

Run #2: Optical Aleutians

Posted: **08-10-2011**

by **GM Nick**

[**McLaughlin Airfield, Seattle**]

A mini-jet breaks through the cloud cover, wing-tips tracing a contrail as it banks in to land.

The ground is muddy and a persistent drizzle hangs stubbornly to the morning air. Your head pounds--a result of a previous night spent drinking and celebrating your last day in Seattle before the trip north.

You key your comm and play back the message from Mr. Lo, just in case you missed anything important.

<My team has managed to recover the coordinates for the next canister. They point to a location in Fairbanks, Alaska. The only satellite photos we have of the area are at least 10 years old. The canister appears to be in some sort of oil processing facility.>

The mini-jet touches down, wheels shrieking as they hit the pavement. A duck trail of moisture erupts in its wake.

<Your contact in Fairbanks is a native Inuit survival expert named Pandora. She's a bit of a local legend there--think street samurai of the great north. She knows the area and will be your guide. For all intents and purposes, she is part of your team.>

The aircraft rolls to a stop and idles. A hatch on the mini-jet opens and a small Chinese man sticks his head out.

<The *Order of the Dawn* will have gone to great lengths to protect the canister so there is no telling what kind of resistance to expect, but definitely expect it. As agreed, successful retrieval of the canister will be rewarded with \$45,000. From the moment you step foot on that jet, you're on your own.>

"Hey, are you the contractors? I'm Chen. Hop in!"

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Posted: **08-10-2011**

by **John**

Max leans his head to the right and cracks his neck. A symphony of meaty pops erupt from his vertebrae. Notably pleased with himself, he steps into the plane and says,

"Hello Chen, I'm Max. It's a pleasure to meet you."

Max smiles genuinely at Chen and offers his hand for a handshake. While it never hurts to be polite, Max is never this outgoing unless he's recently gotten high. All the dopamine has been dumped into the grey matter in his skull and he feels no pain.

Looking around the tiny passenger jet, he takes a seat close to the front. He's glad to have people that he's worked with before along on this one-- Alaska isn't exactly within his comfort zone.

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Posted: **08-10-2011**

by **Elliott**

Tyros shivers just looking at the plane. "Alaska?", he says to himself for the umpteenth time. That's even colder than Scotland, his homeland, which just isn't natural.

"Hey Chen, I hope you have good pilots on this rig! Otherwise I'll bite your head off!"

Brushing past Chen, Tyros gives a nod to Max as he makes his way back into the plane and plops down with a groan into a seat.

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Posted: **08-10-2011**

by **Drew Buddy**

Doc Adams pauses to glance back at the Seattle cityscape one last time. Somewhere in that dark jumble of skyscrapers and hovels is a garishly dressed Yakuza boss dreaming of Doc and the team dead in a gutter in a forgotten back alley. "How much worse could Alaska be?" He says to no one in particular.

"Chen," he nods curtly, stepping on to the plane. taking a seat, he stashes his gear bag underneath the seat in front of him, and pulls out the Dragonfly mini drone. He jumps into and out of the drone's systems a few times to get familiar with the sensation, and to pass the time.

RE: Run #2: Optical Aleutians

Posted: **08-10-2011**

by **John**

Acknowledging both of them with professional courtesy, Max nods at both Tyros and Doc as they board the plane. As Doc sits down, Max leans forward over the seat in front of him and taps Doc on the shoulder with his knuckles. Motioning to the drone, Max asks,

["And how did you spend *your* milk money?"](#)

RE: Run #2: Optical Aleutians

Posted: **08-10-2011**

by **GM Nick**

[Airspace, Alaska]

The mini-jet thunders through the dense clouds. Flashes of rocky wasteland and tundra appear every now and then, far below. The gradual change in environment brings with it a sense of foreboding.

You're not in Seattle anymore.

["We're only about an hour out of Fairbanks,"](#) says Chen. ["Once we're wheels down, you're to take a cab to--"](#)

A deafening crack fills your ears and reverberates in your spine. A dozen warning lights spring to life on the jet's control panel, accompanied by a chorus of high-pitched sounds.

["Flak! Hold on to something!"](#)

Chen shoves on the control stick and the nose of the jet lurches forward, forcing you to fight against the wildly shifting g-force.

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Posted: **08-10-2011**

by **Drew Buddy**

Doc is lifted several inches out of his seat before being slammed back into it. Fumbling, he gets the safety restraint fastened, and hooks his feet around the seat's supports.

"What the hell is Lo getting us into this time!?"

RE: Run #2: Optical Aleutians

Posted: **08-10-2011**

by **John**

Already strapped into his seat (safety first!), Max's glance darts to Doc as the plan careens through the sky. Max shouts,

"Lo? Drek, I'm not entirely sure this isn't Dash's fault! Chen! What the frag is going on!"

RE: Run #2: Optical Aleutians

Posted: **08-10-2011**

by **GM Nick**

Chen flips some switches and levels the craft out as best he can.

"We're taking artillery fire from the ground!"

Through the front of the cockpit, you can see dark stains in the sky as anti-aircraft shells detonate. The entire jet shakes as one explodes meters off to one side.

All of the oxygen masks fall from their roof compartments.

"There are a dozen parachutes in the rear storage compartment. Take them out and put them on, we may need to abandon ship!"

The scenic landscape of the tundra is approaching very fast.

Chen yanks on the throttle. "Frag, we're down an engine."

RE: Run #2: Optical Aleutians

Posted: **08-10-2011**

by **Drew Buddy**

Doc gets out of his seat, and staggers to the rear of the plane as it lurches in every direction (and a few directions he didn't think existed).

Grabbing a parachute, he straps himself in, just before being tossed into a row of seats by another near-hit from the flak. Getting up, he starts passing the other parachutes back.

"Who the hell knows we're here!?"

RE: Run #2: Optical Aleutians

Posted: **08-10-2011**

by **Elliott**

Tyros grabs two parachutes, strapping one front and back. While his body flaps every direction with the movements of the plane, he crawls himself towards the forward hatch, swearing every arm length of the way.

"I'm getting off this fucking plane while still in one piece!"

He yanks the hatch door open, the low pressure of the inside air creating a vacuum which, with a giant boom, sucks Tyros out of the crafts, as well as most everything else nearby!

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Posted: **08-10-2011**

by **John**

An artillery shell explodes not as distantly out Max's window as he would have liked. The bright bang of the combustibles gives way to a cloud of black smoke and debris that blooms outward from luminescent pop just before the dull *CRACK* of the explosion reaches him. He spins from the window and sees Doc, throwing parachutes to the team.

"This keeps getting better by the minute!"

Taking a 'chute from Doc and putting it on, Max makes sure that all of his gear is securely fastened to his body. He turns his backpack around so that it rides on his chest, cinching the straps down tight. Side arms securely holstered, satefies on? Check. Shotgun slung solidly over his shoulder? Check. Boot knife in its sheath? Check.

For all the madness exploding all around them, the team is unsurprisingly not in a panic.

Max moves to the very front of the plane and addresses Chen with urgency in his voice,

"Get on your comm and figure out what the frag is going on!"

Max finishes the command in time to turn over his shoulder and see Tyros, rattling up the short aisle. Somewhat dumbfounded as to what he is watching, Max hardly comprehends the words he hears as Tyros unlatches the door and is sucked out of the plane.

Grabbing a seat and clinging to it for dear life, Max holds tight as the pressure in the plane equalizes with the outside world.

"Fraggin' trog," Max mumbles to himself in disbelief. "Bet he's afraid of the dark too."

RE: Run #2: Optical Aleutians

Posted: **08-10-2011**

by **GM Nick**

(([Tyros, BOD \(Parachuting Default\) - 2 = 5 successes](#)))

The big troll rolls head over heels as he plummets through empty space.

Tyros fumbles only for a moment before pulling the ripcord and deploying his chute. His descent slows and he's able to make out a series of figures on the horizon, along with the irregular flare from an artillery cannon.

The mini-jet continues to veer perilously towards the encampment.

[**Meanwhile...**]

Chen holds his hands over his headset, straining to hear over the din of rapidly escaping oxygen. "We're in restricted airspace..."

The mini-jet shudders as it begins to lose altitude. Chen fights valiantly with the control stick.

There's a mind-numbingly loud explosion and a piece of the fuselage twists off and flips into the void.

The pilot looks over his shoulder. "Bail! Bail!"

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Posted: **08-10-2011**

by **John**

Heeding Chen's exhortations, Max turns and runs the very short distance to where Doc is standing with the parachutes. Taking one more from him, Max races back to the front of the plane and shoves one into Chen's possession-- nearly punching the small pilot with it in the process.

Turning his focus to the door, Max looks over his shoulder and shouts to the group,

"Never a dull moment with you chummers!"

Max jumps.

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Posted: **08-10-2011**

by **Drew Buddy**

Doc, having just finished securing his gear to himself, inches toward the maelstrom of wind around the open hatch.

"Chen! You aren't going to land this thing! Get your ass out the hatch!"

Not stopping to hear the pilot's response, Doc Adams runs forward until a wall of air hits him in the side, and his feet are kicking back and forth over a vast emptiness.

He forces his stomach back down into his torso, and grabs the flapping ripcord.

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Posted: **08-10-2011**

by **GM Nick**

Dash grabs a parachute, and jabs a finger at Chen. "Don't be a hero, Kato."

He then dives out of the hatchway.

(([Max, BOD \(Parachuting Default\) = 1 success](#)))

(([Doc, BOD \(Parachuting Default\) = 2 successes](#)))

(([Dash, BOD \(Parachuting Default\) = 0 successes](#)))

Max and Doc free fall for a moment and then deploy their chutes.

Dash's chute deploys, but he becomes tangled in the bindings and begins to plummet towards the wooded area below!

The mini-jet surges towards the horizon, a trail of smoke following the blow engine. Another round of artillery fire lights up the sky and the tiny plane explodes into a fire-ball.

RE: Run #2: Optical Aleutians

Posted: **08-10-2011**

by **John**

Hearing Dash's screams in excited terror, Max looks up to see him hurtling toward the ground at alarming speed. Timing his grab and with limited control over the direction his chute floats in, Max tries to catch Dash to save him from certain death!

RE: Run #2: Optical Aleutians

Posted: **08-10-2011**

by **GM Nick**

(([Max, BOD + STR = 3 successes](#)))

The terrified Dash collides into Max, who grabs the straps of his chute awkwardly. Dash is no longer falling, but his added weight increases their descent speed. The fall won't be fatal, but it's gonna hurt...

Max, Doc and Dash are descending quickly towards a wooded grove, whilst Tyros (some distance away) is headed towards a dried up river bed.

(([Max, Perception + INT = 5 successes](#)))

Max notices a troupe of armed figures cresting the hill above the grove they're headed towards.

RE: Run #2: Optical Aleutians

Posted: **08-10-2011**

by **John**

"**TOUCHDOWN!**" Max cries as his fingers wrap around and clutch desperately at Dash's tangled chute rigging. The weight tugs awkwardly at Max's shoulders as the speed with which he is now approaching the ground is accelerated considerably. Max searches the ground frantically for a place where they might land that will soften the impact.

((Roll perception and, should I find anything, whatever skill I'll have to roll to guide us there))

In his search, Max spots the telltale silhouettes of incoming hostiles over the hill!

<We're gonna have company, guys! They're coming over the hill right now-- lock and load!>

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Posted: **08-10-2011**

by **Drew Buddy**

Doc looks toward the armed group dotting the hill.

< Let's get on the ground quickly! We're far too exposed up here. >

He pulls on both of the handles of the parachute, pulling the sides downward and inward, and decreasing the surface area exposed to the opposing air.

He releases the handles to slow himself once more, as the rocky ground rushes up to meet him.

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Posted: **08-11-2011**

by **GM Nick**

[**Wilderness, Alaska**]

Tyros lands by himself in the snow, about half a kilometer away from the others.

Doc touches down in the middle of the grove, landing on his feet.

Max and Dash tumble through a canopy of tree branches in a mass of flailing limbs and parachute cords. The trees stop their descent and the two find themselves hanging several meters above ground, hopelessly tangled.

A group of four figures, dressed in arctic camouflage pause at the top of the ridge surrounding the grove. They're just out of small arms range.

RE: Run #2: Optical Aleutians

Posted: **08-11-2011**

by **John**

Max struggles to reach the knife in his boot. Contorting into positions he didn't know himself capable of achieving, he manages to reach it and cuts away at anything he can find that binds he and Dash together and in the tree.

RE: Run #2: Optical Aleutians

Posted: **08-11-2011**

by **GM Nick**

(([Max, Escape Artist + AGI = 4 successes](#)))

Max saws through several cords with his knife, causing he and Dash to collapse in a heap in the snow below.

One of the figures on the ridge raises his arm and points it forward and the other three begin to tread through the snow down towards the runners.

RE: Run #2: Optical Aleutians

Posted: **08-11-2011**

by **Drew Buddy**

Doc raises his rifle to his shoulder, and looks at the figures through the scope, trying to pick out any identifying features, and watching for drones.

(([Roll perception](#)))

< Max, Dash, you guys still intact? I saw you go down in the trees about 50 meters away. I'm heading in your direction now >

Winding his way through the grove, Adams comes upon a slightly dazed and winded Max and Dash.

"I coulda' sworn you two were going to be skewered tree ornaments. Nice catch, Max.

We have an armed group inbound, and I don't think they plan on giving us a better welcome than we've had so far. We have two choices: stand and fight, or try to give them the slip. We might have a chance to lose them in the trees, but I'm not so sure. They'll be close enough for me to hit soon, so I might be able to pick 'em off before they can cause too much trouble for us."

RE: Run #2: Optical Aleutians

Posted: **08-11-2011**

by **GM Nick**

From what Doc can see through the scope...

The figures are average size, dressed in white camouflage armor. They all have identical masks, which appear to be goggles with respirators. Each one carries an HK G12A3 assault rifle. There are no distinctive markings on any of them.

A light snow has begun to fall and the grove plunges into eerie silence.

RE: Run #2: Optical Aleutians

Posted: **08-11-2011**

by **John**

Collecting himself, Max gets to his feet.

"I don't know about running here-- we don't have the slightest clue where we are."

Max wriggles out of the parachute pack that he's still wearing and flips his backpack around so it is once again on his back. Readying his shotgun, Max looks at Doc with a deadly seriousness in his eyes,

"I don't think we have any choice but to take these guys on. If we run, they'll track us through the snow. If we run, we may get completely lost. If we run, we may well wind up freezing to death out here. Hopefully Dash here wakes up soon enough to actually offer some help." Max gives Dash a light kick with the side of his boot.

Taking cover behind a large tree, Max's elfin eyes survey the scene in the low light as a light snow drifts beautifully all around him.

RE: Run #2: Optical Aleutians

Posted: **08-11-2011**

by **Drew Buddy**

Doc grins, "I was hoping you'd say that."

Doc walks over to the nearest large tree, and climbs a few branches to get a better angle. Straddling a branch so that most of his body is behind the trunk, and his rifle is braced against the side, he scopes the nearest hostile, and waits for him to walk into killing range.

"That's right, drekbag, just a little further..."

RE: Run #2: Optical Aleutians

Posted: **08-11-2011**

by **John**

Smirking, Max says,

"I can always count on you, amigo."

Max checks his ammo and takes a long, deep breath.

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Posted: **08-11-2011**

by **GM Nick**

A chilling gust of wind races through the grove, swirling flakes against the runners.

The foremost figure stops and holds up a closed fist. Heeding his command, the other two stop and remain completely still. They cut an ominous picture, silhouetted against the snow, still as statues.

(([??? = 2 successes](#)))

Doc feels as though an invisible hand has reached inside of his head and is probing around. There is the sudden, indescribable feeling of having accidentally shared *something* with a complete stranger.

All three figures begin charging towards cover.

((**COMBAT**))

(([Doc, Ini = 47](#)))

(([Max, Ini = 40](#)))

(([Assailant 3, Ini = 36](#)))

(([Dash, Ini = 35](#)))

(([Assailant 1, Ini = 35](#)))

(([Assailant 2, Ini = 33](#)))

RE: Run #2: Optical Aleutians

Posted: **08-11-2011**

by **Drew Buddy**

Shaking his head a few times, Doc regains his composure. "What the hell just happened?" He thinks.

Doc sights back in on the the closest figure, breathes in, out, and squeezes the trigger twice.

((If first shot is successful, then second shot goes to next closest enemy))

RE: Run #2: Optical Aleutians

Posted: **08-11-2011**

by **GM Nick**

((Doc, Longarms(Spec) + AGI - 2 (Firing from cover) - 1 (Visibility) = 1 success))

((Assailant 1, Dodge + REA + 2 (Running) = 5 successes))

A pack of snow explodes behind the advancing assailant.

((Doc, Longarms(Spec) + AGI - 2 (Firing from cover) - 1 (Visibility) = 2 successes))

((Assailant 1, Dodge + REA + 2 (Running) = 3 successes))

Another missed shot ricochets off of a boulder.

RE: Run #2: Optical Aleutians

Posted: **08-11-2011**

by **John**

Max remains behind the tree, knowing that the goons are still too far away for him to shoot.

((Delay actions.))

RE: Run #2: Optical Aleutians

Posted: **08-11-2011**

by **GM Nick**

Assailant #3 unleashes a full-auto burst towards Doc.

(([Assailant 3, Automatics + AGI - 1 \(Range\) - 1 \(Visibility\) - 3 \(Recoil\) = 1 success -- 12P](#)))
(([Doc, Dodge + REA + 4 \(Good Cover\) = 7 successes](#)))

Doc swings out of the tree and drops to the ground, avoiding a hail of bullets.

(([Assailant 3, Automatics + AGI - 1 - 4 = 1 success](#)))
(([Doc, Dodge + REA + 4 = 2 successes](#)))

Another volley buffets against the tree trunk.

RE: Run #2: Optical Aleutians

Posted: **08-11-2011**

by **GM Nick**

Dash pulls a bundle of TNT out of his pack.

"Doc, Max, cover me! I'm going to rig the front of the tree-line to blow when they penetrate it!"

Head down, Dash jams through the trees towards the bottom of the ridge.

(([Dash, Demolitions + LOG - 2 \(Distracted\) = 3 successes](#)))

RE: Run #2: Optical Aleutians

Posted: **08-11-2011**

by **Elliott**

Tyros shrugs off his parachutes, draws his claymore and casts improved invisibility (f4). He moves quickly to the flank of the assailants, scanning for the mage that caused his hackles to rise with cast magic (counterspelling ready).

Waiting for the gunfire exchange to distract the assailants, Tyros moves quickly in behind them, ready to charge the mage as soon as he is identified.

RE: Run #2: Optical Aleutians

Posted: **08-11-2011**

by **GM Nick**

((Elliott, you landed half a kilometer away. I'd imagine you're hoofing it towards the grove?))

Assailant #3 extends his arm and shoots out a shock wave of psychokinetic force in Doc's general direction.

(([Assailant 3, Blast \(5\) on Doc, Spellcasting + MAG = 3 successes](#) -- 8S))

(([Doc, Dodge + REA = 4 successes](#)))

(([Assailant 3, Resist Drain, WIL + LOG = 4 successes](#) -- Takes 1S damage.))

(([Structure, Armor x 2 = 1 success](#) -- Structure is destroyed.))

Doc tucks into a roll and manages to escape the epicenter of the blast, which reduces the tree to a thousand splintered chunks.

RE: Run #2: Optical Aleutians

Posted: **08-11-2011**

by **GM Nick**

Assailant #2 seems to blur before your eyes...

(([Assailant 2, Increase Reflexes\(5\) on Assailant 2, Spellcasting + MAG = 3 successes](#)))

(([Assailant 2, Resist Drain, WIL + LOG = 2 successes](#) -- Takes 3S damage.))

((Max's turn, as he delayed action.))

RE: Run #2: Optical Aleutians

Posted: **08-11-2011**

by John

Max peers out from behind his tree with his lowlight eyes. The assailants-- having closed much of the distance between them-- are magic users. Despicable. Taking aim at the nearest of the lot, Max fires his shotgun, its eruption echoing only faintly off the muffling blanket of snow covering the beautiful wooded scene.

RE: Run #2: Optical Aleutians

Posted: 08-12-2011

by GM Nick

((Invisiblecastle is down, so I'm using a random dice generator.))

((Max, Longarms(Shotguns) + AGI - 1 (Visibility) - 1 (Range) - 2 (Target running) + 1 (Aim) = 4 successes -- 11P))

((Assailant 1, Dodge + REA = 3 successes))

((Assailant 1, BOD = 2 successes -- Takes 3P damage.))

Max's shotgun blast catches the assailant in the leg.

((IP 2))

((Doc, 1st))

((Max, 2nd))

((Dash, 3rd))

((Assailant 2, 4th))

RE: Run #2: Optical Aleutians

Posted: 08-12-2011

by John

((Drew-- we should focus our fire on assailant 2 since he apparently has the extra initiative to fire at us as many times as we can at him.))

RE: Run #2: Optical Aleutians

Posted: **08-12-2011**

by **Drew Buddy**

((Way ahead of you!))

Shaking off a powdering of snow and wood splinters, Doc draws a bead on the superhumanly fast assailant ((#2)).

It's going to be a difficult shot, but this man just became exceptionally dangerous. He fires twice.

RE: Run #2: Optical Aleutians

Posted: **08-12-2011**

by **GM Nick**

(([Doc, Longarms\(Sniper Rifle\) + AGI - 1 \(Visibility\) - 2 \(Firing from cover\) = 0 successes](#)))

The Desert Strike jams! Must be the moisture.

((Yikes, sorry Doc!))

RE: Run #2: Optical Aleutians

Posted: **08-12-2011**

by **Drew Buddy**

Doc swears loudly, racking the bolt back to clear the stovepiped round.

RE: Run #2: Optical Aleutians

Posted: **08-12-2011**

by **John**

Max sees Doc's rifle jam out of his periphery and shouts "Drek!"

Collecting himself, Max fires at Assailant # 2. The Remington kicks like a mule, but it's okay-- these two

are old friends and know each other very, very well. Cocking the pump, Max ejects a spent shell casing which makes a brief sizzle as it hits the frigid snow at his feet. Firing a again, Max drops prone as the second shell goes whizzing out of the gun and through the air.

RE: Run #2: Optical Aleutians

Posted: **08-12-2011**

by **GM Nick**

(([Max, Longarms\(Shotguns\) + AGI - 1 \(Visibility\) - 1 \(Range\) = 3 successes -- 10P](#)))
(([Assailant 2, Dodge + REA + 4 \(Good cover\) = 2 successes](#)))
(([Assailant 2, BOD = 2 successes -- Takes 1P damage.](#)))

Max's first shot grazes the assailant, taking a patch of armor and a ribbon of blood with it.

(([Max, Longarms\(Shotguns\) + AGI - 1 \(Visibility\) - 1 \(Range\) - 2 \(Firing from cover\) = 2 successes](#)))
(([Assailant 2, Dodge + REA + 4 \(Good cover\) = 3 successes](#)))

The second shot embeds itself in a tree trunk, a meter or so off target.

