Rodrigo always had his eyes on his communicator waiting for any sensor information from Stoney fearing enemy jump arrival signatures. Zarkov explained that Sokolowski does not have all the pieces to the puzzle and is lost without the information Zarkov held onto. Zarkov has to test a few more space time warp signatures to refine his technology.

At this point Dr. Zarkov makes his proposal to Captain Rodrigo. The shuttle is destroyed and incapable of the last needed experiments. He needs The Venusian Wind to do the experiments.

“Captain you can help us complete the experiment. I am willing to give you 1 ton of gems worth a base price of Cr.1,000,000. Also once my experiment is complete I will upgrade your drives with a proto type jump multiplier technology which would allow you to multiply your jump to a maximum of 4X but has risks involved. We need to go into the maximum frozen zone. We have a secondary power plant and M-Drive boosters we can hook up and cable together to give the Venusian Wind 6G acceleration temporarily. We need about an hour or so at the 6G point and then my fellow hybrids will teleport us out to the safe zone.” Captain Rodrigo responds “Let’s Do it!!!”.

“Good” Zarkov replied.. “ We have to take the fuel bladder out of the cargo bay and install the temporary additional M-Drive boosters, secondary powerplant, sensory equipment and link everything into the Mind meld psionic amplifiers” The crew steadily worked at the installation of the equipment. The entire cargo bay was now an additional drive area and sensory laboratory. The ship also filled its tanks from unrefined fuel aboard the stations reserves which was mined from ice rock previously by the now deceased scientist crew. As soon as everything was complete taking about a week on station, Captain Rodrigo’s fear was realized as the sensors picked up three jump arrival signatures. 2 Patrol Cruisers and a Lab ship were fast approaching. The crew having everything they needed immediately boarded the ship to depart on the mission. They no longer had a need nor had any reason to return to the station. Simon the lone survivor, Hybrids #1 through #4, Dr. Zarkov and the entire crew boarded the ship. They headed towards the black hole. The labship docked on the back tube hatchway on the far side of the round asteroid facility while both patrol cruisers pursued The Venusian Wind heading towards the anomaly. Combat had begun. Both Jug and Skysin armed the turrets the warped gravity and curvature of space worked against the Naval Patrol Cruisers. As there powerful beam lasers sailed passed the Venusian Wind.

The crew fooled the Patrol Cruisers into the 4G no return point. They underestimated the ships capabilities thinking they only had 1G and were being assisted by the black holes gravity. Now both Patrol cruisers sat idle fighting against the gravity at full acceleration. The Venusian Wind could move with ease with its temporary 6G acceleration. Now they targeted in as they used maneuver evade tactics. Both Skysin and Jug open fired continual Beam Lasers on the ships. Jug hitting the core of one of the Cruisers watched it as it exploded and was immediately pulled into the black hole. The other ship had both its power plant and M-drives hit including some decompressing Hull hits and it could no longer hold idle and was being swallowed toward the black hole. No longer facing a threat the crew shut there drives to fall to the 6G point to finish its testing and turned them on on arrival. 45 minutes elapsed equaling 22.5 hours at the ratio of 1:30. Once at the 6G no return point the crew was totally dependent on the mind meld teleport technology of the hybrids.

The testing was going quite well but both Stoney and Verbal realized the power surges could pop the lines of the the drive boosters and if that happened the ship would be back to its original 1G acceleration meaning definite doom.

Scared and concerned they relayed that information. Verbal also realized that male #3 hybrid looked fatigued and panicked trying to assist him he mistakenly helped #3 pass out. It was passed the hour and Zarkov needed 10 minutes a total of 70 minutes. The power lines were about to fail and now without all 4 hybrids awake the teleport was impossible. Panicking again Verbal found a quick child size dose of stimulant and awoke #3 just in time to make the teleport before the power lines failed. The Venusian Wind had succeeded!!!

Dr. Zarkov had what he needed. The crew was now mind meld teleported within 100 diameters of the rock station. 92.5 hours had passed in normal universe time and the Labship was still at the station. Zarkov recognized that this was his labship "The Hawking's Pride". He knew immediately Sokolowski was still there probably going through everything trying to steal research.

The crew had a discussion both Cowboy and Jug voted for an attack and reclaiming Zarkov's ship. The Captain agreed.. Teleporting right to the edge of the rock and staying in passive sensors the crew was confident Dr. Sokolowski's group had no idea they were there. The Hybrids sensed 5 to 7 life forms and were slightly fatigued. Heavily armed and vacc suited up Captain Rodrigo, Jug, Skysin, Cowboy and Verbal boarded the Air/Raft and worked there way around the rock to the hatch tube connecting to "The Hawking's Pride" Labship. Verbal torched open the tube expecting a gush of air to pour out. Captian Rodrigo was not positioned for that blast of air and lost his grip free floating away from the station. With advise over the communicators Jug told him to use his shotgun to redirect him back. He mistakenly shot his gun wrong the first time but readjusted his second shot to bring him back to the group. All 5 now jumped into the tube Verbal resealed it with temporary filler and the tube was re pressurized.

The hatchway opened and two soldiers appeared armed with Auto Rifles. Combat had begun. The lesser armored men stayed behind the Combat armored Jack Skysin and Jug Chome. No one was hurt on the crew side but the other two men were leveled by the mutiple crew rounds of fire. While the combat was happening Stoney still aboard The Venusian Wind and piloting brought it around. Stoney, Zarkov, Simon and the Hybrids recaptured the ships Air/Raft having a little bit of difficulty in the process.