RE: Run #2: Optical Aleutians

Posted: **08-12-2011**

by **GM Nick**

(([Dash, Composure\(WIL+CHA\) = 0 successes](#)))

Dash looks over his shoulder at his buddies and then forward towards the advancing enemies. He looks back and forth again.

He stands slowly, eyes full of fury. There's a tiny *ping* as the pin is released from a high-explosive grenade. Dash assumes a baseball pitcher-esque position and lobs the grenade towards assailant #2's cover.

(([Dash, Throwing Weapons + AGI - 3 \(Long\) = 3 successes](#)))
(([Scatter Direction = 6](#)))
(([Scatter = 4, reduced to 1 -- 9P](#)))
(([Assailant 2, BOD = 0 successes -- Takes 7P damage.](#)))

The throw is good and lands a meter from the assailant. A cloud of smoke erupts with a sharp bang and the assailant falls backwards, badly injured!

RE: Run #2: Optical Aleutians

Posted: **08-12-2011**

by **GM Nick**

(([Assailant 2, Heal\(5\) on Assailant 2, Spellcasting + Magic - 3 \(Wound mod.\) = 0 successes](#)))

(([Assailant 2, Resist Drain, WIL + LOG - 3 = 3 successes](#) -- Takes 2S damage.))

((Initiative, Phase 2))

(([Doc, Ini = 39](#)))

(([Dash, Ini = 39](#)))

(([Max, Ini = 38](#)))

(([Assailant 1, Ini = 30](#)))

(([Assailant 3, Ini = 28](#)))

RE: Run #2: Optical Aleutians

Posted: **08-12-2011**

by **Drew Buddy**

Doc trains the rifle on the downed assailant to finish him off, and fires.

((if the shot finishes him, then the second shot goes to #3))

RE: Run #2: Optical Aleutians

Posted: **08-12-2011**

by **GM Nick**

(([Doc, Longarms\(Sniper Rifle\) + AGI - 1 \(Visibility\) = 5 successes](#) -- 13P))

(([Assailant 2, Dodge + REA + 4 \(Good cover\) - 3 \(Wound mod.\) =3 successes](#)))

((No possible way to survive!))

The assailant takes a bullet through the heart and flops into the snow.

(([Doc, Longarms\(Sniper Rifle\) + AGI - 1 \(Visibility\) = 4 successes](#)))

(([Assailant 1, Dodge + REA + 4 - 1 \(Wound mod\) = 6 successes](#)))

The shot is wide and splinters a tree branch.

RE: Run #2: Optical Aleutians

Posted: **08-12-2011**

by **GM Nick**

((Assailants 1 and 3 made it down the ridge in the last phase and are now at the front of the tree line, behind cover.))

Dash squeezes off a shot at #1 with his Manhunter.

(([Dash, Pistols + AGI - 3 \(Visibility\) = 2 successes](#)))

(([Assailant 1, Dodge + REA + 4 - 1 \(Wound mod.\) = 5 successes](#)))

The shot misses.

Dash curses and sprints ((simple action)) back to where Doc and Max are.

"Keep them from moving. I'll detonate the charges when I'm clear!"

(([Assailant 1, Perception + INT - 1 = 1 success](#)))

(([Assailant 3, Perception + INT - 1 = 4 successes](#)))

RE: Run #2: Optical Aleutians

Posted: **08-12-2011**

by **John**

Max pops out from behind cover and fires off two shotgun slugs at Assailant # 1, dropping prone when the second shot has been issued.

RE: Run #2: Optical Aleutians

Posted: 08-12-2011

by GM Nick

(([Max, Longarms\(Shotguns\) + AGI - 1 \(Vis\) - 1 \(Range\) = 4 successes -- 13P](#)))

(([Assailant 1, REA + 4 - 1 = 2 successes](#)))

(([Assailant 1, BOD = 2 successes](#) -- Takes 3P damage.))

The first shot hits the assailant in the chest.

(([Max, Longarms\(Shotguns\) + AGI - 1 - 1 = 1 success](#)))

(([Assailant 1, REA + 4 - 2 = 1 success](#)))

The second shot grazes the assailant.

RE: Run #2: Optical Aleutians

Posted: 08-12-2011

by GM Nick

Assailant 1 applies a stim-patch and, with a groan, stands and fires a burst fire round at Max.

(([Assailant 1, Automatics + AGI - 1 \(Vis\) = 2 successes -- 10P](#)))

(([Max, REA + 2 \(Prone\) = 0 successes](#)))

(([Max, BOD = 2 successes](#) -- Takes 0P damage.))

A stray bullet strikes Max, but gets lodged in his armor.

Assailant 2 points to the bundles of TNT packed into the snow along the tree trunks.

"Explosives! Retreat!"

He lays down a full-auto suppressing fire on Doc's position while backing up the ridge.

((IP2))

((Doc, 1st))

((Dash, 2nd))

((Max, 3rd))

((FYI, Drew, moving out of suppressive fire means you may be hit. You have to roll a REA test to dodge any bullets or go on full defense, which means sacrificing your next turn and making a Dodge + REA test. You can always stay put, though!))

RE: Run #2: Optical Aleutians

Posted: **08-12-2011**

by **Drew Buddy**

Doc ducks down fully behind the remains of the tree, his back to the shattered trunk. Wood splinters above him, and puffs of snow erupt to the sides. Eddies of falling snowflakes mark the bullets' passage.

((I'm going to delay an action; I'm assuming that poking my head up to take a shot gives me too good a chance to be hit. The rulebook only covers movement in a suppressed area, not other actions taken.))

"Max, I'm pinned down! Take this drekbag out!"

((Alternate actions to take if I still have a +4 cover modifier from where I am, and the normal chance of being hit:))

Doc zeros in on the heat bloom of the Assailant's fire and squeezes the trigger twice.

RE: Run #2: Optical Aleutians

Posted: **08-12-2011**

by **GM Nick**

Tyros arrives, wheezing and ruddy-faced from running the ~half kilometer to reach you. A buffet of wind smacks snow across his face as the snowstorm increases its fury.

((Dash's turn...))

Dash withdraws the radio detonator from his coat and extends the antenna.

"Check this out, bitches."

He thumbs the button and the entire tree-line in the front of the grove erupts into five-meter high flames. You hear a strangled cry as Assailant #1 is engulfed.

((I'll give you guys a chance at this point to continue to engage the enemy or figure out a retreat.))

RE: Run #2: Optical Aleutians

Posted: **08-12-2011**

by **GM Nick**

[**Wilderness, Alaska**]

The team hears the distant rumble of an approaching vehicle from their flank. Through the swirling miasma of snow, they can just make out the contours of an armored personnel carrier.

A deafening whup-whup-whup fills the air as a gunner on a mounted 60-cal takes pot shots at the ridge.

The APC ambles slowly towards the grove.

RE: Run #2: Optical Aleutians

Posted: **08-12-2011**

by **GM Nick**

The APC grinds its way into the center of the grove and now you can clearly make out UCAS (United Canadian and American States) military markings on the vehicle.

The gunner squints through the blizzard.

"Colonel, we got civvies!"

A hatch opens on the APC, spilling yellow light into the near-darkness. A man steps out and approaches the runners, a Ruger Thunderbolt in his hand.

He's in his early fifties, haggard, bald, mustachioed and dressed in fatigues.

The Colonel eyes the runners, his gaze lingering on their weapons.

"These ain't no civilians, private."

He lowers his Thunderbolt. "Ain't no separatists, either."

RE: Run #2: Optical Aleutians

Posted: **08-12-2011**

by **John**

Max stands with his weapons holstered. He looks the Colonel in the eye and says,

"No, we're not separatists. What's going on here? These guys over here just started shooting at us without provocation!"

((Roll perception to deduce what kind of guy this Colonel is. Also, don't forget my social focus and first impression edge! DON'T YOU DARE FORGET.))

RE: Run #2: Optical Aleutians

Posted: **08-12-2011**

by **GM Nick**

The Colonel holsters his weapon as well.

"That must've been your bird that the seps shot down, huh? You boys sure picked a bad time to go on a camping trip."

The dull rumblings of artillery echo in the distance.

"Colonel, we should move," says the gunner.

"My name is Colonel Marcus Bell, UCAS Infantry. This is the 509th infantry brigade. I guess I have to give you a lift... you won't last long if you stay out here. Step inside and I'll give you the sit-rep."

RE: Run #2: Optical Aleutians

Posted: **08-12-2011**

by **John**

"Thank you Colonel Bell. My name is Max Overstreet."

Max steps into the APC and out of the bitter cold-- Max's empire for a parka!

RE: Run #2: Optical Aleutians

Posted: **08-12-2011**

by **Drew Buddy**

Doc follows the Colonel into the belly of the APC. Taking a moment to rub his hands together to let the feeling trickle back

"Much obliged, Colonel. When did these seps set up base over there? It must have been recently, otherwise our pilot would have known to avoid the area."

RE: Run #2: Optical Aleutians

Posted: **08-12-2011**

by **GM Nick**

Inside the APC, there are a few anxious looking soldiers straddling the wall-to-wall benches. They eye your group curiously as you file in, but don't say anything.

Colonel Bell takes a seat by the door.

"This is private 'Spook,' private first class 'Grinder,' the driver is sergeant 'Jammer,' and that tall drink of bull-drek on the sixty is private 'Cheyenne.'

I'll give you a run-down, since you boys seem to be out of the loop. I'll assume you don't follow politics.

About a month ago, the Athabaskan council filed for protectorate status with the UCAS. The deal was that we'd set up shop and protect their borders, shut down the smuggling route, etc... in exchange for a percentage of their oil reserves.

We were *this* close to closing the deal when the separatist party performed a coup of sorts, throwing the

council into chaos. All of our staging installations were attacked. We're working with the remaining sympathetic council members to repel the separatist attack while they work on restoring order to their... *government.*

I know what you boys are so I won't ask what you're doing here, but where are you headed?"

RE: Run #2: Optical Aleutians

Posted: **08-12-2011**

by **John**

Max gives a distrusting look around the interior of the APC. Doc, Tyros, and Dash all look on with tremendous apprehension.

"We're headed to Fairbanks. How far away are we? As you can tell, we're not locals. However far you can get us in that direction is a great help."

RE: Run #2: Optical Aleutians

Posted: **08-12-2011**

by **GM Nick**

"Fairbanks, huh? That's not the friendliest place in Alaska right now, but suit yourself. There's a separatist road-block on the main highway. We can drop you off a few clicks out... how you get through is up to you."

The Colonel taps Jammer on the shoulder "Take us towards Fairbanks."

"You know, if you're going through that way, you could create a diversion... just enough time for us to pass through the roadblock. That way, we could eliminate any further obstacles ahead. We got a few minutes before we're close enough to the highway, so talk it over with your partners."

RE: Run #2: Optical Aleutians

Posted: **08-12-2011**

by **Drew Buddy**

"A diversion, huh?" Doc looks over at Dash, "Yeah, I think we could pull that off."

Doc thinks for a bit, and pulls out one of the Bust-A-Move plush drones.

He tears open the skin, pulling puffballs of stuffing out, and discarding them at the feet of the confused looking soldiers.

By the time he's done, the drone is nothing but a functional walking skeleton with a fake furry skin hanging loosely upon it.

Holding it out in front of him to inspect his work, Doc nods. "That should do. Now Dash, do you still have that explosive foam or some spare TNT?"

RE: Run #2: Optical Aleutians

Posted: **08-12-2011**

by **GM Nick**

Dash raises an eyebrow.

"I see where you're going with this and I *like* it. Does Dobby over here still have that QUARK? That'd be quite the surprise."

He begins rummaging through his pack. "We'll want a good distance on the detonator..."

RE: Run #2: Optical Aleutians

Posted: **08-13-2011**

by **John**

Max looks around confusedly. Pointing to himself, he questions, "Me?" Continuing to glance about in his befuddlement, he continues, "Uh, yeah.. I've still got it. The Quark is great as a recon tool, though-- how about you just stuff Doc's toy with TNT or something? We just need to create a diversion-- not a crater where you won't be able to grow food for two hundred years. Don't worry, little feller-- you'll get your chance someday soon."

RE: Run #2: Optical Aleutians

Posted: **08-13-2011**

by **GM Nick**

Dash stuffs a half-kilogram stick of dynamite into the tiny skeletal frame and hands it back to Doc.

"I've got it wired to a radio detonator. We can't be more than 50m away or detonation is a drek-shoot. What do you have in mind, exactly?"

RE: Run #2: Optical Aleutians

Posted: **08-13-2011**

by **Drew Buddy**

Doc sets the furry biped on the floor, and tests its walking capability. It goes sprawling when the APC hits a pothole.

"We need to see the roadblock first, but I imagine there will be a treeline or overlooking ridge that we can hide behind as we approach on foot. We'll send the little scamp strolling over through the bush, which should let it get to the road itself unseen. We have two options then. I can have the drone simply walk up and detonate, or we can use it to draw them out. I imagine a singing, frolicking toy in the middle of the Alaskan wilderness would be enough to distract anyone.

A lot depends on what we see when we get closer."

RE: Run #2: Optical Aleutians

Posted: **08-13-2011**

by **John**

"I like Doc's plan. Colonel, if you can get us within walking distance of the roadblock, we'll huff it from there and get their attention-- one way or the other."

Max leans forward-- his chest pressed against his knees-- and plays with the fur on the saggy toy's head.

"Man, I'd find this thing creepy looking if it *weren't* packed with explosives..."

RE: Run #2: Optical Aleutians

Posted: **08-13-2011**

by **GM Nick**

The APC grumbles along for a half hour or so before stopping underneath a steep cliff-face. The Colonel opens the hatches and invites the runners outside for some recon.

A pale moon emerges in the sky, flanked by a million stars. The blizzard has subsided and the Alaskan night is as still as can be.

Colonel Bell leads you along the rocky outcrop into a narrow canyon, through which the highway cuts a path.

"There's the roadblock, up ahead."

The Colonel points to the dim outline of an obstruction in the road.

"Ultra-sound sonar suggests two tents and a couple concrete pylons in the road... we're unsure how many hostiles. This is the only way in the canyon, unless..."

He gestures to the steep cliff-face.

"...you're an expert climber, in which case you could scale those walls and have a high ground advantage.

How do you boys want to do this?"

RE: Run #2: Optical Aleutians

Posted: **08-13-2011**

by **John**

Max pulls his binoculars out of his pack and surveys the roadblock, counting the number of guards he sees.

((Roll perception for anything pertinent.))

RE: Run #2: Optical Aleutians

Posted: **08-13-2011**

by **GM Nick**

(([Max, Perception + INT = 3 successes](#)))

The road-block was strategically erected where the canyon is the most narrow. Max can see why the APC would not make it through. Concrete pylons have been erected in each lane of the highway. Behind them, two guards converse. They're equipped similar to the assailants encountered earlier. At the edge of his vision, Max can make out a couple of large canvas tents. There are several snowmobiles parked alongside them.

The top of the canyon would provide a great strategic advantage, as it's directly above the road-block; however, one would need to be an expert climber to scale them.

RE: Run #2: Optical Aleutians

Posted: **08-13-2011**

by **Drew Buddy**

Doc looks at the roadblock, and its narrow, exposed approach, and then back up at the cliff.

"Well, I'm no expert climber, but it can't hurt to try this," he says, drawing the grappling gun from his pack, and firing the hook to the top of the canyon wall.

RE: Run #2: Optical Aleutians

Posted: **08-13-2011**

by **GM Nick**

(([Doc, Climbing + STR + 2 = 3 successes](#)))

Doc manages to climb several meters before realizing the climb exceeds his skill.

Colonel Bell heads back to the APC.

"I'm broadcasting our comm frequency. Just give us a heads up when you're ready for us to roll out."

RE: Run #2: Optical Aleutians

Posted: **08-13-2011**

by **Drew Buddy**

Doc shakes the grappling hook loose, and it lands in the dirt with a solid *thunk*. He looks nervously down the road toward the roadblock. His discomfort soon turns to anger.

"We should be in Fairbanks. We should be in Fairbanks right fraggin' now, drinking something hot and alcoholic, while we go over our plan on how to grab this dead-cyberdaemon-brain-in-a-jar. Instead, these fragging paramilitary, drek-sucking toy soldiers shoot us down, attack us in the woods, and now set up shop in the only road we can take. And I'm freezing my ASS off!"

Collecting himself, he continues, "Okay, so one way or another, we have to pass through there." He points for emphasis, "There's no way around, and I don't like our chances of sneaking through. Max, you only saw two guards, but I'm concerned about the number of snowmobiles. It seems likely that there are a fair few more separatists catching some shut-eye in those tents. I can still try to sneak the drone past the two sentries, and detonate it in one of the tents. If they spot the drone before I can get it by them, I can still try to take them out with it. At least we still won't have given up our actual position.

Any other ideas?"

RE: Run #2: Optical Aleutians

Posted: **08-13-2011**

by **Elliott**

Tyros grins, "I have a new trick that should work. Give me the explosives. Be ready to move."

Taking the pack of TNT, Tyros stalks out in front of the group a few yards. Lifting the explosives in front of him, a look of intense concentration forms on his face as the package lifts off into the air (casts levitate (new spell I have), f2 should be sufficient for the weight). Tyros guides the bomb up into the dark, snowy air, to the limit of his thermally enhanced vision, moving it slowly up over the canyon wall so the it comes to the roadblock from the side, he gently lowers it down behind the tents.

Turning back to the group with a satisfied smile, "You can detonate when ready Dash. Let's move in to clean up any survivors."

RE: Run #2: Optical Aleutians

Posted: **08-13-2011**

by **GM Nick**

(([Tyros, Levitate\(2\) on TNT, Spellcasting + Magic = 4 successes](#)))
(([Tyros, Resist Drain, WIL + LOG = 2 successes](#) -- Takes OS damage.))

Dash snaps his fingers as he watches the package go floating over the canyon wall.

"That's brilliant. Doc's toy'll distract the guards at the front and the second set of TNT will draw any guards out of the tents. Like fish in a barrel.

Doc, let's take Teddy Ruxpin here for a walk."

RE: Run #2: Optical Aleutians

Posted: **08-13-2011**

by **GM Nick**

Col. Bell comms,

<Remember, the #1 objective is moving those pylons so we can get the APC through. Once you move those, we can back you up with the sixty cal.>

RE: Run #2: Optical Aleutians

Posted: **08-13-2011**

by **John**

"You heard the Colonel, guys-- let's nuke those pylons and go get a round of hot toddies, mop up the scum, and go get a round of hot toddies."

Max brings his shotgun to his shoulder, the anticipation clearly visible in his eyes.

RE: Run #2: Optical Aleutians

Posted: 08-13-2011

by Drew Buddy

Doc smiles and sets the drone down.

"Okay, we need about 50 meters, you said? I'll have the drone walking 50 meters in front of us, so we don't waste any time. As soon as we're in position to detonate the charges, the drone will be in position as well. We should keep to the canyon wall, so we don't make any silhouettes walking down the road."

The drone starts marching toward the roadblock.

"We ready?"

RE: Run #2: Optical Aleutians

Posted: 08-13-2011

by GM Nick

(([Max, Infiltration + AGI = 2 successes](#)))

(([Doc, Infiltration + AGI = 2 successes](#)))

(([Dash, Infiltration\(defaulting\) + AGI = 1 success](#)))

The trio creeps along the canyon wall, attempting to get in range of the road block.

((Elliott, I'm assuming you're holding back in lieu of your lack of infiltration skill.))

(([Separatist 1, Perception + INT - 2 \(Low light\) - 3 \(Far away\) = 0 successes](#)))

(([Separatist 2, Perception + INT - 2 \(Low light\) - 3 \(Far away\) = 1 success](#)))

Dash steps on a small branch, producing a cracking noise that penetrates the stillness of the night.

The silhouettes of the guards turn and remain still.

RE: Run #2: Optical Aleutians

Posted: 08-13-2011

by GM Nick

Dash grimaces and shrugs apologetically. He pushes the radio detonator into Doc's hands, pointing at the two contact levers on top of the device. Retreating quietly, he gestures for Doc and Max to continue ahead without him.

((Doc and Max, assume you can creep to within ~10 meters without being detected.))

RE: Run #2: Optical Aleutians

Posted: **08-13-2011**

by **Drew Buddy**

Doc comes to a halt 30 meters from the roadblock, and signals to Max to do the same. The adorably grotesque drone is now parallel to the guard station. Jumping into the drone, Doc guides it toward the sentries. Once the drone is within lethal range, Doc activates it's voicebox, and makes it squeak, "I want to be your FOREVER friend!"

Back in his own body, Doc triggers the remote, and sets off the charges.

RE: Run #2: Optical Aleutians

Posted: **08-13-2011**

by **John**

Following Doc's lead, Max continues to make his way along the canyon wall until they are near enough to the encampment. Nudging Doc, Max gives him an affirming nod.

RE: Run #2: Optical Aleutians

Posted: **08-13-2011**

by **GM Nick**

"So I told her that I shouldn't have to pay extra for that, since I'm so good at it."

The separatists chuckle conspiratorially.

A sound in between the concrete pylons makes them turn. Both men level their HK assault rifles.

"The frag was that?!"

The one on the right looks down at the tiny stuffed toy.

"The hell...?"

Spreading its arms, the disfigured Bust-A-Move says in a cartoon voice, "I want to be your *FOREVER* friend!"

The separatists look at each other.

There's a sudden flare that causes Doc and Max to both wince and then an ear-shattering explosion, propelling concrete and asphalt in all directions and sending up an impressive cloud of oily black smoke.

Dash thumbs the contacts on the #2 detonator and you hear a similar explosion, some distance away.

RE: Run #2: Optical Aleutians

Posted: **08-13-2011**

by **Drew Buddy**

Doc looks at the wreckage through the spots in his vision, trying to determine whether the concrete barriers have been knocked apart far enough to let the APC through.

((roll perception))

RE: Run #2: Optical Aleutians

Posted: **08-13-2011**

by **John**

Max stands impatiently, watching the chaos unfold to the score of the ringing in his ears; he's desperate to take out the scum who shot them from the sky.

RE: Run #2: Optical Aleutians

Posted: **08-14-2011**

by **GM Nick**

The concrete pylons have been damaged, but not enough for the APC to squeeze through. The leftover pieces are small enough that a couple people could move them.

Beyond the roiling smoke where the Bust-A-Move detonated, you hear footsteps and shouting.

RE: Run #2: Optical Aleutians

Posted: **08-14-2011**

by **GM Nick**

Dash hurries towards the road-block, gun drawn.

"Let's get this rubble cleared so Col. Bell can get through and get us the frag to Fairbanks!"

RE: Run #2: Optical Aleutians

Posted: **08-14-2011**

by **John**

Max looks at Doc and says,

"We oughtta get one of those fraggin' child harnesses for this guy!"

Turning in the direction of Dash's diminishing silhouette, Max takes off running after him. Max listens hard for anything he can gather about the remaining separatists' numbers and their positions, straining his eyes to try to make them out through the smoke.

RE: Run #2: Optical Aleutians

Posted: **08-14-2011**

by **GM Nick**

Dash, upon reaching the roadblock, scans the area. Confident there are no hostiles present, he holsters his gun and slips his hands under one of the pylons.

"Help me with this drek!"

The commotion around the tents has risen. From what he can tell, Max picks out at least 3 distinct voices.

"Somebody distract 'em while we move all this concrete."

RE: Run #2: Optical Aleutians

Posted: **08-15-2011**

by **Drew Buddy**

Running, Doc replies to Max, "Nah, he'd just chew his way out of it."

Doc starts picking up pieces of concrete, and kicking smaller chunks out of the way.

< Tyros, do you think you can do your voodoo invisibility thing, and make a distraction? We just need enough time to get this drek cleared, then the calvary can come through. >

RE: Run #2: Optical Aleutians

Posted: **08-15-2011**

by **John**

"I can pick out at least three voices in the smoke, guys. Be on the ready!"

Keeping his shotgun at the ready on his shoulder and an ear to the ground (metaphorically speaking), Max helps Dash and Doc clear the pylons from the road.

RE: Run #2: Optical Aleutians

Posted: **08-15-2011**

by **GM Nick**

(([Max, Doc, and Dash, STR = 2 successes](#)))

With a heave, Doc, Dash and Max manage to clear one side of the rubble.

Just as they turn to clear the other side, two separatists step through the smoke.

"Intruders! Frag 'em up!"

RE: Run #2: Optical Aleutians

Posted: **08-15-2011**

by **John**

Max jumps behind the cover provided by the rubble they'd just cleared from the road, popping off a round as he dives.

RE: Run #2: Optical Aleutians

Posted: **08-15-2011**

by **Drew Buddy**

Doc drops to the ground behind the nearest chunk of concrete, and opens fire on the nearest separatist.

RE: Run #2: Optical Aleutians

Posted: **08-15-2011**

by **GM Nick**

((**COMBAT**))

(([Max, Ini = 37](#)))

(([Dash, Ini = 35](#)))

(([Separatist 1, Ini = 33](#)))

(([Doc, Ini = 28](#)))

(([???, Ini = 28](#)))

(([Separatist 2, Ini = 27](#)))

(([Tyros, Ini = 13](#)))

((You're up, John!))

RE: Run #2: Optical Aleutians

Posted: 08-15-2011

by John

Jerking up from his roll out of the line of fire, Max pumps the empty shell out of his shotgun and blasts off a round at Separatist 1.

RE: Run #2: Optical Aleutians

Posted: 08-15-2011

by GM Nick

(([Max, Shotguns + AGI = 5 successes -- 12P](#)))
(([Separatist 1, REA = 1 success](#)))
(([Separatist 1, BOD = 2 successes -- Takes 2P damage.](#)))

The Separatist reels as the shot from Max's shotgun nails him in the shoulder.

Dash dives for cover behind Max, aiming over the rubble to squeeze off a round.

(([Dash, Pistols + AGI - 2 \(From cover\) = 4 successes -- 9P](#)))
(([Separatist 1, REA = 2 successes](#)))
(([Separatist 1, BOD = 1 success -- Takes 0 damage.](#)))

The Separatist stumbles back again as Dash's round lodges in his vest.

He shakes off the daze and fires a volley of automatic fire, spread between Max and Dash.

(([Separatist 1, Automatics + AGI - 2 \(Multiple Targets\) = 2 successes -- 17P](#)))
(([Dash, REA + 4 \(Good cover\) = 2 successes](#)))
(([Max, REA + 4 \(Good cover\) = 2 successes](#)))

The bullets shower debris down on Max and Dash, narrowly avoiding hitting them!

RE: Run #2: Optical Aleutians

Posted: 08-15-2011

by GM Nick

Doc squeezes off a round from behind the opposite rubble pile.

(([Doc, Sniper Rifles + AGI - 2 \(From cover\) = 3 successes](#) -- 11P))

(([Separatist 1, REA = 1 success](#)))

(([Separatist, BOD = 1 success](#) -- Takes 5P damage.))

The separatist soldier is knocked off his feet from the impact of Doc's rifle. A gaping hole in his chest is the result of Doc's marksmanship!

RE: Run #2: Optical Aleutians

Posted: 08-15-2011

by GM Nick

A shadowy figure bursts through the smoke. In the moon light, you catch a faint glimpse of a Native American woman in a camouflaged body suit. Long, pitch black braids whip behind her as she spins. Something steel glints--a katana?

With deadly precision, the newcomer twirls and strikes at Separatist #2.

(([???, Swords + AGI = 4 successes](#) -- 10P))

(([Separatist 2, Unarmed Combat + REA = 3 successes](#)))

(([Separatist 2, BOD = 1 success](#) -- Takes 3P damage.))

The Separatist recoils as the katana carves a huge gash on his chest.

RE: Run #2: Optical Aleutians

Posted: 08-15-2011

by GM Nick

Separatist #2 retreats back through the smoke, spraying an arrangement of suppressing blind-fire to discourage anyone following him.

Tyros throws his weight against the remaining concrete pylon.

(([Tyros, STR = 2 successes](#)))

The pylon begins to grumble across the road.

"Finish him off, Max! Let's get the frag out of here!"

RE: Run #2: Optical Aleutians

Posted: **08-15-2011**

by **John**

Max stands boldly with shotgun in hand, vilified by Tyros's exhortation. Max has every intention of finishing this guy off. Shooting twice at the fleeing assailant, Max grimaces a world-weary expression of pure vitriol.

RE: Run #2: Optical Aleutians

Posted: **08-15-2011**

by **GM Nick**

The retreating separatist screams and topples forward.

Separatist #1 is dispatched with a swift downward stab from the mystery woman's katana. After ending his life, she smoothly sheathes the sword and pulls something from her back.

Pulleys whir, cords slide and two extendable rods snap to their full length until she has a fully-assembled compound bow leveled at the runners. You can't help but notice the notched arrow, which has an explosive arrowhead.

"Identify yourselves."

RE: Run #2: Optical Aleutians

Posted: **08-15-2011**

by **Drew Buddy**

Doc looks at her warily, rifle still in hand, looking at the newcomer.
The description matches, but he can't be certain.

"We're associates of a certain Seattle Chinatown businessman. We were due in Fairbanks a few hours ago."

He gauges her response.

RE: Run #2: Optical Aleutians

Posted: **08-15-2011**

by **GM Nick**

She eases tension on the bow-string, and then lowers the bow.

"Doc," she says, eying the Desert Strike.

"Max. Tyros. The other human must be Dash. My name is Pandora."

Pandora folds the bow up with a flick of her wrist and sticks it on to a rack on her back.

"One of the rebels got away on a snowmobile. We better get out of here before he comes back with reinforcements."

RE: Run #2: Optical Aleutians

Posted: **08-15-2011**

by **John**

Looking her over, Max nods, "Lead the way, Pandora."

RE: Run #2: Optical Aleutians

Posted: **08-15-2011**

by **GM Nick**

Dash comms,

<All clear up here, Colonel. We need to get out of dodge before they come back with more buddies.>

A minute later, the APC rumbles up. A hatchway opens and Colonel Bell surveys the wreckage.

"Not bad. Wouldn't have been my particular strategy, but it seems effective."

Pandora eyes the UCAS vehicle skeptically.

Col. Bell gestures at Pandora. "She... uh... she with you?"

RE: Run #2: Optical Aleutians

Posted: **08-15-2011**

by **John**

Max looks at the Colonel and replies, "She is. She helped us clear out the separatists. So, about that lift to Fairbanks."

RE: Run #2: Optical Aleutians

Posted: **08-15-2011**

by **GM Nick**

[**Fairbanks, Alaska**]

The ride to Fairbanks is uneventful. Colonel Bell regales the runners with war stories and interesting anecdotes from his service. Pandora keeps to herself and says little of anything.

Eventually the APC grinds to a halt just outside city limits.

You quickly learn that Fairbanks is under UCAS martial law. Colonel Bell advises finding somewhere safe

to stash your weapons while you're within city limits.

Colonel Bell bids you farewell and leaves with his men to attend to their duties.

As soon as the APC is out of sight, Pandora leads you to a dive bar on the outskirts of town.

"I didn't want to say anything in front of him," Pandora explains. "But Fairbanks--not to mention the facility I'm to take you to--are under UCAS control. This presents a problem. The separatists may have attacked you, but that was a case of mistaken identity. There are no good guys or bad guys here, just two warring factions. We need to make sure that we side with the right one."

RE: Run #2: Optical Aleutians

Posted: **08-15-2011**

by **John**

Speaking to Pandora with in a civil yet severe tone, Max says,

"That was smart of you not to say anything in front of him-- makes me glad I wasn't more forthcoming. However, he said he knew what we were, but gave us a lift to Fairbanks anyway. If he's UCAS, and knows what we are, why was he so willing to take us to a UCAS controlled territory? We might be in for a rocky reception here. In any event-- we were told little-to-nothing about what's going on here. We know what we're after, but that's the extent of it. Tell us all that you can about the facility we're infiltrating to retrieve the package. Where is it in Fairbanks? What is the terrain like? What kind of security can we expect them to have? The world up here is rough-- how can we use that to our tactical advantage in this situation?"

RE: Run #2: Optical Aleutians

Posted: **08-15-2011**

by **GM Nick**

Pandora leads you down an alleyway and pounds on a side door.

Turning to Max, she says:

"Something *isn't right* here. The council has had problems with separatist movements before, but nothing like this. These rebels are too organized and too well equipped to be ordinary mercenaries. I'm

sure you've noticed by now that they're not teenagers with petrol bombs."

The side door opens a crack and a grizzled Inuit man peers out.

"We'll be able to talk with more discretion in here. I have my own concerns about our mission that I think you need to hear."

RE: Run #2: Optical Aleutians

Posted: **08-15-2011**

by **GM Nick**

The back room inside *The White Wolf* pub is filthy and smoky, but away from prying eyes according to Pandora.

She takes a seat on a bar stool and sets down the katana scabbard.

"Our objective is located in an abandoned oil drilling and processing plant--I trust our employer told you that much. The plant was decommissioned in 2060 when the drilling company went out of business. For the past few years, it's been home to drifters... natives that are too poor to afford the council-established housing costs.

I've even been there before. It was about a year ago. The types of people that lived there at the time rubbed me the wrong way. The word *occult* comes to mind. I haven't been back since.

Here's the rub: UCAS marched in last week and commandeered the facility as a staging base for their counter-attack against the separatist movement. That's going to make it extremely difficult to get in without arousing suspicion.

We'll need to figure out a way to gain access to the facility without bringing down the UCAS military hammer on our collective heads.

I've got a guy in town that says he can get schematics. We can pay him a visit tonight, but you'll have to leave your weapons here. Telaychuk here can safeguard them."

Telaychuk, the man who let you in, nods.

"I'm leaving the planning to you. My job here is simply to be your guide, translator and diplomatic attache as needed. I will input this..."

Pandora throws a glance at Dash.

"I see a lot of brawn. If we're going to do this without casualty, we're going to need to use our brains."

RE: Run #2: Optical Aleutians

Posted: **08-15-2011**

by **John**

"Doing things with a zero body count hasn't worked so well for us so far. But I'm with you-- doing this quietly would be good. I don't like leaving my weapons here, but if we need to to get schematics of the facility, then so be it. What's the area surrounding the facility like? Populated? Unpopulated?"

RE: Run #2: Optical Aleutians

Posted: **08-15-2011**

by **GM Nick**

Pandora folds her arms and looks up at the ceiling.

"From what I recall, the area is densely wooded. The land is protected by environmental regulations and the council only let the plant be built to very specific guidelines.

It's in a remote location, about an hour north of the city. I would imagine that UCAS has assumed security and to expect nothing short of extreme vigilance.

We may be able to find someone to question or coerce more details out of. The city is teeming with soldiers."

RE: Run #2: Optical Aleutians

Posted: **08-15-2011**

by **Drew Buddy**

Doc sets his rifle and submachine gun on the table, and nods to Telaychuk.

He leaves his Scout holdout pistol in its concealed holster, tucked in his waistband underneath the coat.

He says to Pandora, "You know the lay of the land here. Is there a particular reason the UCAS would have chosen the facility as their staging ground? Is it close to the separatist positions, or does it have a commanding view of the area? Also, do you have any idea if the UCAS are the ones who brought the canister to the location? The facility's previous occupants don't exactly sound like scientists. So either this thing has been sitting at the facility, being kept alive by automated systems, or the UCAS brought it in with them. If it's the former, it could be that what we're looking for can be found in a disused portion of the compound."

RE: Run #2: Optical Aleutians

Posted: **08-15-2011**

by **GM Nick**

"I don't have answers to your questions, but I know someone who might. An acquaintance of mine went to lie low with the drifters after a particularly high profile job. He came back a little .../oose. He might know something about this canister.

We've got quite a few options here... where should we start?"

RE: Run #2: Optical Aleutians

Posted: **08-15-2011**

by **John**

Max turns the options laid before him over in his head and say,

"I think we should start with the layout of the facility. That way, if anybody refers to a room or area in any of our further questions, we'll know what they're talking about."

RE: Run #2: Optical Aleutians

Posted: **08-15-2011**

by **Drew Buddy**

"Sounds like a plan. Pandora, why don't we meet with this friend of yours?"

Doc gets up from the table.

RE: Run #2: Optical Aleutians

Posted: **08-15-2011**

by **Elliott**

Tyros nods along with the conversation, grinning at the muscle comment and subtly flexing his arms.

"We should not forget that we have a UCAS colonel which counts us as friendly. Perhaps we can use him to get us access to the facility, or kill/kidnap him to use as cover for entry. But for now, I agree, we need a layout of the facility."

RE: Run #2: Optical Aleutians

Posted: **08-15-2011**

by **GM Nick**

((From this point on, I'm assuming the only weapons people have on them are highly concealable. Only knives, holdout pistols and grenades!))

Fairbanks is indeed under martial law. UCAS soldiers congregate on every street corner, watching the runners with distrust as they walk by.

You follow Pandora through the twisting streets, eventually stopping in front of a bustling construction site. The foreman, a burly orc in a hardhat watches as you approach and waves at Pandora.

"Hey, Marlo. We need some help," Pandora calls up to him.

Marlo hops on a ladder and slides down to ground level. He shakes Pandora's hand and looks dubiously at Max, Tyros, Dash and Doc.

"I'll do what I can, what do you need?"

RE: Run #2: Optical Aleutians

Posted: **08-16-2011**

by **John**

Max stands and sizes up Marlo, taking a good moment to get a read on him.

((Roll perception.))

Since Marlo is Pandora's contact, Max nods to her to take the lead.

RE: Run #2: Optical Aleutians

Posted: **08-16-2011**

by **GM Nick**

Pandora takes Marlo aside and they have a hushed, private conversation.

(([Max, Perception + INT = 5 successes](#)))

As the runners are waiting, Max notices none other than Colonel Bell, dressed in civilian clothes, hurrying across the street. He is wearing a large parka and has the hood up. His body language clearly indicates he doesn't wish for anyone to recognize him.

RE: Run #2: Optical Aleutians

Posted: **08-16-2011**

by **John**

Noticing Bell, Max turns to the team,

"Drek-- I just saw Bell! He was dressed to blend in-- wearing a parka and a hood walking away from us across the street. Tyros-- go invis and follow him. We need to know if he's been following us the whole time. Who else still has a weapon on them?"

Max indicates to his bootknife by tilting his head to the side and downward while lifting his right foot slightly.

RE: Run #2: Optical Aleutians

Posted: **08-16-2011**

by **Drew Buddy**

Doc pats his waist just behind his hip.

"I'm armed. I can follow at a distance."

RE: Run #2: Optical Aleutians

Posted: **08-16-2011**

by **John**

"Frag it. I'll go-- I think I have more experience with this sort of thing than you do, Doc. I think you're also better qualified to get a read on the technical specs this Ork comes up with. Tyros, if you feel like tagging along, you'll be able to get closer than I will."

Cool as a cucumber, Max puts a toothpick in his mouth and his hands in his coat pockets and sets out after Bell.

RE: Run #2: Optical Aleutians

Posted: **08-16-2011**

by **GM Nick**

(([Max, Shadowing + INT = 2 successes](#)))

(([Col. Bell, Perception + INT - 2 \(Distracted\) = 1 success](#)))

Max takes off after Bell, using the full extent of his P.I. training.

Marlo and Pandora return to the group.

Pandora wears an expression of irritation.

Marlo shrugs. "I'd love to help you, but some of my contractors are on loan from the UCAS. If they caught wind of what I was doing for you, I could be strung up on treason charges."

RE: Run #2: Optical Aleutians

Posted: **08-16-2011**

by **John**

Sticking to shadows so as not to stand out, Max walks casually down the street after Bell. Flipping his toothpick in his mouth, he allows his gaze to wander lazily but forever keeps his periphery trained on the dressed-down Colonel. Comming the rest of the group, Max says,

<I'm tailing Bell. He hasn't noticed me. Will let you know.>

RE: Run #2: Optical Aleutians

Posted: **08-16-2011**

by **Drew Buddy**

Doc shoots Mario an irritated look.

"So I take it things are not going well?"

Mario, look, we're not asking you to stick out your neck for us. We just need some blueprints. If they happen to be on an unsecured terminal, for example, we could do the legwork of obtaining them, and you could maintain deniability."

RE: Run #2: Optical Aleutians

Posted: **08-16-2011**

by **GM Nick**

Max tails the Colonel through several side-streets and back-alleyways until they end up at the back of a restaurant.

Bell pulls the parka hood tighter over his face and glances about before pushing open the back door and

slipping inside.

Max can make out a busy kitchen through the opening before the door closes again.

RE: Run #2: Optical Aleutians

Posted: **08-16-2011**

by **John**

Keeping his cool, Max approaches the door while glancing periodically over his shoulder. Waiting a moment before proceeding, Max enters the kitchen with the intention of walking through to the main restaurant in pursuit of Bell.

RE: Run #2: Optical Aleutians

Posted: **08-16-2011**

by **GM Nick**

Marlo folds his arms and frowns at Doc.

"I owe Pandora a favor, so that's the only reason I'm even entertaining this. I don't like outsiders."

Pandora jabs a finger into Marlo's brawny chest.

"Listen, *friend*. You and your wife would be stains in the snow if it wasn't for me. I'm not asking you for much."

Marlo holds up his hands and sighs.

"Fine. I'll do what I can. One of my contractors is named Phillipe. He's a UCAS contract engineer and he told me he's been doing a lot of work up at the oil plant. I refuse to get involved, but I'll send him out back, behind that equipment,"

The ork gestures to a couple parked snow-cats.

"You can extract the information out of him. Just don't kill him. I don't want to have to explain a dead UCAS contractor on my job site. Go behind the equipment and wait five minutes."

RE: Run #2: Optical Aleutians

Posted: **08-16-2011**

by **GM Nick**

[**Restaurant Kitchen, Fairbanks**]

Max pushes through the door and finds himself in a bustling kitchen. There are two narrow aisles, each filled with chefs or bus boys involved in their various duties.

Colonel Bell moves hurriedly towards the interior of the restaurant.

A dishwasher looks up from what he's doing.

"This is the kitchen, mate. Entrance is around front."

RE: Run #2: Optical Aleutians

Posted: **08-16-2011**

by **John**

Max is friendly.

"Hey! I know--I'm sorry! I just parked out back and I'm late to meet a friend. I just need to squirt through real fast.."

((Roll negotiation + first impression if need be.))

RE: Run #2: Optical Aleutians

Posted: **08-16-2011**

by **Drew Buddy**

Doc walks behind the snow-cats, at looks at Pandora,

"That's a hell of a friend you've got there. First refuses to help you, then sends another acquaintance to be roughed up instead. Real stand-up fellow. I just hope he isn't selling us out as well."

RE: Run #2: Optical Aleutians

Posted: **08-16-2011**

by **GM Nick**

[**Kitchen, Fairbanks**]

(([Max, Negotiation + CHA + 2d6 = 5 successes](#)))

"Oh, uh, sure. Just don't touch anything."

Colonel Bell slips through the swinging door and into the restaurant's main dining room.

RE: Run #2: Optical Aleutians

Posted: **08-16-2011**

by **GM Nick**

[**Construction Site, Fairbanks**]

Pandora leans up against the snow-cat and shakes out her braids.

"Marlo isn't a bad guy. Not really. Paranoia is sort of a way of life these days, for most of these people."

She cracks her knuckles.

"How do you want to handle this? We don't want to attract attention but we don't want him reporting this incident to anyone either..."

RE: Run #2: Optical Aleutians

Posted: **08-16-2011**

by **John**

[Kitchen, Fairbanks]

"Will do, pal-- thanks!"

Max slips carefully through the kitchen, doing his best to honor the dishwasher's wishes. Stopping at the swinging doors, Max looks through their portholes that typically keep servers from running into one another on their ways in and out of the kitchen. Max takes in the room and follows Bell with his eyes, trying to decipher the best place for him to sit and stakeout whatever conversation is about to take place.

RE: Run #2: Optical Aleutians

Posted: **08-16-2011**

by **Drew Buddy**

"We'll take a soft approach first. I doubt the UCAS is paying contractors very much right now. If we can loosen his lips with some creds, then not only do we get our information, but he'll keep quiet as well. Who the hell wants to fess up to the military that they took a bribe?"

RE: Run #2: Optical Aleutians

Posted: **08-16-2011**

by **GM Nick**

[Restaurant, Fairbanks]

Colonel Bell walks to a secluded booth, removes his hood and slides down across from someone that Max can't make out from his vantage point.

[Construction Site, Fairbanks]

A stringy man with disheveled hair rounds the corner and stops dead in his tracks.

"Qua? Woo zee' 'ell are you? Zer' is no ferrocrete back 'ere."

RE: Run #2: Optical Aleutians

Posted: **08-16-2011**

by **John**

Sliding through the doors, Max sits down at a table across the restaurant from the Colonel. Max strategically positions himself so his back is largely to Bell and his mysterious conspirator. Taking his small directional microphone and earbuds out of his pack underneath the table, Max positions the microphone so that it is obscured by the table cloth but pointing at Bell. With a single earbud in his right ear, Max sits and waits to be served by the wait staff, listening closely to the conversation that Bell is having in his booth while he records all that is said to his datachip.

RE: Run #2: Optical Aleutians

Posted: **08-16-2011**

by **Drew Buddy**

[**Construction Site, Fairbanks**]

Doc casually walks toward the man,

"Phillipe, we have something of a business proposition for you.

We need blueprints and schematics of that old oil refinery the troops took over, and we understand that you have access to this information. It'll be just a moment's work, and you'll get 1,500 nuyen."

Doc makes sure that he's close enough to grab the man should he bolt.

RE: Run #2: Optical Aleutians

Posted: **08-16-2011**

by **GM Nick**

[**Restaurant, Fairbanks**]

(([Max, Listening, Perception + INT = 5 successes](#)))

Col. Bell says, "I don't like meeting like this. What is it that you need?"

"I trust you weren't followed?"

"Of course not. This isn't my first time to the rodeo. Now, what is that you want?"