After the combat round the group opened the hatch aboard the labship and immediately detached it from the station allowing it to begin to float away. Anyone left on the station was now trapped until another ship returned. No need to even bother fighting them. Verbal asked over the comm if the hybrids sensed any other life signs aboard the lab ship. The reply was a definite two life signs. The crew boarded at the Pinnacle center section where they disconnected the tube and now worked there way through the elevator and stair corridor down to the ring portion of the ship choosing the downward stairs instead of the elevator. Working their way to the bridge they met a young military trooper who immediately surrendered seeing the whole heavily armed group dropping his Auto Rifle and raising his hands. He then admitted Dr. Sokolowskis was also onboard. Securing his hands and restraining him to a bridge chair the group began making there way around the ring looking for Sokolowski.

The group arrived at the large lab area and behind some counter and tables there stood Sokolowski I will not give up that easily he yelled to the group picking up a remote and activating a combat hover robot. The group was immediately fired upon by the combat robot with two built in Auto Rifles with a seemingly endless amount of built in ammo. The group immediately securing cover behind counters began a series of gunfire with the combat robot, Laser Fire, Shotgun blasts and Auto Rifle fire blazed into the seemingly indestructible robot. The counter cover definitely saved the group from any hits. Finally The combination of laser fire and a solid successful shotgun blasts took out the robot. Sokolowski immediately surrendered.

The Venusian Wind now docked with The Hawkings Pride. Dr. Zarkov came down and slapped Sokolowski. All 4 hybrids eyes turned evil and they began to mind assault him telekinetically picking him up off the ground until the crew stopped them. Dr. Zarkov gave the order to stop. Both Sokolowski and the remaining trooper were locked in staterooms. Dr. Zarkov began 3D printing and implementing the promised jump X4 multiplier technology. It did not take two long to implement the systems and programming into The Venusian Wind.

The jump multiplier technology works like a regular jump-1 using 10% of the hull but has a range up to jump-4. A misjump is a roll of 13+. The Venusian Wind being a Free Trader gets a+1 to that roll when using unrefined fuel. If the ship multiplies its jump X2 it is a +1 to the jump roll X3 is a +2 to the jump roll X4 is a +3 to the jump roll. The jump roll is made first but there is a 50% chance the pilot skill or any crew members pilot skill can be a negative modifier roll 1D for the helping pilot mod 4-5-6 is success. All crew members with pilot skill can roll to assist in a helping mod but only one characters skills can be used as a helpful negative modifier.

It was now time to depart. The Hawking's Pride was on its way back to Ryan to turn in Dr. Sokolowski and clear Dr. Zarkov's name. They thanked the crew and departed. Captain Rodrigo had his eye on The Tazo system 3 parsecs away. " were going to give this technology a try lets go for it!!!" Captain stated and set the drives for a jumpX3 multiplier course to Tazo. The jump was successful.

Captain Rodrigo had to roll 2D + 3 on the misjump table +2 for jumpX3 and +1 for unrefined fuel. His roll was a 12 and his 50% 1D skill roll was a success subtracting -2 for his pilot skill giving him a total of 10. a successful jump 3 was made.

This is where our session ended. A total of 4 weeks has passed including time in jump to Tazo when we begin the next session 1st week of September 3517. All ship expenses and payments for September have been deducted. The actual game started at 6 pm and it actually got going at 6:20 pm and ended around 10 pm U.S. Mountain time. Online 4 hours actual play about 3 hours 40 Minutes.

The Venusian Wind Type A Free Trader

Hull 200 tons streamlined

J-Drive A(fib) jump-1 (Special Jump X4 Multiplier technology)

M-Drive A (fib) 1G acceleration

Powerplant A(fib) rating 1,

Fuel 44 tons 2-jump-1's, eight weeks operation

Bridge (pilot, navigator/electronics, engineer)

Electronics Computer Model/1, Advanced Sensors +1 DM

Facilities 10 staterooms, 20 low berths

Armaments 2 double turrets one beam with a missile rack and one beam with a sandcaster, (11 missiles, 12 Sandcasters)

Hold 4 ton standard Air/Raft, 64 tons cargo

Included Software Jump/Control-1, Evade-1, Fire Control-1, Maneuver-0, Library-0, Anti-hijack-0, Life support-0 (*Special Jump/MultiplierControl-1)

Cost Cr. 38,412,000 with 10% discount, payments Cr. 160,050 per month
(added additions in campaign not added to list price)

SHIP'S FUND CREDITS Cr. 814,200

Monthly Mortgage 160,050 Cr. (9 months paid)

Ship Crew Salaries 25,000 Cr. (9 months paid)

Fuel 44 tons 22,000 Cr. refined 4400 Cr. unrefined, skimming unrefined free.

Berthing costs 100 Cr. 1st week 100 Cr. Additional day

Annual Maintenance 38,412 Cr. (Jan-3017-1st week)

Life Support Costs 500 Cr. per week per person unit, maximum 12 units per stateroom, 100 Cr. per lowberth use. Additional units of 24 equals 1 ton cargo space.

CURRENT CARGO: (64 ton capacity)

1 ton Gems (Cr. 1,000,000 base price) +4 In +8 Ri

CURRENT PASSENGERS:

6 Crew

CURRENT LIFE SUPPORT: (120 units full)

71 units

PRESENT FUEL: (44 tons)

23.5 tons

Players this session (SESSION NOT RECORDED)

Mantar – Captain Kal Rodrigo (pilot), Lt Tammeric Stoney (engineer)

Pierre – Vebal Carlos (electronics/medic) Jack Skysin (gunner/security)

Archadius – Jug Chome (gunner/security)

NPC'd – Cowboy Jones (steward/security) also NPC'd some responses for Stoney & Skysin with the PC's filling in.

Missing players Steve (Stoney), Sid (Cowboy) and Benjamin (Skysin)