"I'm running low on manpower. These mercs are top-notch, but the expense is killing me."

"Relax. I'll wire another 50,000 to your account. That should be enough to tide them over. We're close, my friend. The council is just about ready to sign over full territorial control to the UCAS. Once that's done, I'll be promoted to Major--hell, maybe even General and then we'll be sitting pretty."

"You better be correct, Bell. If we push this separatist movement thing too hard, we're liable to crack the brittle foundation of this territory's governing body."

"Just give it a few more days, councilman. You'll be heralded as a hero for authoring the treaty with the UCAS and when I receive my new position, I'll make sure the smuggling route stays open."

"I have invested much in that route."

"You don't have to tell me. Now, I better get going... we're prepping for another strike."

Colonel Bell stands, replaces his hood and glances around before striding back towards the kitchen.

RE: Run #2: Optical Aleutians

Posted: **08-16-2011**

by **GM Nick**

[**Construction Site, Fairbanks**]

Phillipe looks uneasy.

"What you are askeen' me is trea'zon, *mon ami*. You expec' me to reesk my life for fifteen 'undred credeets?"

Doc senses Pandora tensing behind him. If he's going to continue diplomatically, he better do it fast!

RE: Run #2: Optical Aleutians

Posted: **08-16-2011**

by **John**

[Restaurant, Fairbanks]

Sensing the end of the conversation, Max buries himself in the menu-- his back to Bell so as not to be noticed. Max waits for the Colonel to walk by, considering his next move.

RE: Run #2: Optical Aleutians

Posted: **08-16-2011**

by **Drew Buddy**

Doc thinks quickly,

"Treason, Phillipe? Hardly. Before that facility was abandoned, it was a functional oil refinery. Plans would have been filed with the government and local authorities. The UCAS may be thorough about scrubbing records, but never underestimate the ineptitude of local bureaucracy.

Besides, I'm sure half the junkies in town could give us a guided tour of the place if we asked around."

He pauses,

"Three grand for you to leave a terminal open. That's it. We never saw you, you never saw us."

Doc readies his right hand to make a grab for the pistol, and his left hand to make a grab for Phillipe.

RE: Run #2: Optical Aleutians

Posted: **08-16-2011**

by **GM Nick**

[Construction Site, Fairbanks]

Phillipe wrings his hands.

"Five 'tousand. I 'ave detailed floor plans. Very 'elpful. Plus, I won't say 'anyting to anyone. You 'av my word."

RE: Run #2: Optical Aleutians

Posted: **08-16-2011**

by **John**

Max remains aware of Bell as he hurries out the back of the restaurant. Once the Machiavellian Colonel is gone, Max eases a bit but still remains unassuming. Comming the team, Max reports in,

<You won't believe this drek, chummers. Bell is behind the separatist movement. I just recorded a conversation he had with somebody in which he refers to funding the group for a powergrab.>

Patching Ghost into the conversation, Max continues,

<Ghost, you there? It's Max-- you helped me and my associates a week back. I'm uploading a recording to you now. It is **EXTREMELY SENSITIVE**. I need you to hold onto it for now-- I'll get back to you about that in a little bit. In the meantime, I need you to dig up all the financials you can-- public and private-- for UCAS Colonel Bell. In particular, be on the lookout for transfers in the sum of 50,000 nuyen in the next twelve hours, and trace what account it goes to.>

Cutting ghost out of the transmission, Max finishes by saying,

<We've got Bell by the short and curlies now, boys. I'm gonna see what there is to see about our Colonel's clubhouse pal. Out.>

Closing the link, Max turns his attention to the mysterious party with whom Bell had just been conspiring, the restaurant menu still open in his hands.

RE: Run #2: Optical Aleutians

Posted: **08-16-2011**

by **GM Nick**

[Restaurant, Fairbanks]

The mystery man whom Col. Bell was talking to gets up and heads for the front door. He's an average middle-aged man with a smart suit and distinctly Inuit features.

Through the pane-glass at the front of the restaurant, Max can see a limousine waiting outside by the curb.

RE: Run #2: Optical Aleutians

Posted: **08-16-2011**

by **John**

[**Restaurant, Fairbanks**]

Getting up from his table, Max checks his watch and heads outside after the man, leaving enough of a distance so that he does not appear to be following him. Max is trying to get a look at the license plate of the limo or any distinguishing characteristics about the Inuit man.

RE: Run #2: Optical Aleutians

Posted: **08-16-2011**

by **Drew Buddy**

[**Construction Site, Fairbanks**]

Doc is momentarily tempted to use the information that Max gleaned to bargain Phillipe down, but ultimately decides against it.

"Okay Phillipe, five grand. 2,500 now, 2,500 when we have the information in hand. You also keep your trap shut, and we'll forget that we know where to find you," Doc says, giving the man a stern look.

Doc comms Max,

< Holy blackmail, that's a good catch! Let us know what else you find >

RE: Run #2: Optical Aleutians

Posted: **08-16-2011**

by **GM Nick**

[**Construction Site, Fairbanks**]

"Oui, 'ees a deal."

Phillipe pulls a pocket computer out of his coveralls and taps the screen.

"Zees' 'ar 'and drawn maps from 'zee work I did 'zer."

((Who all is paying for this?))

"I will releazz' 'zee drawing, 'as soon as I 'av 'zee credeets."

RE: Run #2: Optical Aleutians

Posted: **08-17-2011**

by **Drew Buddy**

((Judging by the character sheets, I'd say our rich uncle Dash Danstar is paying for this 😏))

RE: Run #2: Optical Aleutians

Posted: **08-17-2011**

by **John**

Drew Buddy wrote:((Judging by the character sheets, I'd say our rich uncle Dash Danstar is paying for this 😏))

((I think this sounds about right to me. 😏))

RE: Run #2: Optical Aleutians

Posted: **08-17-2011**

by **GM Nick**

[**Construction Site, Fairbanks**]

Dash reluctantly keys Phillipe's account number into his credstick.

"This better be worth it..."

((The schematics are on my PC at work, so I'll upload them first thing tomorrow morning!))

[Outside Restaurant, Fairbanks]

The councilman steps in the limo and departs.

Max manages to decipher the license plate and commits it to memory.

RE: Run #2: Optical Aleutians

Posted: **08-17-2011**

by **Elliott**

Tyros nods satisfactorily as the drawings are handed over.

<"As I see it, we have two ways we can approach this. First we can figure out an attack plan and go in for a smash and grab just like last time. Or we can take our newfound information on our friend Bell and have him wall us into the place. I don't think we can just ask him to bring the canister out to us, because if he realizes it's value, all bets are off. We need to figure out where the canister is located in the facility and get private access. My preference is for using our leverage on Bell, as I think he will do just about anything we want to prevent that conversation from becoming public.">

RE: Run #2: Optical Aleutians

Posted: **08-17-2011**

by **John**

[Outside Restaurant, Fairbanks]

<Ghost, please respond. See what you can find out about the following vehicle: Alaska plates, license number seven, nine, four, two, charlie, alpha, edward, one, one, seven, ivan. I want to know as much as I can about the vehicle's owner and that person's affiliations.>

To the group,

<I'm returning to your location. I'm with Tyros here-- I think we can leverage that tape against Bell to get pretty much whatever we want. I doubt we'll get the canister gift wrapped, but I'll bet you he can get us in the facility with the proper uniforms and security clearance. I figure we tell him that we get what we need, then he has his separatist regime attack the facility and he can make up whatever story he wants to use regarding where the canister ran off to. See you guys in ten.>

Max whisks off into the Alaskan night, lighting a cigarette as he makes his way back to the construction site via an alternate route than the one he took to the restaurant.

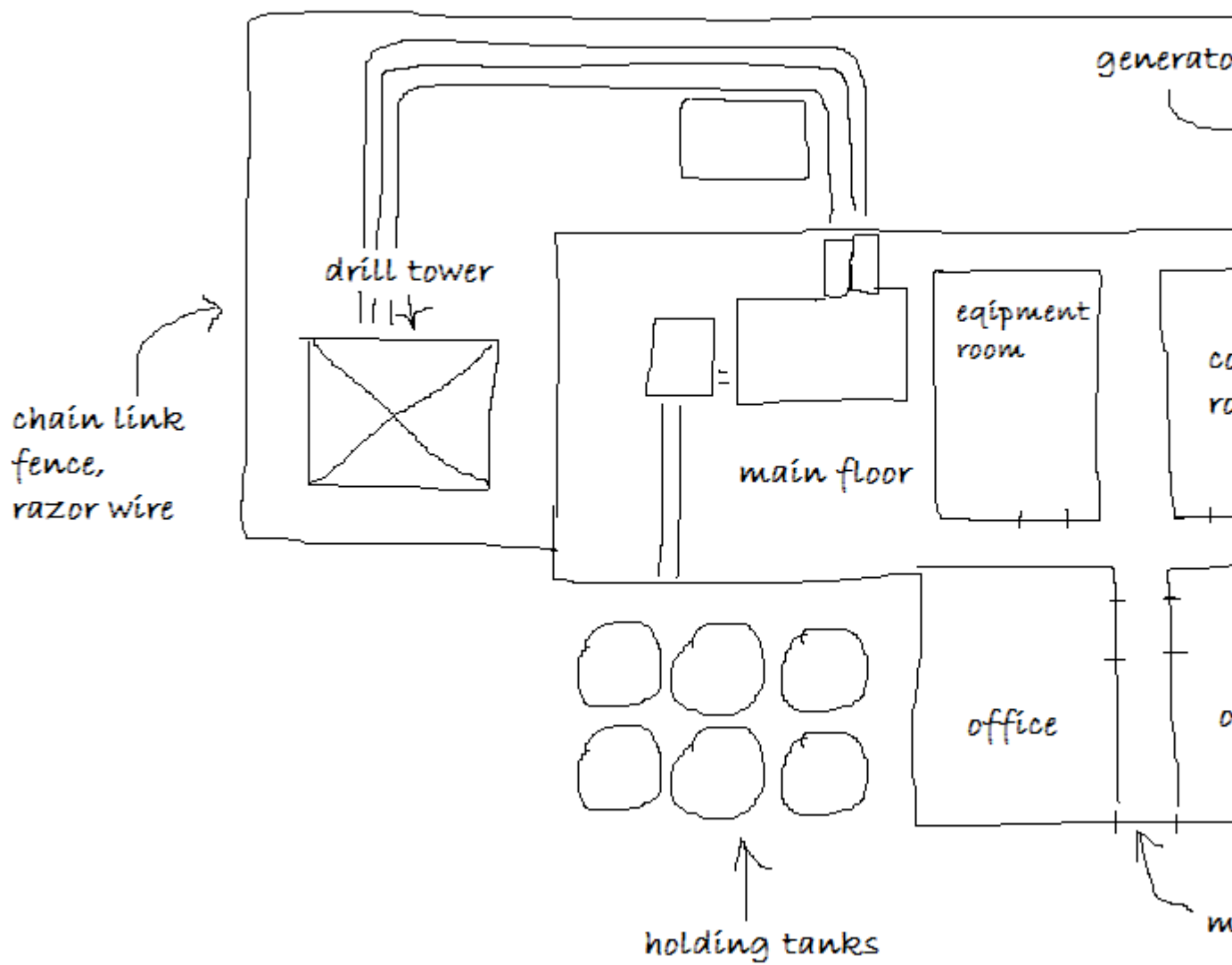
RE: Run #2: Optical Aleutians

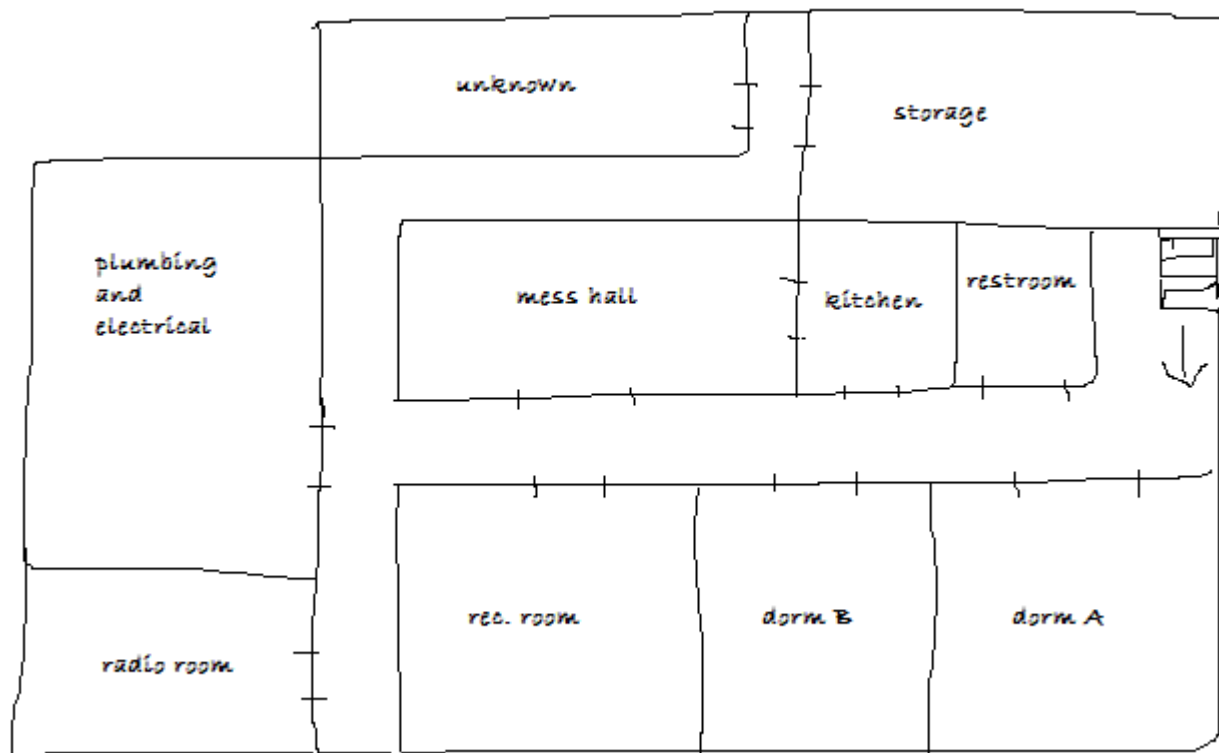
Posted: **08-17-2011**

by **GM Nick**

Phillipe uploads the drawings to Doc's commlink.

""ere 'zey 'ar."





RE: Run #2: Optical Aleutians

Posted: 08-17-2011

by GM Nick

After several attempts to raise Ghost on the comms, Max receives a message that the comm-link frequency is no longer available. It seems Ghost won't be available for the time being...

His business concluded, Phillipe goes back to work on the construction site.

Pandora grins.

"You know the way to a scumbag's heart, Doc. What's our next move?"

RE: Run #2: Optical Aleutians

Posted: 08-17-2011

by John

[Construction Site, Fairbanks]

Max strolls back up to where the rest of the team is still standing and says,

"I haven't received any response from Ghost to either of the messages I've sent to her. I'm assuming she's offline. I'm gonna send the conversation I recorded to my brother in law. It'll be safe with him. Pandora, why don't we go say hello to your loose friend?"

RE: Run #2: Optical Aleutians

Posted: 08-17-2011

by Drew Buddy

[Construction Site, Fairbanks]

"You mean back to the bar? Probably good. We'll need to sit down and hash out a plan. After that, it might be time to pay Bell a visit."

RE: Run #2: Optical Aleutians

Posted: 08-17-2011

by GM Nick

Pandora nods.

"I know someone who has spent time living in the plant. He should be able to provide some details as to what we can expect inside. Max, Doc, why don't you come with me while everyone else stays here? I don't want to spook this guy."

RE: Run #2: Optical Aleutians

Posted: 08-17-2011

by Drew Buddy

"Sounds good. Anything we should know about this guy? I get the impression that many of the folks who were living in there aren't quite plugged in all the way."

RE: Run #2: Optical Aleutians

Posted: **08-17-2011**

by **John**

Max tries to comprehend both Doc and Pandora as they speak at the exact same moment.

"Alright, Pandora-- we'll go to check out this guy-- see what there is to see. Dash, how about you head back to the bar with Tyros? you know architecture, so maybe you guys can work up a plan of attack. However, I'm not 100% that we should meet Bell in person."

Thinking to himself, then saying,

"Let's work that out later. In the meantime, let's go see this burnout."

RE: Run #2: Optical Aleutians

Posted: **08-17-2011**

by **GM Nick**

[**Slum, Fairbanks**]

The city begins to fall into a state of disrepair the further in you plunge. The old-world architecture gives way to crumbling stone. Rusty ree-bar reaches up through the corpses of old buildings like skeletal fingers. Oil drum fires are ubiquitous, and everyone seems to stare past you, as if they can't muster the energy to care.

In the heart of the slums is a shanty-town of sorts. Pandora weaves her way in between make-shift abodes, cobbled together from pieces of corrugated tin, cinder blocks and plastic sheeting.

Pandora stops in front of one such building and kicks at the plastic sheeting.

"Cruce. You in there?"

A pale, pock-marked man in ragged clothing crawls out and looks up at Pandora. His eyes are unfocused

and his expression is vacant.

"The light... it comes to the light."

Pandora kneels down. "Yes, yes, the light. Can you answer a few questions?"

Cruce sneers at her. "No time."

"How about for ¥10?"

Pandora produces a cred-stick and tosses it up and down.

The filthy man watches the cred-stick bounce up and down and then looks at her warily. "The light will comply."

"Ask away, gentlemen."

RE: Run #2: Optical Aleutians

Posted: **08-17-2011**

by **John**

Max reaches into his pocket and produces a pen and paper. Taking his time to be accurate, Max draws what the canister they extracted from the Shiawase facility looked like.

"Has the light ever seen something like this before?"

RE: Run #2: Optical Aleutians

Posted: **08-17-2011**

by **GM Nick**

Cruce stares skeptically at the drawing.

"In the hour, in the minute, in the second, when his revival is at hand. He reveals the light. The hour of the truth is nigh and he has come to set us free."

He pushes the drawing back into Max's hand.

"Repent, sinner. For your deeds are numerous and impious. He can erase you with a wave of his hand!"

RE: Run #2: Optical Aleutians

Posted: **08-17-2011**

by **John**

Max looks skeptically at Cruce and cocks an eyebrow.

"O-kaaay..."

Looking at his two companions, his gesture to Pandora says it all: *What the frag??*

Turning back to Cruce, Max says,

"I repent before the Lord God. I am a sinner and beg for His mercy. He came to me in a vision and revealed that it is my fate to seek for Him this vessel. Will you help me in my search?"

RE: Run #2: Optical Aleutians

Posted: **08-17-2011**

by **GM Nick**

Cruce lunges at Max and grips him around the collar. He pulls his face so close that Max can see the spittle flying from his quivering lips.

"There is no god. No afterlife. No heaven. No hell. No purgatory. No limbo. No nirvana. There is only *him*. He has power you can only dream of."

He releases Max's collar and sinks back with a moan of melancholy.

"Imagine the genome, vivisected, spiraling fractals in five dimensions. That is his glory--his bounty. Infinite information. Celestial binary."

Cruce brushes his fingertips behind his ear and for a second, you catch a glimpse of a corroded data-jack.

"Perfection," Cruce whispers. "Tranquility."

RE: Run #2: Optical Aleutians

Posted: **08-17-2011**

by **John**

Max turns to Pandora.

"Good contact here. Some blown out chiphead? Wonderful. This slot doesn't even know where he is."

Turning back to Cruce,

"Tell me, who is *HIM*? Tell me and I can help your score a beetle."

RE: Run #2: Optical Aleutians

Posted: **08-17-2011**

by **GM Nick**

Cruce's eyes roll around in his sockets. "He is the one and the zero. The culmination of a million years of ancestral memory. The tapestry of humanity."

A brief expression of clarity flickers over his face.

"Why so many questions, outsider? You seek to steal that which we protect!"

RE: Run #2: Optical Aleutians

Posted: **08-17-2011**

by **Drew Buddy**

Doc looks at the man with a mixture of pity and disgust,

"Cruce, is the light contained in these canisters? Is he the thing that they divided into five pieces? We're

looking for those pieces.

We can bring them back together and make him whole again," Doc lies. "Would you like that?"

RE: Run #2: Optical Aleutians

Posted: **08-17-2011**

by **GM Nick**

Cruce darts a glance at Doc.

"You... seek his revival? Outsiders, such as you?"

The man recoils into his hovel, suspicion burned into his face.

"This is a trick."

RE: Run #2: Optical Aleutians

Posted: **08-17-2011**

by **John**

Max finally gets it.

"It's no trick, Cruce. We're going to reassemble Deus."

RE: Run #2: Optical Aleutians

Posted: **08-17-2011**

by **GM Nick**

(([Max, Con + CHA + 2d6 = 4 successes](#)))

Cruce's eyes widen.

"A prophet! I have waited in humble servitude."

He grovels at Max's feet. "Take me not from the light. The others... the others sought to punish. Thought I was impure. I resisted their malice. I desire only to embrace the ghost of all things."

RE: Run #2: Optical Aleutians

Posted: **08-17-2011**

by **Drew Buddy**

Digging a bit deeper into his repertoire of crazy, Doc says,

"Who were these others, and why would they turn away such a true and humble servant of the light? Do they seek to sequester him away and deny his ascent to glory?"

RE: Run #2: Optical Aleutians

Posted: **08-17-2011**

by **GM Nick**

"The others. They shunned me. Walkers in the matrix. *Digital soldiers*. Rejected me. Me! Expelled me from the place of worship.

When the warrior seeks the vessel, he must first confront the man with a half-face. He will not yield the vessel."

Cruce grabs Max's pant-leg and wails.

"The man with the half-face must be destroyed! The vessel!"

RE: Run #2: Optical Aleutians

Posted: **08-17-2011**

by **John**

Max grabs Cruce's hands and hoists him up.

"Who is the man with the half face, brother? Tell me and he will be punished."

RE: Run #2: Optical Aleutians

Posted: **08-17-2011**

by **GM Nick**

"Find the half-face man, find the vessel."

Cruce grabs his heads and grimaces. "The truth-finder... not now!"

His eyes bulge and a vein pops out on his neck. "Nnggggh."

There's a popping sound and Cruce's face fixes in a horrified rictus. He falls forward, dead. A thin coil of smoke winds its way out of his ear, smelling disconcertingly like charred flesh.

The poor fool is clutching something in his right hand.

RE: Run #2: Optical Aleutians

Posted: **08-17-2011**

by **Drew Buddy**

Doc looks at the dead figure on the ground, and blinks away the surprise.

"Did someone just... Shit, who and what exactly are we up against here?"

He kneels down and opens the man's fingers.

RE: Run #2: Optical Aleutians

Posted: **08-17-2011**

by **John**

Kneeling down, Max mumbles to nobody in particular,

"Man, don't you just hate it when that happens?"

Rubbing his face, Max asks,

"What's he got there, Doc?"

RE: Run #2: Optical Aleutians

Posted: **08-17-2011**

by **GM Nick**

Doc withdraws a small steel cube on a chain from the dead man's hand.

It's silver, polished and without seams. The only marking on the device is a narrow groove, as though the object is meant to be inserted into something.

Pandora shakes her head.

"Poor Cruce... was that a cortex bomb? Not a pleasant way to die."

Many of the other slum-dwellers have gathered around and are engaged in hushed conversations.

"Right, we better get back to the bar."

RE: Run #2: Optical Aleutians

Posted: **08-17-2011**

by **John**

"Good call Pandora. Doc, put that some place you won't lose it!"

RE: Run #2: Optical Aleutians

Posted: **08-17-2011**

by **Drew Buddy**

Doc pockets the item, and keeps his hand on it.

"Agreed. The natives are getting restless. Let's go."

RE: Run #2: Optical Aleutians

Posted: **08-17-2011**

by **GM Nick**

[*The White Wolf Pub*, Fairbanks]

Dash and Tyros are waiting for Max and Doc as they return with Pandora.

"Right," says Dash. "Tyros and I have been talking. Colonel Bell seems like a tough nut to crack. Outright blackmail may not work on him. What about this other fragger that you saw, Max? Any chance we can put the thumbscrews on him?"

RE: Run #2: Optical Aleutians

Posted: **08-17-2011**

by **John**

"Don't know who he was. Without a trace on his plates, I don't think there's much that can be found out there. I still think we should put the screws to Bell. Know any good places for a secret meeting, Pandora? If we get him to get us UCAS uniforms and access to the facility, we should be able to get in and out. Also, Cruce was part of a cult that worshiped the Deus shard, which means it's been there longer than UCAS. It's possible they might not even know what they have in their possession."

Getting on his commlink, Max calls out to his brother in law.

<David, it's Max. Been a long time. I don't have time to explain, but I need a favor of you. I need you to hold onto an audio recording I made and, if I don't contact you in thirty six hours, release it to the media and the UCAS. I'm uploading the audio to you now. Please respond.>

Turning back to his group,

"So there's a safeguard for us. Bell won't kill me if doing so will expose his machinations. Unless anybody's got a more concrete idea, I say we give Bell a ring and set up a meeting."

RE: Run #2: Optical Aleutians

Posted: **08-17-2011**

by **Drew Buddy**

Doc nods,

"I was thinking the same thing about the UCAS not knowing about the canister. But it seems like they would have found it now. Hell, maybe this separatist rebellion is tied up in it somehow. I mean this Deus thing is a goddamn world-eater. What would a government *NOT* do to get their hands on it?"

A realization comes to Doc,

"So this Cruces guy was in the Order of the Dawn, right? The Order scatters the canisters, one of the locations being a remote oil rig in Alaska. Then a fake separatist movement pops up which the UCAS has to fight against. And in order to do so, they just so happen to need to take over that very same rig. So the question then, is whether Bell is acting under orders here, or whether he's truly gone rogue. I'm not sure which possibility disturbs me more."

RE: Run #2: Optical Aleutians

Posted: **08-17-2011**

by **Elliott**

"I agree. We should approach Bell and have him escort us into the facility. I would definitely bet the UCAS doesn't know about the canister, so we need some pretense for wanting access and which will allow us to leave quickly once we have the package. Assuming we are successful, how are we getting back to Seattle anyway - our bird had its wings clipped on the way in after all?"

Tyros rubs his chin, "The only other plan I can think of is to have the rebels attack the base either at the command of Bell or his associate. We could slip in and out during the conflict."

RE: Run #2: Optical Aleutians

Posted: **08-17-2011**

by **John**

"I don't know that I don't think Bell's occupation of the facility isn't just coincidence. He's been in that facility for a little while now. If he was after the facility for the canister, wouldn't he have moved it elsewhere by now? It would have been more of a smash and grab, I think. No, they set up residency there for a reason, and I don't see any reasons that would have anything to do with Deus. Deus would be better reconstituted or even studied elsewhere-- not in Bumfrag, Alaska..."

Max looks at Pandora,

"... No offense. Anyway, I still think that leaning on Bell is the way to go here. Hey, if it doesn't work out like we planned," Max pauses, looks at Dash and continues, "we can always just start blowing drek up again."

Max flags down a waitress and orders a shot of whiskey, warmed.

"We just have to figure out how to approach Bell."

RE: Run #2: Optical Aleutians

Posted: **08-17-2011**

by **Drew Buddy**

"We definitely need to put the screws to Bell. If they truly don't know about the Deus fragment, then at least we know not to look for it in any of the larger areas. It would likely be in a sealed off area that they can't access easily. Do we still have Bell's frequency?"

RE: Run #2: Optical Aleutians

Posted: **08-18-2011**

by **John**

Max nods as Doc speaks. Answering his question, Max says

"I do. Anything specific in mind?"

RE: Run #2: Optical Aleutians

Posted: **08-18-2011**

by **Drew Buddy**

"This is a tough one. We have to draw him out away from the military installation before we can do anything. He knows the sort of work that we do, but didn't seem *too* interested in prying. If we can convince him that we won't care what he's up to, as long as he doesn't care what we're up to, then maybe we can get access to the facility. We need a story that fits. Perhaps rival corporate materiel or secrets left over in the facility. Anything that does not concern the military directly."

RE: Run #2: Optical Aleutians

Posted: **08-18-2011**

by **GM Nick**

Pandora nods.

"There's an airfield just outside of the city, it's rarely used. A couple of hangars there would make a good, secluded meeting place."

RE: Run #2: Optical Aleutians

Posted: **08-18-2011**

by **John**

Max thinks over the possibilities and his options. The cards are in his favor right now, but this has to be played just right.

"Pandora, do you know who occupied the facility before the cultists took the place over? What was the last corp to make its home there? Meeting Bell in a hangar sounds good to me. Since I overheard the conversation, I'll make the meeting. I'm gonna need all of you standing by covering my ass, though--especially Doc and Pandora. If there are no objections, I'm gonna call Bell and tell him to meet me at the hangar. Speak now or forever hold your peace, guys."

RE: Run #2: Optical Aleutians

Posted: **08-18-2011**

by **Drew Buddy**

"Sounds fine by me. Make the call, and let's blackmail us a colonel."

RE: Run #2: Optical Aleutians

Posted: **08-18-2011**

by **Elliott**

"Yeah, let's do this."

RE: Run #2: Optical Aleutians

Posted: **08-18-2011**

by **John**

Max nods at his teammates and makes the call, patching them all in so that they can hear but cannot contribute.

<Colonel Bell, this is Max-- we met earlier in the woods. I've discovered some very sensitive information about the separatists that you need to be made aware of right away. There's an old airfield outside of town. We need to meet.>

RE: Run #2: Optical Aleutians

Posted: **08-18-2011**

by **GM Nick**

< Max, yes. I remember. What is it that you have to tell me? I can't leave my post just now, but I can send a couple of my men. >

RE: Run #2: Optical Aleutians

Posted: **08-18-2011**

by John

Continuing his intentionally vague misdirection, Max says to Bell over the link,

<It's incredibly sensitive, Colonel. I don't know which of your men you can trust. I can't say more over the air.>

RE: Run #2: Optical Aleutians

Posted: 08-18-2011

by GM Nick

(([Max, Con + CHA + 2d6 = 4 successes](#)))

(([Col. Bell, CHA = 0 successes](#)))

< Very well, Max. I'll find someone to relieve me for a few hours. Send me the coordinates to this meeting place. >

Pandora nods and beams the coords to Max's comm.

RE: Run #2: Optical Aleutians

Posted: 08-18-2011

by John

Max is cautiously optimistic that this will go smoothly.

<I'm linking you the coordinates now. Meet me there in two hours.>

Closing the link, Max speaks to the team.

"Alright, we need to get there ASAP. Bell might show up early to case the joint, and if he does I want to be there before him. He knows that I'm not traveling alone, so he'll assume that you guys are with me, but I intentionally left you guys out of the conversation so you could take up supporting positions around the hangar. Pandora, any idea where we can get a temporary set of wheels?"

RE: Run #2: Optical Aleutians

Posted: **08-18-2011**

by **GM Nick**

Pandora gives Telaychuk an imploring look.

Telaychuk sighs and pulls a set of keys from his pocket, tossing it to her.

Pandora grins. "We can take the pickup. The troll will have to ride in the bed, along with someone else. I can only fit two people in the cab."

((I assume everyone is fine with heading straight there?))

RE: Run #2: Optical Aleutians

Posted: **08-18-2011**

by **Drew Buddy**

((Let's get our asses over there!))

RE: Run #2: Optical Aleutians

Posted: **08-18-2011**

by **John**

Max nods at the Inuit and says,

"Thank you. You'll get it back in one piece."

Growing more serious, Max says,

"Tyros and Dash can ride in the back-- Tyros won't fit and Dash isn't housebroken. Let's get out of here."

RE: Run #2: Optical Aleutians

Posted: **08-18-2011**

by **GM Nick**

[Abandoned Airfield, Outside Fairbanks]

The abandoned airfield is a collection of empty hangars and cracked tarmac, isolated on the tundra. It seems like it's been quite some time since it saw any use.

Pandora parks the pickup in a ravine about 300 meters from the main hangar.

"No sign of anyone else, yet. Where should we set up shop?"

RE: Run #2: Optical Aleutians

Posted: **08-18-2011**

by **Drew Buddy**

((Have we taken our weapons with us, now that we're outside Fairbanks?))

Doc scans the area for an elevated position that has a good view of the Airfield and hangar.

((Roll Perception))

RE: Run #2: Optical Aleutians

Posted: **08-18-2011**

by **John**

Thinking aloud based upon his surroundings, Max says,

"I think we have the actual meeting inside the main hangar. Perhaps Tyros can stay outside the hangar invis and let us know when Bell is approaching as well as who or what he's got with him. Let's park inside the hangar for now. I'm thinking that Doc and Dash take up positions in the rafters if possible, and you can just hang out by the car Pandora. Perhaps if Bell sees one team member who is clearly not hiding, he'll assume that no others are. Let's head into the hangar."

Eying the surrounding, Max doesn't trust that they're alone.

((Roll perception.))

RE: Run #2: Optical Aleutians

Posted: **08-18-2011**

by **GM Nick**

Pandora points to an adjacent hangar.

"Doc, if you can scale the building you could hunker down on that roof. Situated properly, you'd have a direct line of sight through the hangar doors.

I'll keep the truck running in case you get into any trouble."

Despite Max's thorough scanning of the area, he doesn't see any other sign of life.

RE: Run #2: Optical Aleutians

Posted: **08-18-2011**

by **John**

Max responds,

"Sounds like a plan. Dash-- how about you rig the entrance to the hangar with some explosives in case things get ugly? Let's get inside that hangar!"

Max motions for Pandora to close the 300 meter distance between their current position and the main hangar.

RE: Run #2: Optical Aleutians

Posted: **08-18-2011**

by **Drew Buddy**

Doc looks at the roof, and gauges the angle to the hangar door.

"Okay, I'll watch from the roof. Max, keep your comm channel open, so I can hear what's going on."

Doc runs over to the building, and uses the grappling gun to give himself a rope to the top. Donning his

climbing gear he heads up.

((Roll applicable skills if necessary))

RE: Run #2: Optical Aleutians

Posted: **08-18-2011**

by **John**

Max nods at Doc,

"That's the plan. If you can't hear what's going on, you won't know when to start shooting. Pandora, position us inside the hangar so that when Bell rolls in he'll be between us and Doc."

RE: Run #2: Optical Aleutians

Posted: **08-18-2011**

by **GM Nick**

(([Doc, Climbing + STR = 2 successes](#)))

Doc's grapple gun whirs as it lifts him up the side of the building. Planting his feet firmly on the wall, he reverse-rappels the last few steps.

Once he reaches the roof he sees that he does indeed have a direct line into the hangar opposite him.

Dash stands under the doorway of the hangar, inspecting it.

"I'm all out of boom-boom juice, Overstreet, but I can jury-rig a few flash-bang grenades in case we need a distraction. Besides, this building is *old*. A proper blast might make it come down on our heads."

RE: Run #2: Optical Aleutians

Posted: **08-18-2011**

by **Drew Buddy**

Doc secures the line, and attaches it to the climbing harness so that he will be able to rappel back down at a moment's notice.

< Okay, I'm in position. I have a good line of sight on you, and will be able to cover you guys while you're in there. >

He scans the roads in to see if Bell is approaching yet.

RE: Run #2: Optical Aleutians

Posted: **08-18-2011**

by **John**

Examining a support strut, Max agrees,

"You're right. Rig up those flashbangs. If you're gonna blow them, just make sure to give Doc a quick heads-up so he isn't looking through his scope directly at them when they pop."

Max sweeps the hangar and there is nothing inside-- no place for anybody to hide and lay in wait. Turning to Dash, Max says,

"Well, it looks like you being our eyes in the sky in here is out of the question unless you want to just sit in the rafters, but you'd be a sitting duck up there. Maybe just hide behind the truck so that Bell thinks our numbers are smaller."

With Doc outside, Tyros no longer needs to be the groups eyes on the outside.

"Tyros, hang just inside the hangar door so you can get the drop on Bell from behind once he enters."

RE: Run #2: Optical Aleutians

Posted: **08-18-2011**

by **GM Nick**

Pandora stands in the bed of the pickup and watches the horizon through binoculars.

"We've got incoming. Can't tell what, but I'm not sticking around. I'll drive back to the ravine. Call me when you need me."

She hops into the truck and tears off, out of the airfield.

RE: Run #2: Optical Aleutians

Posted: **08-18-2011**

by **John**

Max is surprised and annoyed.

<Well that was unexpected. If she was just gonna tear ass outta here she could have mentioned that when I kept suggesting where she should hang out during this meeting. For a killer she sure doesn't seem to be willing to get her hands dirty. Everybody ready? This could get real ugly.>

Max stands in the hangar, stone-faced with his hands at his sides.

RE: Run #2: Optical Aleutians

Posted: **08-18-2011**

by **GM Nick**

[Abandoned Airfield, Outside Fairbanks]

From Doc's vantage point, he can make out two vehicles heading towards the hangars.

One is a Chenoweth Defender light tank, being tailed closely by an Ares Raptor recon buggy.

The sun tips over the horizon and the first rays of morning light spill across the neglected runway.

RE: Run #2: Optical Aleutians

Posted: **08-18-2011**

by **GM Nick**

The Chenoweth grumbles on to the runway, turret swiveling slowly and training on the main hangar.

Beside it, the Raptor roars and bounces across the pavement, skids around the Chenoweth and screeches to a stop in front of the doors. The driver hops up and grips the controls on the Raptor's mounted Vindicator mini-gun.

<Hope you don't mind that I brought some friends. It's not that I don't trust shadow runners... Or, wait, I *don't* trust shadow runners. Come on outside where I can see you.>

RE: Run #2: Optical Aleutians

Posted: **08-18-2011**

by **Drew Buddy**

Doc comms to the team,

< Heads up, folks! It looks like Bell didn't come alone. He brought a goddamn tank with him.

Max, you may need to lay into him hard with the blackmail aspect of this little gathering. If he gets hostile, and thinks he has the upper hand, we're hosed. >

Doc sights in on the minigun operator.

"Do it," he mutters to himself, "I fraggin' dare you."

RE: Run #2: Optical Aleutians

Posted: **08-18-2011**

by **John**

Max moves to the door of the hangar but does not cross its threshold.

<This doesn't instill a lot of confidence in me, Colonel. Nobody here wants this meeting to have a bodycount.>

Pausing, Max sizes up the situation. The guns trained on him make him nervous, but not as nervous as they should.

<Are you going to come out and talk to me? I told you I wasn't willing to have this conversation over the air and I meant it. Given the nature of what we need to talk about, I'd recommend leaving your gunners out of earshot.>

RE: Run #2: Optical Aleutians

Posted: 08-18-2011

by GM Nick

Dash grabs Tyros' coat and whispers,

"Tyros, listen. If the negotiations start to go south, cast your invisibility hocus pocus on me and I'll see if I can't scuttle that Defender. I've worked on enough military vehicles, I think I can disable it, at the very least."

RE: Run #2: Optical Aleutians

Posted: 08-18-2011

by GM Nick

Colonel Bell hops out of the passenger seat of the Raptor and flicks his cigar away. He removes the Thunderbolt from its holster and tosses it into the vehicle.

"If he moves, you waste him."

The gunner nods excitedly.

Bell lifts the corners of his jacket up and turns in a slow circle as he approaches the hangar.

"Okay, Max. I'm unarmed. What's so important that I had skip breakfast for?"

(([Doc, Infiltration + AGI = 3 successes](#)))

(([Perception + INT \(Average\) = 2 successes](#)))

Doc seems to have gone unnoticed.

RE: Run #2: Optical Aleutians

Posted: 08-18-2011

by John

Max continues to stand with his hands hanging limply at his sides-- making sure not to give the gunner any excuse. Max speaks in a hushed tone to Colonel Bell-- low enough to avoid the terribly damaged hearing of a military gunner but loudly enough to broadcast over his comm.

"Sorry to drag you away from you eggs, Colonel, but I was sitting and eating dinner last night when I overheard a very interesting conversation being had at the booth behind mine. Something about how the separatist movement was running low on funding and a transfer of fifty thousand creds to keep it rolling. Smuggling routes and power grabs and such. I didn't catch every word of what was said, but the recording I got of it captured it in crystal clarity. Now, rest assured, Colonel-- I don't give two dreks about your politics up here. You want power? Take it. You seem a decent enough man to me. I'm here to talk about what I want in exchange for silence in this matter."

Max tenses slightly, acknowledging that Bell's knee-jerk reaction to this ploy could just as easily be a hail of bullets as it could a peaceful negotiation.

RE: Run #2: Optical Aleutians

Posted: **08-18-2011**

by **GM Nick**

Bell listens, unflinchingly. Shortly after Max finishes, the Colonel snaps his fingers. The gunner makes a disappointed sound and slumps into the driver seat.

"Oh, Max."

Bell belts out a rich throaty laugh and throws an arm around Max as if they were old friends. He jerks Max's head a few inches closer and continues in a murmur.

"Listen to me, you dandelion-eating son of a bitch. I hope you made a million fraggin' copies of that recording and sent them to every news stand, tri-d station and weatherman. I have half a mind to kill you for even trying to screw me. So tell me, besides a slow and painful death, what is it that you want?"

RE: Run #2: Optical Aleutians

Posted: **08-18-2011**

by **John**

Max breaks free from his embrace and looks into Bell's eyes, disappointed by the attempt at chauvinism.

"You know, I've never really understood the whole dandelion thing. In all my days I've never eaten a single flower. In any event, I need access to the old oil refinery that the UCAS recently took occupation of. The last corp to occupy the facility left some rather sensitive drek there of less than legal nature. I need to retrieve it. Now, I know from how I watched you sneak through the streets of Fairbanks on your way to your meeting that you don't want that conversation to be known publicly. I've sent the recording I made to somebody who has instructions to release it in thirty six hours if they don't hear from me."

RE: Run #2: Optical Aleutians

Posted: **08-19-2011**

by **GM Nick**

"So let me get this straight... you're blackmailing a UCAS military official all for some two-bit oil company that went belly up a decade ago? I don't believe you."

RE: Run #2: Optical Aleutians

Posted: **08-19-2011**

by **John**

Max continues to reason with Bell.

"Look at it from my perspective, Colonel. I happen to overhear this conversation which-- and I stress this again-- doesn't matter to me. Meanwhile, I've arrived in Fairbanks on old intel which told me that the facility was occupied by cultists to find that it's now been taken over by UCAS. I've got three options: Either sneak/blast into the facility to retrieve what I've been contracted to get against UCAS, simply ASK you if I can get in there, or leverage our coincidence. You were generous with us in the wilderness, but I don't think we could have expected that generosity to extend to an open invitation into your installation, and I sure as hell don't want to push in guns blazing. A negotiation seemed the only option. Something I don't care about for something you don't care about."

RE: Run #2: Optical Aleutians

Posted: **08-19-2011**

by **Elliott**

Before the tank and buggy get too close, Tyros nods to Dash and they both fade from existence inside the hanger (invis x2, F4).

Moving with all the stealth he can muster, claymore held lightly in one giant hand, Tyros moves to the back of the tank, looking for the entrance hatch.

Subvocally, <"I've got the tank hatch covered. If anyone decides to get out, it will go poorly for them. Dash, do your thing so the tank can't move.">

Using his troll enhanced thermal vision, Tyros scans the perimeter and rooftops for any flanking opposition forces.

RE: Run #2: Optical Aleutians

Posted: **08-19-2011**

by **GM Nick**

(([Max, Negotiation + CHA = 3 successes](#)))

(([Bell, Negotiation + CHA = 1 success](#)))

Colonel Bell rubs his chin.

"You got balls, son. I can respect that. What do you say we work together from now on? I can be a powerful ally.

I'll give you 1 hour in the facility. Anything more will attract negative attention. In return, you agree to delete all existing copies of the recording. You will be subject to a lie-detector test to verify this has been done."

Max gets the sense that he's pushing the limits of his negotiation skills.

"This is my only offer."

(([Tyros, Imp. Invis \(4\) on Tyros, Spellcasting + Magic + 2 = 4 successes](#)))

(([Tyros, Imp. Invis \(4\) on Dash, Spellcasting + Magic + 2 = 6 successes](#)))

(([Tyros, Resist Drain, INT + WIL = 4 successes -- 0s damage.](#)))

(([Tyros, Resist Drain, INT + WIL = 3 successes -- 0S damage.](#)))

Dash comms:

<Er... hang on... might not want to scuttle this thing after all...?>

RE: Run #2: Optical Aleutians

Posted: **08-19-2011**

by **John**

Max gives the offer brief consideration, mulling over whether or not 1 hour will be enough time to get what the group needs.

"I agree to those terms, Colonel. What are the conditions of the hour? It would be optimal from your position for the facility to be empty-- say on a training run for the men? That way you never have to explain to anybody who we are. I, of course, am happy to destroy all existing copies of the recording. I prefer in the end not to have possession of anything that makes a man in a powerful position like yours nervous."

RE: Run #2: Optical Aleutians

Posted: **08-19-2011**

by **GM Nick**

Colonel Bell begins to walk back to the Raptor.

"I'll claim you're a security contingent, hired by the Athabaskan council to do an inspection. I'm running a battle campaign here, so I won't be able to clear the place entirely. Be there in 1 hour. You'll be allowed to leave at the end of the hour when you've passed the lie test."

RE: Run #2: Optical Aleutians

Posted: **08-19-2011**

by **John**

Max nods in acknowledgment.

"You have yourself a deal, Colonel. We'll be there in one hour."

Max offers his right hand to Bell to seal the deal. In the moment, Max studies the Colonel's body language and parting tone to detect any duplicity.

RE: Run #2: Optical Aleutians

Posted: **08-19-2011**

by **GM Nick**

Bell shakes Max's hand.

"Let's not screw each other, Max. No reason this can't have a happy ending."

RE: Run #2: Optical Aleutians

Posted: **08-19-2011**

by **Elliott**

Tyros moves away from the tank and back towards the hanger.

<"Sure, just after the lie detector, whereby he know we have no more leverage over him he will let us go. Even trolls ain't that stupid. Pass that lie detector test and we are dead men. Mostly he will almost certainly want to know what we have taken, but if for no other reason than men like that don't like to be made to feel vulnerable. We need an exist strategy that doesn't require the colonel - and which preferably results in his death.">

RE: Run #2: Optical Aleutians

Posted: **08-19-2011**

by **John**

Before Bell leaves, Max stops him short,

"Colonel-- before you leave, just wondering... once I pass the lie detector test, how do I know you'll let me live? I'd like to choose the location of where this test takes place. Also, I want the members of my

team at my back and no artillery present when it happens. It's not that I don't trust career military men who have nothing to lose and everything to gain by killing shadowrunners, it's just that I get nervous when I release the leverage that I didn't want in the first place over men who control tanks."

Max gives him a distrustful once over.

RE: Run #2: Optical Aleutians

Posted: **08-19-2011**

by **GM Nick**

Colonel Bell thinks for a moment and then strides back to the Raptor.

"I'll send someone unarmed do it while you are headed to the border. If you fail, you'll be classified as enemy combatants. If you pass, you'll be free and clear."

RE: Run #2: Optical Aleutians

Posted: **08-19-2011**

by **Drew Buddy**

Doc keeps the colonel in his crosshairs. He finds it oddly calming to watch the drama from afar.

He runs through a mental checklist, trying to think of what the colonel will be using for the lie detector.

((Roll either security procedures to determine how the lie detector works, or Biology to determine what signals the detector would be measuring))

RE: Run #2: Optical Aleutians

Posted: **08-19-2011**

by **John**

Responding to Bell favorably, Max replies,

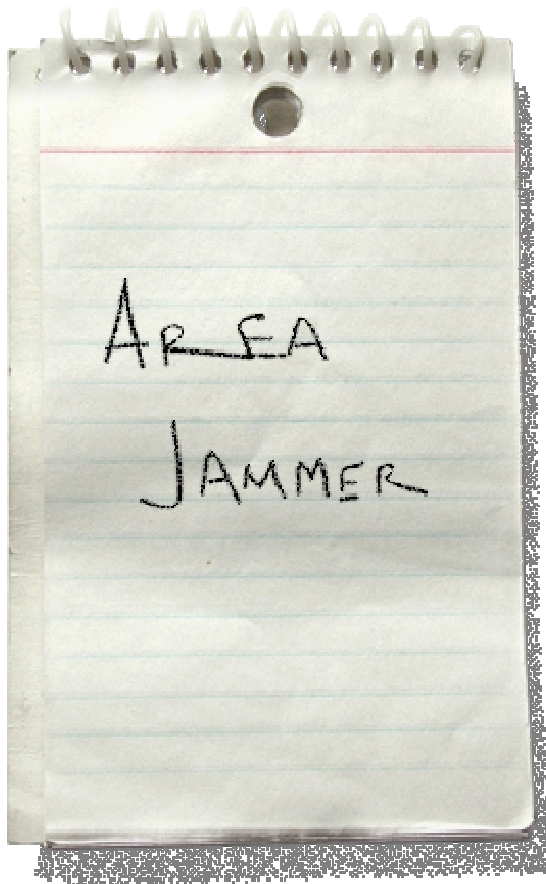
"That sounds good to me, Colonel. We'll be at your base in one hour. I'll comm you when we're there."

Giving the Colonel a nod that indicates he has nothing more to add to the conversation, Max turns and heads back into the hangar. As he retreats into the relative safety of the structure, he wipes a fine sweat from his brow.

Waiting until Bell and his convoy is speeding away, Max clicks his comm channel to the team several times and motions for them to converge upon his position. Getting over the comm, Max says,

<Come on back, Pandora. The scary part is over for now.>

As the party gathers and before anybody has the chance to say anything, Max holds an extended index finger to his slightly pursed lips and exhales a faint "Shhhh." Pulling a pad of paper and pencil from his pocket, he writes a note and then holds it up for the group to read:



[align=center]

[/align]

Once the area jammer has been setup, Max begins,

"Alright, I'm by no means confident that Bell isn't going to frag us on this, but things seem to be going in our favor. However, it's imperative that he doesn't know what we've taken until after its gone--

assuming he even knows he has it in the first place. My thought at the moment is that the team gets inside with Tyros invizzed. We fan out and search as quick and dirty as we can. I say we start with the rooms that Pierre drew and labeled as "unknown," but we search in twos and leave no room unturned until we find the thing. Once we do, comm the rest of the group and we get the frag outta Dodge. Tyros, can you make inanimate objects invisible too? If so, you can the canister can just walk right on out and nobody will be the wiser... as long as there're no thermo security drones that is. We need to be prepared for this to get ugly in a hurry, so be on the lookout for any unguarded explosives that we could use to make a quick getaway. We'll worry about the consequences of this lie detector test once we get there, but my plans at the moment are to just not lie. If we get the canister and clear of the facility, I have no problem with deleting the recording and pretending it never happened. They'll more than likely ask what we took, and we'll see what happens when I dodge that question. Anybody have any other ideas? A lot will depend upon what we see once we get to the facility."

Thinking about the canister and the security that surrounded it at Shia, Max adds,

"We may wind up having to deal with some security systems implemented specifically for the shard of Deus. If we do and we can't crack them, we may have no choice but to blast our way out. Luckily, the base will be mostly deserted."

Max turns to Pandora with annoyance on his face.

"So, are you going to help us on this adventure, or will you find another ravine to stake out?"

RE: Run #2: Optical Aleutians

Posted: **08-19-2011**

by **Elliott**

Tyros lets his invisibility fade and climbs into the back of the truck.

"Yes, everything on my person goes invisible, inanimate or not, when I cast the spell. And thermo detection, or any electronic detection, is fooled as well. I think we have the basics of a plan and will just have to improve as we go, so let's roll!"

RE: Run #2: Optical Aleutians

Posted: **08-19-2011**

by **GM Nick**

[Old Drilling Plant, Fairbanks]

Pandora stops the truck in a cluster of pines at the bottom of the hill leading up to the plant. Exiting the truck, she hunkers down and stalks through the underbrush, making considerably less noise than any of the runners. She holds up a hand at the top of the hill and lays on her stomach, using a pair of binoculars to examine the perimeter.

"This place is packed with soldiers. I count at least a dozen infantry in the open alone. If things get hairy, a retreat is going to be difficult. We're about 15 minutes early. Anything we want to go over before we do this thing?"

She hands the binoculars to Dash.

Dash gets a *look*. "You know, I could just waltz right in there..."

(([Dash, Composure\(2\), WIL + CHA = 1 success](#)))

"In fact, that's what I'm going to do!"

The bravado-ridden Danstar hops to his feet and saunters out into the open.

RE: Run #2: Optical Aleutians

Posted: **08-19-2011**

by **John**

Max scrambles to his feet and restrains Dash, dragging him back to the treeline.

"Not this time, asshole! This isn't a couple of fraggin' orks we have to grease-- this is the fraggin' UCAS! DO NOT FRAG THIS UP."

RE: Run #2: Optical Aleutians

Posted: **08-19-2011**

by **GM Nick**

Dash struggles for a moment and then relaxes.

"Fine. I guess we'll do this *your way*."

RE: Run #2: Optical Aleutians

Posted: **08-19-2011**

by **Drew Buddy**

Doc grits his teeth as Max wrestles Dash under control.
He picks up the binoculars from where Dash dropped them.

"While we'll presumably be able to walk in the front door, we still need an alternate exit. I still don't like having only one way in and out."

He sweeps the binoculars over the old facility, looking for places where the chain link fence has been broken or dug up, and for any windows or alternate doors.

((Roll perception))

"In addition to that, the prevailing theory seems to be that the UCAS doesn't know what it has. If they haven't found it, then we aren't likely to find it in any of the main rooms. We should keep an eye out for access hatches to locations not on the schematic. And if it does turn out that it is in one of the rooms, then there will likely be a damn good reason that a small army hasn't been able to access it. And whatever that reason is, we're going to have to face it as well."

RE: Run #2: Optical Aleutians

Posted: **08-19-2011**

by **John**

Max is enraged. Getting very close to Dash's face, Max growls,

"**MY WAY?!** Look Dash, for some incomprehensible reason I sort of like you, but if you turn this to shit like you did the last one I'm not going to have anything to do with making sure you get out of it alive! *Do you fucking get me?!* This **CANNOT** go like the last one, and I won't let it!"

Max releases his deathgrip on Dash and fumingly turns his attention back to the facility. Raising his

binoculars, Max surveys the newly requisitioned base, Paying special attention to any security equipment or windows, Max makes note of anything that may make their exit from the facility with the canister more difficult. Turning to Doc, Max says,

"All good points, amigo. Should I comm Bell to let him know that we're here?"

RE: Run #2: Optical Aleutians

Posted: **08-19-2011**

by **Elliott**

"We haven't addressed my previous point, which is that we have no wings home. If things turn nasty and we are on the run, it would be nice to have a plan for getting back to Seattle. pandora, do you know of a possible ride? Can we call mr. Johnson and have him send a new bird to be waiting for us?"

RE: Run #2: Optical Aleutians

Posted: **08-19-2011**

by **John**

Max nods at Tyros's suggestion and gets on the horn.

<Mr. Lo, our plane was shot down on the way to Fairbanks. We're at the facility now. We'll need a new lift home. Please respond.>

RE: Run #2: Optical Aleutians

Posted: **08-19-2011**

by **GM Nick**

(([Doc, Perception + INT = 6 successes](#)))

Doc spots an area near the rear of the plant where the chain link fence has come loose from the ground. It is possible that someone could squeeze through.

Aside from the infantry stationed outside, there are no obvious security features. There are only a few,

small windows located near the roof of the building.

As he is scanning the area, a soldier emerges from around the corner holding a pilot's helmet. He stops and lights up a cigarette underneath the drill tower.

RE: Run #2: Optical Aleutians

Posted: **08-19-2011**

by **Drew Buddy**

Doc lowers the binoculars,

"Okay, there's a gap in the fence over there," he points, "might be we can squeeze through that if we need to leave through the back. It looks like they might also have an aircraft on sight. I spotted a soldier in full pilot's gear.

Say, Dash, you have flight training, don't you?"

RE: Run #2: Optical Aleutians

Posted: **08-19-2011**

by **GM Nick**

Pandora pats her katana scabbard. "I'll definitely be joining you inside. Are you going to let Bell know we're here?"

Lo responds,

<Fortunately it was just a chartered jet... I can hire another but it may be hours.>

RE: Run #2: Optical Aleutians

Posted: **08-19-2011**

by **John**

Max acknowledges Pandora and responds to Lo,

<We may not have hours, Mr. Lo. You're a powerful man-- surely you can expedite the process. We need one standing by ASAP.>

RE: Run #2: Optical Aleutians

Posted: **08-19-2011**

by **GM Nick**

<I'm afraid my influence ends with the UCAS border. I'll see what I can do, give me 20 minutes.>

Pandora sneaks to the edge of the tree-line and peers out.

"Looks like that son of a bitch Bell actually stuck to his word."

A large group of soldiers emerge from the front doors of the facility and beginning marching into the woods.

"Security is thinned out quite a bit--good thing."

RE: Run #2: Optical Aleutians

Posted: **08-19-2011**

by **Drew Buddy**

"Now let's hope Bell laid down our cover story as well. I'm ready to head on in when you guys are."

Doc listens intently as the soldiers leave, searching for the sound of aircraft engines spooling up.

RE: Run #2: Optical Aleutians

Posted: **08-19-2011**

by **John**

Keeping his eyes on the facility as the soldiers file out of it, Max comms back,

<Thank you, Mr. Lo. Keep us in the loop.>

Verbally acknowledging the militaristic exodus, Max murmurs,

"Well I'll be a dandelion-eating son of a bitch..."

The troops continue marching into the woods as Max says to the team,

"Alright, I'm gonna call Bell. Remember, Tyros-- slip inside invis. With that gap in the fence in the back, you should be able to slip out that way undetected."

Opening the link to Colonel Bell, Max reveals their presence,

<We're outside, Colonel. We see your men moving into the woods. Please advise.>

RE: Run #2: Optical Aleutians

Posted: **08-19-2011**

by **GM Nick**

Bell comms,

<I sent the men to secure the perimeter. I wouldn't dilly-dally on your way into the facility. You have exactly one hour. After that, you're on your own and I'll disavow any knowledge of you. When you're finished with whatever it is you're doing, find my contact in Fairbanks. I'm sending you the comm frequency now. He will be unarmed. Once the detection test is complete, you're free to go.>

RE: Run #2: Optical Aleutians

Posted: **08-19-2011**

by **John**

Max listens intently to the Colonel and responds,

<Understood Colonel. We'll be out in one hour. Out.>

Max gets up with great vigor and says,

"Let's do this hard and fast."

Without hesitation or consideration for whether or not the rest of the team is behind him, Max heads decisively for the entrance to the former oil-refining facility.

RE: Run #2: Optical Aleutians

Posted: **08-19-2011**

by **Drew Buddy**

Doc passes the binoculars back to Pandora, and starts hoofing it toward the entrance.

"I'm thinking we should head directly upstairs. I'm really curious about that "unknown" room. Also, I'd like to see if I can set a rope out of one of those windows, in case we need an alternate exit from the building itself."

RE: Run #2: Optical Aleutians

Posted: **08-19-2011**

by **Elliott**

Tyros performs his favorite trick and faded from view (invisibility, F6) and follows carefully after the team.

<"I agree. The unknown room should be our starting point.">

RE: Run #2: Optical Aleutians

Posted: **08-19-2011**

by **GM Nick**

(([Tyros, Imp. Invis \(6\) on Tyros, Spellcasting + Magic + 2 = 5 successes](#)))

(([Tyros, Resist Drain, WIL + LOG = 1 success -- Takes 3S damage.](#)))

((Just FYI, the second floor is actually underground. Sorry if my drawing wasn't clear!))

As the team approaches the door, a soldier glances at his wrist computer and then look at them dubiously.

"Council inspectors?"

RE: Run #2: Optical Aleutians

Posted: **08-19-2011**

by **John**

Max nods at the guard and confirms,

"We're here to take a look at the facility. Colonel Bell is expecting us."

RE: Run #2: Optical Aleutians

Posted: **08-20-2011**

by **GM Nick**

[**Oil Plant, Fairbanks**]

The inside of the plant is dilapidated and mostly empty. A few soldiers mill about, cleaning their weapons or lounging around. They watch the runners with suspicion but keep to themselves.

Max, Doc, Dash, Pandora and Tyros (who is not being watched at all!) are standing in the main hallway, just inside the front doors.

RE: Run #2: Optical Aleutians

Posted: **08-20-2011**

by **Drew Buddy**

Doc casts a disinterested look to the soldiers before turning back to the others.

"All right, let's run through our checklist and get out of here. I don't care how paranoid the council is, they're not making me work overtime again.

Let's see here, I guess we're starting with the basement."

RE: Run #2: Optical Aleutians

Posted: **08-20-2011**

by **Elliott**

Tyros leads the way down the basement steps, being careful not to bump into any wandering soldiers that cross his path. As he makes his way towards the unknown room, he carefully scans the path for security apparatus and procedure of the garrison. (roll perception and knowledge security procedures as necessary).

RE: Run #2: Optical Aleutians

Posted: **08-20-2011**

by **John**

Max heads down to the basement level with the rest of the team, suggesting along the way,

"This will go faster if we inspect these rooms in groups. Pandora, why don't you and I break off into one group and Doc and Dash can go in another. Constant contact. Sound like a plan?"

RE: Run #2: Optical Aleutians

Posted: **08-20-2011**

by **Drew Buddy**

Emerging at the bottom of the steps, Doc says,

"Okay, but let's do it by inspecting opposite sides of the hallway. One team will start with the unknown room, and the other will search the storage room. If neither of those turn up anything, then we'll search the Plumbing/Electrical room and mess hall respectively. This way we can double our search speed, while never being too far away from each other if one team finds the canister, or runs into trouble."

They round the hallway, the storage room door coming into sight around the corner, and the mystery room stretching to their left, door not visible yet.

RE: Run #2: Optical Aleutians

Posted: **08-20-2011**

by **GM Nick**

[Unknown Room]

Dash, Doc and Tyros cautiously enter the 'unknown' room. There are empty cots and buckets littered about the room, but nothing else of interest.

[Storage Room]

Max and Pandora find themselves surrounded by old crates and rusted drilling equipment. Cobwebs and a thick layer of dust are representative of their age.

RE: Run #2: Optical Aleutians

Posted: **08-20-2011**

by **GM Nick**

Mr. Lo's voice echoes across the shared comm channel.

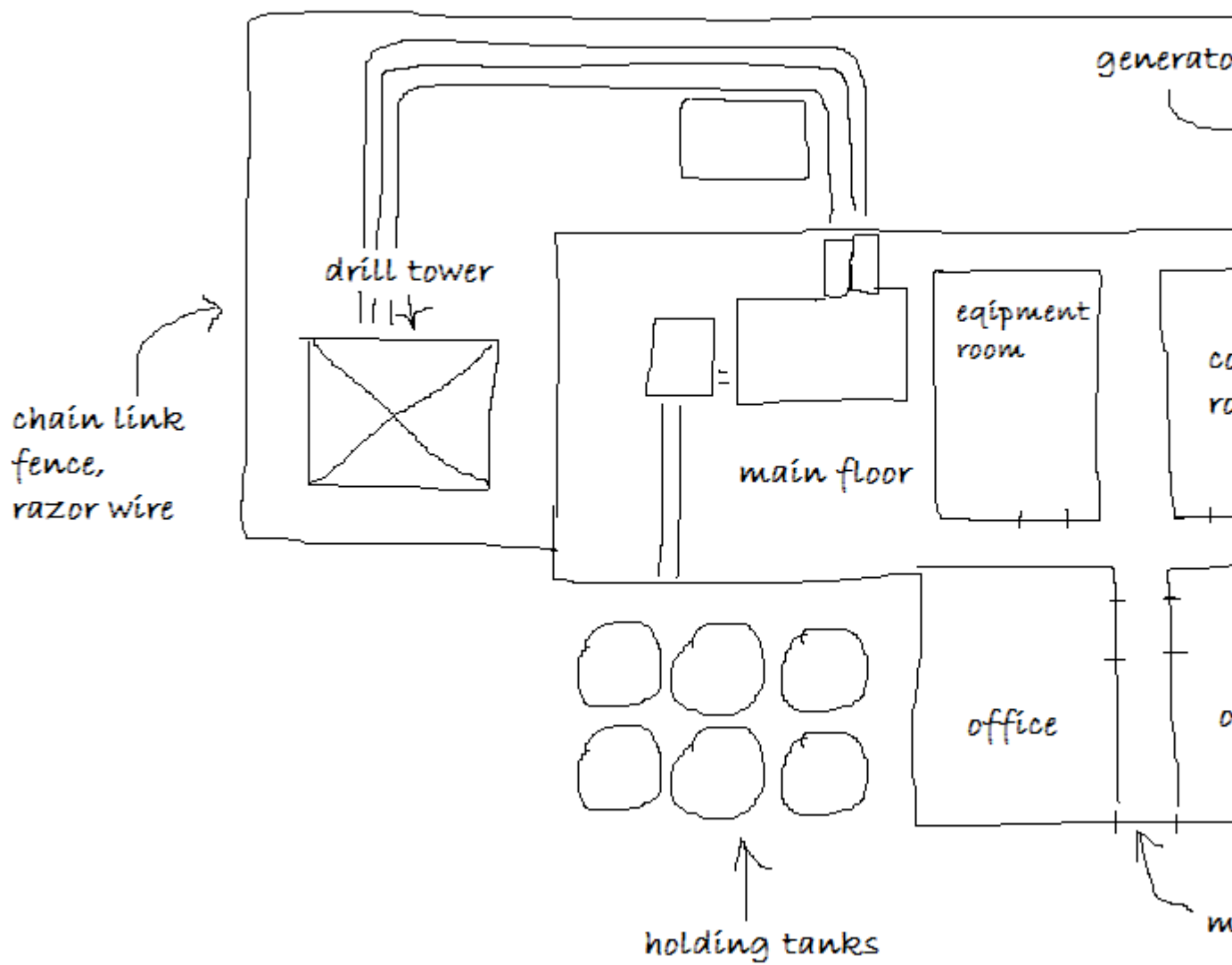
<Good news. I chartered a cargo plane for you. It's scheduled to leave in two hours. It'll be at the private section of the Fairbanks airport.>

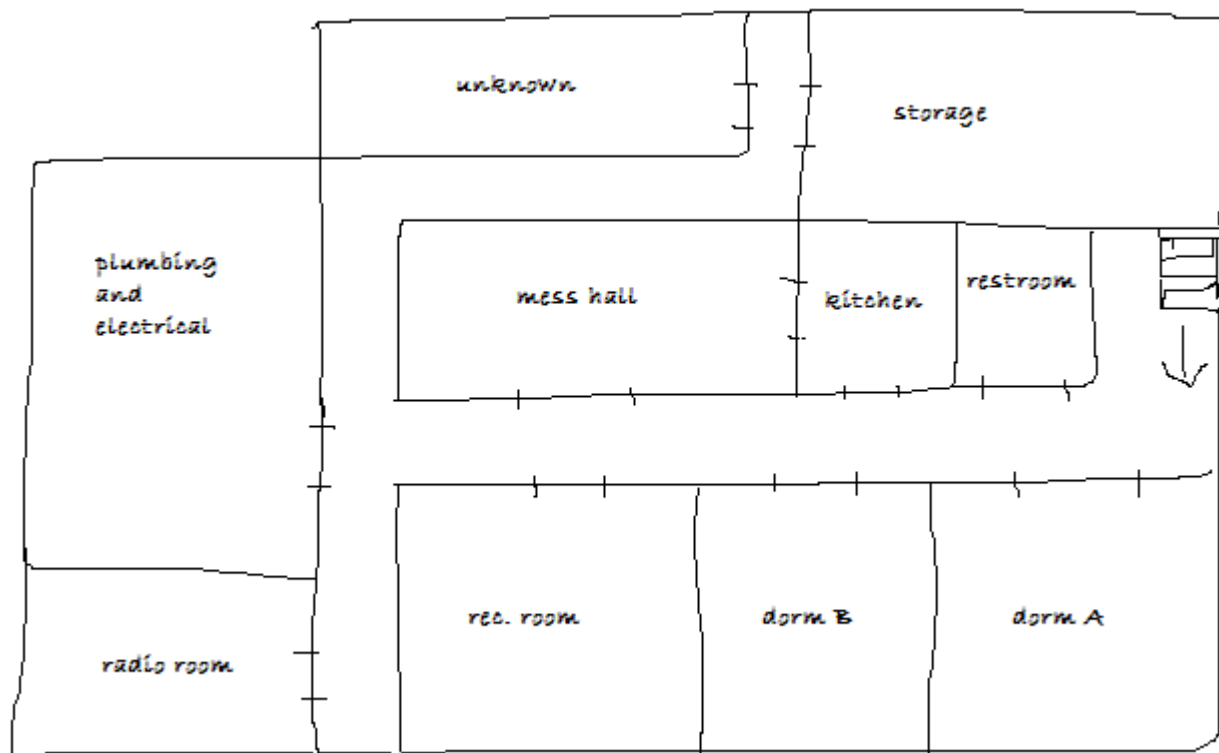
RE: Run #2: Optical Aleutians

Posted: **08-20-2011**

by **GM Nick**

((Reposting these for reference...))





RE: Run #2: Optical Aleutians

Posted: 08-20-2011

by Drew Buddy

Doc walks around the room, lifting up various items to look underneath them, and scanning the walls and floors for anything of interest.

((Roll perception if there is anything to spot in here))

RE: Run #2: Optical Aleutians

Posted: 08-20-2011

by John

Max takes three minutes to do a quick rummage through the storage room, instructing Pandora to do the same. Finished with the room, Max comms the team,

<Moving on to plumbing and electrical. Move fast - be thorough.>

RE: Run #2: Optical Aleutians

Posted: **08-21-2011**

by **GM Nick**

[Time elapsed: 10 minutes]

None of the runners find anything in the unknown room or storage room.

Max and Pandora begin to search the plumbing room; a maze of pipes and electrical panels.

((Doc, Dash, Tyros, where are you guys searching?))

RE: Run #2: Optical Aleutians

Posted: **08-21-2011**

by **Drew Buddy**

Doc moves quickly into the radio room, and begins his search.

RE: Run #2: Optical Aleutians

Posted: **08-21-2011**

by **John**

Max breaks off from Pandora saying,

"This is taking too long in twos. I'm headed to the equipment room on the ground floor. Poke around here for another two minutes then bug out."

Max turns from the room and hoofs it quickly back up the stairs to the ground floor. Opening the comm channel, Max communicates to the group,

<This is taking too long in pairs. Split up and do everything solo. Doc, how about you search the control room when you're done? Dash, you check out those holding tanks. Tyros, try checking out that drill tower-- maybe this thing is in a mine shaft or something like that and UCAS doesn't even know it's here. Pandora, continue to do a quick sweep of the basement floor after plumbing-- the mess hall, rec room and dorms will only need quick scans. Shouldn't take you more than a few minutes between them. I'm headed to the equipment room straight away.>

RE: Run #2: Optical Aleutians

Posted: **08-21-2011**

by **Drew Buddy**

Doc comms,

< I hear you on that. Bell is going to show up sooner than I'd like. I know I'm going to regret this, but frag caution. We need to get the Deus fragment and get out in about 45 minutes. >

RE: Run #2: Optical Aleutians

Posted: **08-21-2011**

by **GM Nick**

< **Time elapsed: 20 minutes** >

Doc's search of the radio room turns up nada.

Likewise, Max isn't having any luck in the equipment room.

Pandora comms from the mess hall,

<I'm in the mess hall... there's some kind of *mural* on the floor... I think you'd better come take a look at it.>

RE: Run #2: Optical Aleutians

Posted: **08-21-2011**

by Elliott

Tyros moves to Pandora's side to investigate her findings.

RE: Run #2: Optical Aleutians

Posted: 08-21-2011

by John

Max all but runs to the mess hall, arriving at Pandora's side slightly out of breath.

((If there's a military grade shotgun or sidearm to be had in this room, I'd like to swipe one/them on my way out.))

RE: Run #2: Optical Aleutians

Posted: 08-21-2011

by Drew Buddy

Doc enters the room where the others have gathered.

"What do we have?"

RE: Run #2: Optical Aleutians

Posted: 08-21-2011

by GM Nick

Pandora tilts her head at a couple infantrymen eating rations at the opposite end of the mess hall and then points down at their feet.

The stone floor must have been decorated with a mural when the plant was originally built. Though it's faded, you can still make the majority of it out. It's an Athabaskan illustration, that much is sure. There are snow-capped mountains, teeming with bears and eagles. In the back, the aurora borealis is in full effect. Directly in the fore-ground is what appears to be a Native American cheek, but half of his face is human and the other half is wolf.

RE: Run #2: Optical Aleutians

Posted: 08-21-2011

by Drew Buddy

"Cruces mentioned the man with the half face... Said we'd have to 'destroy' him."

Doc walks closer to the mural, looking for seams in the stone that might set it apart from the rest of the floor.

RE: Run #2: Optical Aleutians

Posted: 08-22-2011

by Elliott

Tyros whispers, "Someone check to see if there are any hollow points in the face. Then let's see I'd we can get those soldiers to leave before we take a sledge hammer to it. Did anyone see anything like a hammer in any of the storage rooms?"

RE: Run #2: Optical Aleutians

Posted: 08-22-2011

by GM Nick

"Overstreet, you're good with people," mutters Dash. "Why don't you take them out in the hall and show 'em a good time. I've still got some nitroglycerine, for the floor..."

Pandora gives Dash a glare and he shrugs.

"If this is a false floor, it won't take much effort. I bet your invisible troll friend could just stomp on it. Would make less noise, too."

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **John**

Max looks at the infantrymen and says to them in an official sounding voice,

"I'm going to need you men to clear the room, please."

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **GM Nick**

One of the soldiers looks at Max.

"Who the frag're you?"

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **John**

Max acts mildly annoyed.

"Council inspectors. Colonel Bell told us we'd have your full cooperation. Please, we need you men to clear the room."

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **GM Nick**

(([Max, Con + CHA + 2 = 5 successes](#)))

((Random soldier doesn't have enough CHA to resist!))

"Oh, um.. sure, yeah. Come on, let's go."

The soldiers pick up their gear and amble out of the room.

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **John**

Following them with his gaze as they exit the room, Max says to the soldiers,

"Thank you for your cooperation. We'll be out of the room shortly."

Once the soldiers are gone, Max stands in front of the door so that anybody trying to come back through would be stalled by his body.

"Tyros, get us through that floor. Quickly!"

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **Elliott**

Using his claymore, Tyros taps the floor around the head at regular spacing, listening for a hollow spot. Once he locates the likely opening, he steps back, taking a wide stance. Gripping his sword with both hands and proceeds to use the full strength of his enormous, super human muscles to hack the floor to pieces.

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **GM Nick**

(([Tyros, BOD + STR = 4 successes](#)))

Tyros' effort quickly produces a large hole in the center of the floor, about 2 meters in diameter. The chunks of stone crumble inward, falling several seconds before landing in the darkness below.

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **John**

Max walks over to the hole and peers in, his lowlight eyes surveying the darkness.

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **GM Nick**

Max judges the distance to the bottom of the shaft to be a good 10 meters or so.

Pandora leans over the hole.

"Who has rope?"

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **John**

Max produces a stealth rope from his pack and says,

"You wanna go first or shall I?"

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **Drew Buddy**

Doc slips on the climbing harness, and attaches it to the rope.

"I'll head down. Who else is coming?"

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **John**

Max looks like he regrets what he's about to say.

"Doc, why don't you and Pandora descend down there. I'm no great climber, but what's more is I think I should be here to run interference on anybody who comes poking around and to babysit Dash should he get any bright ideas. Be as fast as possible. We've only got forty minutes left before the boys are back in town."

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **Drew Buddy**

Doc checks and double checks that the rope is secure. He flashes a grin and thumbs up at Max and says, "hey, what could go wrong?" Before stepping backward off the ledge, and rappelling into darkness.

During the descent, Doc toggles between lowlight and thermal vision to get a better view of what's down there.

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **GM Nick**

[Elapsed time: 30 minutes]

Doc eases his way downwards, releasing small amounts of rope as he rappels. The walls of the shaft are rough, obviously hewn by hand tools.

Pandora shimmies down the line just above him.

The pair reach the bottom and discover a tunnel has been carved into the rock beneath the facility.

Pandora unsheathes her katana and places one hand on Doc's shoulder.

"I can't see drek down here, so you'll have to lead the way."

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **Drew Buddy**

Doc plods along in the darkness, using his low light vision to guide the way. The tunnel appears bathed in an eerie green glow; the walls looking like they could have been made 1 year ago, or 1,000 years ago.

They continue onward.

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **GM Nick**

[Elapsed time: 35 minutes]

Doc is utterly astounded by the length of the tunnels. The intrepid duo creep through the eerie silence. The tunnel eventually opens up into a vast corridor.

"Holy drek..." whispers Pandora.

The corridor is at least a city block long, speckled with crudely constructed wooden doors. It appears to be an antechamber of sorts. Light illuminates from strings of utility bulbs hung from the ceiling, casting a pale sheen over the strange cavern.

At the far end of the corridor is a shrine, made of bits of junk hobbled together. Something small and metallic glints in the light, atop the shrine.

RE: Run #2: Optical Aleutians

Posted: 08-22-2011

by Drew Buddy

Doc switches the low-light off, and stares at the scene, dumbfounded.

"Well, I wasn't expecting this." he whispers back.

He starts walking softly toward the end of the hall to get a better look at the shrine. He pauses briefly, turns on his thermographic vision, and does a quick scan of the doors for signs of heat and habitation.

((roll perception))

Turning the thermo back off, he continues to the shrine.

RE: Run #2: Optical Aleutians

Posted: 08-22-2011

by GM Nick

Doc can make out many heat signatures through the cracks in between the doors and the rock where they're mounted. It's difficult to tell exactly *what* the heat signatures are, but they rise and fall with a movement consistent with breathing.

"I've got a bad feeling about this. Let's be quick," hisses Pandora.

RE: Run #2: Optical Aleutians

Posted: 08-22-2011

by Drew Buddy

"I've had a bad feeling since we walked in the front door," Doc whispers. "Let's see what's on that shrine."

He pads closer.

((Did we take our weapons into the facility with us? We had them when we arrived.))

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **GM Nick**

((I'm assuming you stopped to get your weapons, yes.))

(([Doc, Perception + INT = 2 successes](#)))

The shrine is more or less a pile of wooden scraps and various worthless trinkets, cobbled together into a mini-pyramid. It stands roughly 2 meters high.

A canister is barely visible at the top of the shrine. It's filthy and covered in some sort of cloth, but it's definitely the one you're looking for.

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **John**

Max comms Pandora and Doc,

<What's going on down there? All clear? Piece of cake?>

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **Drew Buddy**

< Max, we found the canister. I'm going to attempt to retrieve it. We're not alone down here, so be ready to slide down the rope if this goes bad. >

Doc looks closely at the pile of rubble, choosing the most sturdy looking footholds. He steps gingerly onto the pile, and reaches out for the canister.

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **John**

Max relays the information to Tyros and Dash.

"It sounds like there might be somebody down there with them. Be ready to get down there fast."

Max cracks his neck and stands at the ready next to the hole.

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **GM Nick**

Doc feels a strange sensation as he reaches for the canister, almost as if his hand had penetrated the surface of water. The feeling quickly fades and he finds himself holding the canister.

Pandora lets out a sigh of relief. "Great, now let's..."

There's a brilliant flash of light as a bolt of energy surges through the floor and rebounds off the ceiling. The cavern crackles with magical energy and then falls into darkness. There is silence, which is quickly interrupted by all the wooden doors opening in unison.

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **Drew Buddy**

Doc's low-light vision snaps back on, and pauses briefly to look at the newcomers.

< Now, now, NOW! >

Reaching behind him, he jams the canister into his pack with one hand, and unslings his rifle with the other.

"Run!" He hisses at Pandora.

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **John**

Max grabs Dash by the shoulder and shouts,

"Come on, flyboy! Tyros, stay up here and guard the opening!"

Unskilled in climbing, Max climbs awkwardly down the rope.

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **GM Nick**

There's a sharp whistle and then an explosion of light as one of Pandora's explosive-tipped arrows ignites the shrine, bathing the cavern in an orange light.

Packs of bizarre, feral canines come pouring out of the multitude of doors. There are dozens, if not more. Each creature sports a coat of pitch-black fur and demonic red eyes. Smoke coils around their jaws and undulates from their nostrils.

"Hellhounds!" cries Pandora. "Lots and lots of fragging hellhounds!"

Pandora notches another arrow and trains it on the spreading perimeter of para-critters. "They're surrounding us. Make for the entrance, I'll cover you."

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **Drew Buddy**

"Move with me!" Doc shouts.

He starts moving toward the entrance, swinging his rifle back and forth to keep the hounds from getting too close.

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **GM Nick**

A door explodes in a dazzling shower of smoldering splinters and Pandora notches another arrow.

The hell hounds are circling, stalking, some snapping at Doc's rifle.

"Are those flash-bang grenades on your belt? Why don't you toss one on the count of three and we'll run like mad? Hopefully the confusion will give us a head start..."

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **Drew Buddy**

"Close your eyes, cover your ears, and run in one..." Doc grabs a flash-bang, jabbing his rifle at one of the 'hounds. "Two..." He pulls the retaining ring, while the creatures press closer. "THREE!"

The flash-bang thumps against the wall, and Doc covers his eyes and ears, making a mad dash forward.

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **GM Nick**

Pandora looses an arrow at the nearest hellhound, snaps her bow closed and joins Doc in his mad dash towards the rope. There's a brilliant flash and a deafening snap as the grenade detonates behind them, temporarily scattering the confused para-critters.

"Up, guys! Up! Get ready to lift that rope!"

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **GM Nick**

Tyros and Dash can hear the muffled thup-thup of automatic gun fire from somewhere outside the plant.

Dash bristles. "Did you guys hear that? They must be doing live exercises or some..."

There's a distant rumble and a pocket of dust rains down from the ceiling.

"...maybe not. What the hell is going on up there?"

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **John**

Hearing the commotion from down the tunnel, Max stands to the side to allow Doc and Pandora to get by.

"Doc is the priority since he has the canister!"

Max fires a couple of shots down the hallway toward the orgy of glowing red eyes.

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **Drew Buddy**

Doc goes barreling down the tunnel, the faint trickle of light from the mess hall above framed by the pitch black tunnel walls.

As he and Pandora emerge into the light, Max steps in behind him and starts firing down the tunnel.

Doc sticks a flash-bang in Max's pocket.

"Here, use that if they get close, or you need a few extra seconds to get up the rope!"

Snapping his harness to the rope, Doc ascends as quickly as possible.

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **GM Nick**

Dash grabs the rope and wraps a few lengths over his shoulder.

"Tyros, once Doc is up and Pandora and Max have a hold, we've got to heave them up!"

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **GM Nick**

A fireball sails over Max's shoulder and explodes on the roof of the tunnel.

The foremost hellhounds fall to his shotgun, but a seemingly endless supply surge around the corpses and advance towards him.

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **GM Nick**

(([Doc, Climbing + STR = 3 successes](#)))

Doc quickly scrambles clear of the hole and detaches his harness.

The hellhounds surge towards Max and one manages to catch his pant leg.

Pandora coils the rope around her wrist, makes a loop for her foot and then extends a hand to Max.

"NOW!"

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **John**

Max continues firing and shouts,

"Where the hell is Dash with a handful of grenades when you need him?!"

Round after round explode down the hallway in the lightless distance. Hellhounds growl and snap and yelp as shells land all around them, punctuated by Pandora's explosive contributions to the fray.

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **Drew Buddy**

Doc fires a few rounds at the hellhounds that emerge from the tunnel mouth.

"Max, grab the rope! We'll haul you up!"

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **John**

Max takes hurried aim at the hellhound ravaging at his pantleg and shoots it several times in the head. Slinging his shotgun over his shoulder in a feverish and frantic motion, Max grasps for Pandora's hand with his left. Pulling his sidearm with his right hand, Max continues to shoot at the sea of bloodthirsty demons.

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **GM Nick**

(([Dash, Doc and Tyros, STR = 4 successes](#)))

Tyros, Dash and Doc manage to heave the rope about halfway up the shaft.

Max dangles precariously from Pandora's grip as hellhounds jump and snap at his feet.

"Max, grab the rope and climb!"

(([Pandora, Climbing + STR = 4 successes](#)))

Pandora effortlessly scales the remaining length and clears the opening.

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **John**

Max clings desperately to the rope, dropping his sidearm the twenty feet to the floor below. Holding on with his left hand, he wraps his right upper arm with the rope that dangles below his midsection. With all the he can muster, he climbs.

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **GM Nick**

(([Max, Climbing + STR = 2 successes](#)))

Max manages, albeit somewhat awkwardly, to scamper up the last few meters on the rope and grab on to Pandora's outstretched arm.

At that exact moment, the doors to the mess hall burst open and a soldier steps inside. His face is screwed up in horror and pain. You can't help but notice the three foot blade protruding from his chest.

The blade disappears and the soldier crumples forward. Standing behind him is a man in a white robe, bald, with cybernetic eyes.

"Heathens! You shall know pain!"

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **Drew Buddy**

Doc raises his rifle at the robed man,

"Pain? Don't worry, this will only sting a little..."

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **John**

((Good one liner, Drewsuf!))

Max snickers at Doc's quip and raises his shotgun to bear on the man in the white robe.

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **GM Nick**

Two more "monks" appear alongside the combatant, wielding make-shit melee weapons.

((COMBAT))

(([Pandora, Ini = 37](#)))

(([Doc, Ini = 36](#)))

(([Dash, Ini =34](#)))

(([Max, Ini = 34](#)))

(([Monk 1, Ini = 28](#)))
(([Monk 2, Ini = 24](#)))
(([Monk 3, Ini = 19](#)))
(([Tyros, Ini = 14](#)))

Pandora releases an arrow from her bow.

(([Pandora, Bows + STR = 8 successes -- 14P](#)))

The monk's skull is cleaved in half by the force of impact and he keels over backwards.

RE: Run #2: Optical Aleutians

Posted: **08-22-2011**

by **Drew Buddy**

Doc pulls back the trigger twice, and the rifle lets out a quick pair of *THWPs*.

((Move on to the next monk if the first one is killed outright))

RE: Run #2: Optical Aleutians

Posted: **08-23-2011**

by **GM Nick**

(([Doc, Rifles + AGI = 2 successes](#)))
(([Monk 2, REA = 3 successes](#)))

Doc's first shot is wide and ricochets off the wall!

(([Doc, Rifles + AGI = 4 successes -- 12P](#)))
(([Monk 2, REA = 2 successes](#)))

The monk's head explodes in a shower of brain, blood and bone.

RE: Run #2: Optical Aleutians

Posted: **08-23-2011**

by **Elliott**

"Give me the canister", Tyros shouts as the monks storm in, reaching out to touch Doc so he knows where Tyros stands.

RE: Run #2: Optical Aleutians

Posted: **08-23-2011**

by **GM Nick**

Max moves his aim to the last monk still standing after the rapid succession of Pandora's arrow and Doc's rifle blast, bears down on his target and fires, the cocking of the pump on his shotgun punctuating the brief moment between his first and second blast.

(([Max, Shotguns + AGI = 1 success](#)))

(([Monk 3, REA = 3 successes](#)))

The first shot scatters across the door frame.

(([Max, Shotguns + AGI = 4 successes -- 11P](#)))

(([Monk 3, REA = 1 success](#)))

The buckshot tears a gaping hole through the monk, who claws at the air and falls, dead.

((**Combat is over!**))

The sounds of screaming, clashing steel and gun fire echo down the halls.

RE: Run #2: Optical Aleutians

Posted: **08-23-2011**

by **John**

((**LOL at rolling 13d6 and getting ONE SUCCESS**))

Max moves quickly to the door that leads out to the corridor and, with the flexicam mounted to his shotgun, peers around the corner for approaching hostiles. Max says to the group,

"Doc, hurry up and give Tyros that canister so he can get it the hell out of here! Tyros, move in the middle out our group on the way out of here so that nobody bumps into you by mistake-- there's gonna be a lot of chaos up there if I had to guess! You guys ready to move? I doubt it matters anymore, but we've only got about twenty minutes left to get clear of the facility before Bell's amnesty order expires!"

RE: Run #2: Optical Aleutians

Posted: **08-23-2011**

by **Drew Buddy**

Doc looks at the remains of the men they killed, and lowers his rifle.

"Frag, these cultists are way more organized than I thought." He pulls out the canister, and shoves it in the general direction that he last hear Tyros speaking from. "Best get this thing out to the truck. We don't want the military knowing we retrieved anything, and if there are more of these cult guys laying in wait, we certainly don't want them to take it back."

Returning his attention to the bodies, he begins to search them for any information or documents that they might have.

RE: Run #2: Optical Aleutians

Posted: **08-23-2011**

by **John**

Max considers the best exit strategy for the group.

"Tyros, move with the group. We'll head upstairs and see what just walking right out the ol' front door is looking like. If that's a no-go, we'll check out exiting the break in the fence in the back. Sound like a plan? Let's get moving!"

Max pushes his way out of the door and moves cautiously into the hallway, sweeping the area for enemies and making his way toward the stairs.

RE: Run #2: Optical Aleutians

Posted: **08-23-2011**

by **GM Nick**

The group moves cautiously through the lower level of the plant, passing slain soldier and cultist alike. It sounds like a full blown war zone up above.

Ascending the stairs, a soldier runs past them, engulfed in flames and screaming. The monk who had just cast the spell slides against the wall, leaving a trail of blood and then dropping to the ground.

Somewhere from the machine yard comes the sound of helicopter blades whirring to life.

"Retreat!" cries one of the soldiers. "The enemy is coming from all direct--!"

An explosion of kinetic energy silences the man.

RE: Run #2: Optical Aleutians

Posted: **08-23-2011**

by **Drew Buddy**

"We're out of here, NOW!" Doc hisses. "Maybe we can get aboard that chopper, but either way, we need to move *fast*."

Doc breaks into a run, pausing at the intersection of hallways just north of the entrance, and peering around the corner.

RE: Run #2: Optical Aleutians

Posted: **08-23-2011**

by **John**

Max stands just behind Doc, his shotgun fully reloaded from the earlier skirmish.

RE: Run #2: Optical Aleutians

Posted: **08-23-2011**

by Elliott

Taking the canister from Doc, Tyros quickly makes sure there are no surveillance cameras around before dropping his invisibility. Tucking the canister inside his greatcoat, he clenches his fist in the air and disappears again (invis, f6). With a flick of his free hand, he activates his RFID wiper and area comm jammer (leaving open the team's communication channel) to foil any tracking devices on the canister.

Moving to the center of the group, Tyros advanced forward with them, claymore at the ready.

"Can anyone fly that helicopter, if not, we have to make for the truck."

RE: Run #2: Optical Aleutians

Posted: 08-23-2011

by GM Nick

Dash peers around the corner of the control room wall.

"Yeah, I can fly the whirlybird. Sounds like someone has a similar plan, we better get to it before it takes off."

He advances towards the door at the rear of the plant, Manhunter primed and aimed straight ahead.

RE: Run #2: Optical Aleutians

Posted: 08-23-2011

by Drew Buddy

Doc follows Dash, keeping his head low, and sweeping his weapon side to side as they move.

"How do we want to handle the pilot?"

RE: Run #2: Optical Aleutians

Posted: 08-23-2011

by John

Max is the dissenting party.

"I don't think we should frag with the UCAS here. It's bad enough that we have to deal with these cultist freaks-- we definitely don't want Bell on our asses on top of that. I think the truck is our best bet still. Besides, I'm not too into the idea of getting shot down again."

RE: Run #2: Optical Aleutians

Posted: **08-23-2011**

by **Drew Buddy**

Doc considers this for a second.

"You might have a point there. Either way, we should exit out the back. That will allow us to get an idea of what we'll be facing, should we go back to the truck."

RE: Run #2: Optical Aleutians

Posted: **08-23-2011**

by **John**

Max nods in agreement,

"Sounds like a plan to me. With this kind of fraggin' bedlam, we should be as invisible as possible. Let's move!"

RE: Run #2: Optical Aleutians

Posted: **08-24-2011**

by **Elliott**

"Let me scout it out first before we all go rushing out into the open."

Tyros slips out the door, moving towards the fence with his back to the wall, scanning the grounds for hostiles.

RE: Run #2: Optical Aleutians

Posted: **08-24-2011**

by **GM Nick**

The yard is a frenzy of melee combat and retreating, injured personnel on both sides.

In the center, protected by a scarce few soldiers, is an Ares Dragon. The rotors are spinning up and nearly at speed.

RE: Run #2: Optical Aleutians

Posted: **08-24-2011**

by **GM Nick**

Dash crouches against the door frame and watches the semi-circle of soldiers valiantly attempting to hold off the advancing cultists.

"What do you guys think? If we take out the soldiers, we risk pissing off the UCAS, but we get a ticket out of here. If we don't, we have to hope that Pandora's truck hasn't been discovered or its a long run back to Fairbanks."

RE: Run #2: Optical Aleutians

Posted: **08-24-2011**

by **John**

Max thinks about the situation.

"How about we run up to the chopper and try to get them to give us a lift out of here? They think we're council inspectors, after all. If it goes sour, we can just grease them and get the frag out of here."

RE: Run #2: Optical Aleutians

Posted: **08-24-2011**

by **Elliott**

"We have to ice the soldiers if we take the chopper. No way they are not going to notice me getting onboard. I say we head for the truck and slip away in the confusion. I don't need the UCAS hunting me for killing their guys and stealing a chopper."

RE: Run #2: Optical Aleutians

Posted: **08-24-2011**

by **GM Nick**

"Agreed, Tyros."

Pandora sprints towards the main doors.

"Let's just pray the truck hasn't been destroyed or seized!"

RE: Run #2: Optical Aleutians

Posted: **08-24-2011**

by **John**

Max yields to the momentum of the moment, glad if for nothing else that the decision to move has been made. Max runs with Pandora to the front doors, and pokes his head out. Waiting for a clear moment, Max slips out the front door and takes cover behind one of the holding tanks outside the facility. Yelling at the team, Max calls out with his shotgun held low and tight against his chest,

"Move to the truck!"

RE: Run #2: Optical Aleutians

Posted: **08-24-2011**

by **Drew Buddy**

Doc exits the building, and presses himself flat against the wall.

"Okay, keep your heads low, and stay out of their lines of fire. They should be busy enough killing each other to focus on us."

Ducking his head, he begins a low, loping run toward the truck.

RE: Run #2: Optical Aleutians

Posted: **08-24-2011**

by **John**

Max shouts to Tyros,

"Get moving! I'll cover you!"

As Tyros begins to move for the truck, Max follows closely behind him to ensure that the canister remains guarded.

RE: Run #2: Optical Aleutians

Posted: **08-24-2011**

by **GM Nick**

A group of figures is moving up through the trees.

"Sinners! Redeem their souls!"

An orchestra of gunfire erupts from the woods.

((COMBAT))
(([Doc = 40](#)))
(([Max = 35](#)))
(([Pandora = 33](#)))
(([Dash = 29](#)))
(([Monk 1 = 28](#)))
(([Monk 2 = 27](#)))
(([Monk 3 = 26](#)))
(([Monk 4 = 22](#)))
(([Monk 5 = 21](#)))
(([Tyros = 18](#)))
(([Monk 6 = 12](#)))

RE: Run #2: Optical Aleutians

Posted: 08-24-2011

by Drew Buddy

"Frag 'em!" Doc shouts, as he dips behind a tree, and fires two rounds at Monk 1.

RE: Run #2: Optical Aleutians

Posted: 08-24-2011

by GM Nick

(([Doc, Rifles + AGI = 6 successes](#) -- 14P))

(([Monk 1, REA + 4 \(Good Cover\) = 2 successes](#) -- 14P - 0 damage.))

Blood spatters the snow as the first monk is shot through the heart!

(([Doc, Rifles + AGI - 2 \(Multiple Targets\) = 4 successes](#) -- 12P))

(([Monk 2, REA + 4 \(Good Cover\) = 3 successes](#) -- 12P - 0 damage.))

Another monk is projected back by the force of the rifle shot, dead before he hits the ground.

((Wow! Nice job, Doc! Your turn, Max.))

RE: Run #2: Optical Aleutians

Posted: 08-24-2011

by John

Max spins his shotgun to bear and fires on Monk 3.

RE: Run #2: Optical Aleutians

Posted: 08-24-2011

by **GM Nick**

(([Max, Shotguns + AGI = 7 successes](#) -- 14P))

(([Monk 3, REA + 4 \(Good Cover\) = 4 successes](#), 14P - 0 damage.))

Monk #3 screams in shock as the shotgun tears apart his torso.

(([Max, Shotguns + AGI - 2 \(Multiple Targets\) = 1 success](#) -- 8P))

(([Monk 4, REA + 4 \(Good Cover\) = 2 successes](#)))

A tree branch explodes as Max's second shot is wide.

Pandora notches an arrow and fires with deadly precision.

(([Pandora, Bows + AGI + 4 = 9 successes](#) -- 15P))

Monk #4 falls backwards, an arrow shaft protruding from his forehead.

RE: Run #2: Optical Aleutians

Posted: **08-24-2011**

by **GM Nick**

Dash grins at Pandora. "[William Tell, you aint.](#)"

He takes aim at Monk #5 and fires the Manhunter.

(([Dash, Pistols + AGI + 1 \(Aim\) = 3 successes](#) -- 8P))

(([Monk 5, REA + 4 \(Good Cover\) = 2 successes](#), 8P - 0 damage.))

Monk #5 clutches at his gun shot wound and falls to the side of the tree, screaming.

(([Tyros, you're up!](#)))

RE: Run #2: Optical Aleutians

Posted: **08-25-2011**

by **Elliott**

((quick question, shouldn't successes on damage resistance reduce damage? Not that it mattered this last round!))

Tyros let's out a silent roar, which goes unnoticed by the entire world besides him, and charges the last monk, swinging his 6 foot long claymore at the poor, unsuspecting sod's head.

RE: Run #2: Optical Aleutians

Posted: **08-25-2011**

by **GM Nick**

((No damage resistance tests. Those tests are to-hit.))

(([Tyros, Swords + AGI + 2 = 4 successes](#) -- 12P))

((Monk 6 cannot win roll.))

Tyros cleaves the monk in two pieces, which fall steaming into the snow.

RE: Run #2: Optical Aleutians

Posted: **08-25-2011**

by **GM Nick**

Pandora folds her bow.

"Looks like the truck is still there, let's get to it."

The group pounds down the hill and Dash and Tyros hop in the bed of the truck. Pandora turns the engine over and rams the vehicle into drive.

A couple 4x4s swerve on to the road and barrel straight towards Pandora.

"Shit! Somebody else drive!"

RE: Run #2: Optical Aleutians

Posted: **08-25-2011**

by Elliott

Tyros stands up in the back of the truck and reaches out one arm, hand spread. A brilliant blast of power erupts between the two 4x4s (Powerball, f6 - it has a 6 meter radius so should be enough to hit both vehicles and damage is physical, so fucks up both man and machine).

With a grunt, Tyros sits down hard in the bed of the truck, a look of extreme weariness on his face.

RE: Run #2: Optical Aleutians

Posted: **08-25-2011**

by Drew Buddy

"Stop for a sec, and let's swap!"

Doc climbs over to the driver's seat swapping positions with Pandora.

"Allright kids, let's see if you can keep up." he says. Getting the truck moving again, he heads off the road, and up a slight embankment to circle around the enemy vehicles.

RE: Run #2: Optical Aleutians

Posted: **08-25-2011**

by John

Sitting shotgun in the cab of the truck, Max notices out the rear windshield that Tyros looks incredibly drained. Leaning out the passenger side window, he reaches back and hands a stimpatch to Tyros.

"Up and at 'em, troll! We're gonna need you peppy cuz I don't think any two of us could carry your big ass if we had to!"

Sliding back into the cab, Max leans his right shoulder and head out the window and remains at the ready to shoot any comers.

RE: Run #2: Optical Aleutians

Posted: **08-25-2011**

by **GM Nick**

((I'm going to assume you dropped invis to avoid the sustaining modifier. Also, being in the bed of a truck sort of makes being invisible moot!))

(([Tyros, Powerball \(6\), Spellcasting + Magic + 2 = 5 successes](#) -- 11P))

(([Tyros, Resist Drain, WIL + LOG = 4 successes](#) -- Takes 2S damage.))

((Drivers cannot avoid.))

((4x4 1, 8 - 11P = Takes 3P damage.))

((4x4 2, 8 - 11P = Takes 3P damage.))

Tyros' powerball forms a crater in the asphalt. Both trucks receive a brunt of the impact and lose various bits of body panel, bumper and side mirror. Damaged, but not destroyed, they continue to give chase!

(([Doc, Ground Craft + REA = 4 successes](#)))

(([Driver 1, Ground Craft + REA = 1 success](#)))

(([Driver 2, Ground Craft + REA = 0 successes](#) -- GLITCH.))

Doc rockets the pickup truck toward the oncoming vehicles. He flicks the steering wheel and skids neatly around one of them.

The closest 4x4 pops a J-turn and, tires squealing, stays on Doc's tail.

The other 4x4 attempts the same maneuver--but too rapidly--and loses control of his vehicle. It slides right off the road in a cloud of tire smoke!

RE: Run #2: Optical Aleutians

Posted: **08-25-2011**

by **GM Nick**

[**Road to Fairbanks, Alaska**]

The cool winter air whips the faces of the runners as the beat-up pickup truck roars down the mountain road. The truck's torque-heavy engine screams a terrifying song as it hits the upper ranges of it's revs.

Pedal hits metal as Doc floors the accelerator. The tires spin uninhibited briefly as the pickup crests a hill and gains air. Dash and Tyros tumble as the suspension absorbs the impact of re-connecting with the ground.

The 4x4 in relentless pursuit is slowly gaining on them. A monk hangs out the window, trying to steady the end of an SMG. Another pops out of the side of the 4x4, doing the same.

Dash, keeping his head low, rests the butt of the Manhunter on the tailgate and takes aim at the pursuer.

((At this point, only Tyros, Dash and Max are able to perform in traditional combat. However, Doc's turn represents his actions as driver. Drew, you can always delay your turn to make emergency maneuvers.))

((VEHICLE COMBAT))

(([Doc \(Driving\) = 50](#)))

(([Dash = 37](#)))

(([Max = 33](#)))

(([Driver 2 \(Driving\) = 27](#)))

(([Monk 1 = 23](#)))

(([Monk 2 = 20](#)))

(([Tyros = 14](#)))

RE: Run #2: Optical Aleutians

Posted: **08-25-2011**

by **Drew Buddy**

Doc grits his teeth, and holds a steady course for the time being.

((I'll delay my actions until Dash and Max have had a turn to attack.))

RE: Run #2: Optical Aleutians

Posted: **08-25-2011**

by **GM Nick**

Dash aims for the 4x4's tires.

(([Dash, Pistols + AGI - 3 \(Called shot\) - 2 \(Moving Target\) = 2 successes](#)))

(([Driver 2, Pilot Ground Craft + REA = 2 successes](#)))

His first shot ricochets off the asphalt.

(([Dash, Pistols + AGI - 3 \(Called shot\) - 2 \(Moving Target\) = 2 successes](#)))
(([Driver 2, Pilot Ground Craft + REA = 3 successes](#)))

The second shot lodges itself in the vehicle's fender.

"Frag!"

RE: Run #2: Optical Aleutians

Posted: **08-25-2011**

by **John**

Rather than shooting for the tires, Max focuses his attention on the 4x4's driver, squeezing off two blasts from his shotgun.

RE: Run #2: Optical Aleutians

Posted: **08-25-2011**

by **GM Nick**

(([Max, Shotguns + AGI - 2 \(Moving Target\) = 4 successes](#) -- 11P))
(([Driver 2, Pilot Ground Craft + REA + 4 \(Good Cover\) = 4 successes](#)))

Max's shotgun blast peppers the windshield, causing the driver to hunch lower in alarm.

(([Max, Shotguns + AGI - 2 \(Moving Target\) = 8 successes](#) -- 15P))
(([Driver 2, Pilot Ground Craft + REA + 4 \(Good Cover\) = 2 successes](#), 15P - 8 = 7P))

Blood spackles the cockpit and the driver begins to swerve.

RE: Run #2: Optical Aleutians

Posted: **08-25-2011**

by **GM Nick**

((Driver 2 used his complex action for evasive maneuvers.))

((Drew, sorry, I forgot that drivers have to use their first complex action to continue driving. You'll get to do something else in the second pass.))

The monk in the passenger seat leans out the window.

"Glory to the dawn!"

The muzzle of his SMG flares as he fires a burst.

((Monk 1, Automatics + AGI - 2 (From Cover) - 2 (Moving Target) - 1 (Recoil) = 1 success))

((Dash, REA + 2 (Partial Cover) = 2 successes))

Dash ducks as a barrage of bullets slam into the tail gate.

The Monk glowers and ducks back inside to grab the wheel from the grievously injured driver.

RE: Run #2: Optical Aleutians

Posted: **08-25-2011**

by **GM Nick**

The monk in the back hangs out of the window, only the lower part of his legs inside the vehicle. Bracing himself on the roof of the 4x4, he fires a burst at the pickup.

((Monk 2, Automatics + AGI - 2 (Moving Target) - 1 (Recoil) = 3 successes -- 10P))

((Dash, REA + 2 (Partial Cover) = 3 successes))

A stray bullet catches in Dash's shoulder, but gets stuck in the armor insert.

((Monk 2, Automatics + AGI - 2 (Moving Target) - 3 (Recoil) = 0 successes))

The weapon jams and the Monk curses at it.

((It's all you, Tyros.))

RE: Run #2: Optical Aleutians

Posted: **08-26-2011**

by **Elliott**

With a scowl on his lips, Tyros points at the driver of the 4x4, as light erupts from his fingertip (manball, f5 (f/2 is rounded down I believe, otherwise, f4)).

RE: Run #2: Optical Aleutians

Posted: **08-26-2011**

by **GM Nick**

(([Tyros, Manabolt\(4\) on Monk 1, Spellcasting + MAG + 2 - 1 = 2 successes -- 6P](#)))

(([Monk 1, WIL = 0 successes](#) -- Takes 6P damage))

The driver is consumed by purple flames and does a face plant on to the dashboard. His co-pilot--the man frantically grasping the steering wheel--begins trying to kick the corpse from the 4x4.

((Initiative Pass 2))

((Doc))

((Max))

((Dash))

RE: Run #2: Optical Aleutians

Posted: **08-26-2011**

by **Drew Buddy**

Doc takes advantage of the chaos in the other car, and hits the brakes. As the other truck begins to pass, Doc turns hard right, mashing the front right panel of Pandora's truck into the rear left panel of the Monks' vehicle, performing a pit maneuver.

((with any luck, this should send the other truck out of control, and possibly roll it/send it into a tree))

RE: Run #2: Optical Aleutians

Posted: **08-26-2011**

by **GM Nick**

(([Doc, Ramming, Pilot Ground Craft + REA = 1 success](#)))

(([Monk 1, REA - 2 \(Distracted\) = 0 successes](#)))

Doc slams on the brakes, putting the truck just behind the 4x4. With a sharp jerk on the steering wheel, the front fender of the pickup makes contact with the 4x4's rear passenger side!

(([Monk 1, Recover Vehicle, REA - 2 \(Distracted\) = 0 successes](#)))

Doc's maneuver succeeds and the 4x4 fishtails. Unable to recover, the 4x4 slide sideways and tips, rolling end over end as Doc accelerates free of the carnage.

RE: Run #2: Optical Aleutians

Posted: **08-26-2011**

by **GM Nick**

Pandora looks over her shoulder and the vehicle slowly rolling to a stop in the distance.

"Telaychuk won't be happy about the dent, but good thinking. Take us back to *The White Wolf* so we can lie low for a little bit before you catch your flight."

RE: Run #2: Optical Aleutians

Posted: **08-26-2011**

by **John**

Max pumps his fist in the air.

"That's some fancy driving, Doc!"

RE: Run #2: Optical Aleutians

Posted: **08-26-2011**

by **GM Nick**

[Near Fairbanks, Alaska]

The pickup truck rumbles down the highway, getting ever closer to Fairbanks. The runners' celebration over their achievement is short lived, however, as an APC is blocking the road up ahead.

"UCAS," says Pandora. "Looks like they might be waiting for us. What should we do?"

RE: Run #2: Optical Aleutians

Posted: 08-26-2011

by John

Max stares down the road at the APC.

"Drek. This can't be good. Any chance we can go around them?"

RE: Run #2: Optical Aleutians

Posted: 08-26-2011

by GM Nick

((The maneuver would be difficult, but not impossible. Threshold of 3 successes. If you fail the maneuver, you'd have to make another test to regain control of the vehicle.))

RE: Run #2: Optical Aleutians

Posted: 08-26-2011

by Drew Buddy

"Well, it's either your social graces, or my driving ability," Doc says to Max. "How do you want to handle this?"

RE: Run #2: Optical Aleutians

Posted: 08-26-2011

by John

((Are we within gunning range of the APC? Basically, if they intend to shoot us, could they right now?))

RE: Run #2: Optical Aleutians

Posted: 08-26-2011

by GM Nick

((No, but you'll be within small arms range in about 30 seconds.))

RE: Run #2: Optical Aleutians

Posted: 08-26-2011

by Drew Buddy

"They're a ways off. Doubt they could even identify us right now.

Hmm... You know, that means they might even mistake us for these cultists. No doubt word has reached them of the attack, and I bet they'd be very aggressive toward any non-UCAS vehicle coming from the base."

Doc turns the wheel, and mounts the embankment, making for a wisp of a game trail snaking through the woods around the road block.

RE: Run #2: Optical Aleutians

Posted: 08-26-2011

by GM Nick

The cluster of trees closest to the pickup explode savagely, pelting the truck with burning timber.

Dash flattens himself in the bed of the pickup. "Anti-vehicle rocket! It came from the APC."

A group of heavily armored UCAS commandos file out of the APC and take up defensive positions.

A very angry sounding Bell comms,

<I've just received the order to withdraw, due to heavy casualties. I don't know who you are or where you got your army of deranged fanatics, but I guess that's just a mystery that I'll have to bury with you.>

RE: Run #2: Optical Aleutians

Posted: **08-26-2011**

by **John**

Max frantically comms Bell,

<Bell, those guys weren't us! We greased close to a dozen of them on our mad dash out of the facility once the bullets started flying!>

((If there's a chance of convincing Bell of this, roll whatever social skills are applicable.))

RE: Run #2: Optical Aleutians

Posted: **08-26-2011**

by **GM Nick**

Max gets his answer in the form of an AV rocket streaking a meter over the pickup and detonating another group of pine trees.

Bell's comm is unresponsive.

Dash shakes Tyros by the collar. "Activate that jammer of yours! If their targeting system gets a fixed lock on this truck, we're hamburger meat!"

RE: Run #2: Optical Aleutians

Posted: **08-26-2011**

by **John**

Max is pissed.

<You may or may not remember this, **asshole**, but if I don't contact my guy, all your drek goes public and you'll be hung for treason. Up to you. Think about it you fucking twit. We had full access to the facility-- why would we attack it?>

RE: Run #2: Optical Aleutians

Posted: **08-26-2011**

by **GM Nick**

Your comms crackle, interference from Tyros' jammer inhibiting the frequency.

<...Chen. I managed to bail at the... some wings. What's... twenty? ...can fly you out...>

RE: Run #2: Optical Aleutians

Posted: **08-26-2011**

by **Drew Buddy**

Not taking any chances, Doc guns the engine, diving deeper into the forest, and making his way around the APC.

"Try to hit this, assholes!"

RE: Run #2: Optical Aleutians

Posted: **08-26-2011**

by **John**

Max reaches over Pandora sitting in the middle seat and grabs Doc's rifle from where it rest inside the cab.

"Don't worry, buddy-- I'll give her back to you in one piece!"

Bracing the rifle against his shoulder, Max searches for the UCAS soldiers in the rifle's scope.

RE: Run #2: Optical Aleutians

Posted: **08-26-2011**

by **GM Nick**

Max can't get a clear shot through the trees that are protecting them from the anti-vehicle rockets.

((Drew, I can roll for you to navigate an off-road path, but at the considerably slower speeds there is a chance that you could be caught by soldiers on foot. Your call.))

Dash grabs Tyros' jammer and thumbs it off.

He barks into the comm,

"Is that you, Chen? Holy drek man! How are you alive? Wait--doesn't matter. What we need is an extraction, ASAP! Uploading you coordinates now!"

RE: Run #2: Optical Aleutians

Posted: **08-26-2011**

by **John**

Frustrated that he can't get a shot, Max leans his head out the window and calls to Dash,

"Holy drek! Chen is alive?! Tell him to meet us ASAP, but let him know that we've got some trouble with the locals!"

Max continues to guard their wake with the rifle's scope, looking for the faintest opportunity to repaint the forest with what passes for a UCAS soldier's brains.

RE: Run #2: Optical Aleutians

Posted: **08-26-2011**

by **GM Nick**

<Dash? Is that you? I borrowed a puddle jumper from the Fairbanks airport. They're not too happy about it, so I suggest we get out of the area quickly. There's a small lake about a kilometer from your current position. If you can make it there, I'll meet you near the shore.>

RE: Run #2: Optical Aleutians

Posted: **08-26-2011**

by **John**

Max listens in on the comm channel and turns to Doc,

"Think you can get us there, Doc? I've got our ass!"

RE: Run #2: Optical Aleutians

Posted: **08-26-2011**

by **Drew Buddy**

"Yeah, I can get us there!"

((Roll navigation for the quickest route to the lake that still keeps us out of the line of fire of those rockets. My understanding is that returning to the road is pretty much guaranteed death?))

RE: Run #2: Optical Aleutians

Posted: **08-26-2011**

by **Elliott**

Tyros flicks his jammer back on as he programs in Chen's comm frequency as an exception.

"I hope Chen brought more parachutes! Doubt that puddle jumper will outrun the UCAS pursuit! Maybe we should send the info on Bell directly to his commanding officer. Odds are he will be relieved from command immediately and that might create enough of a vacuum for us to get out of here."

RE: Run #2: Optical Aleutians

Posted: **08-27-2011**

by **John**

Responding to Tyros, Max says,

"That's a solid idea, but how the hell do we get in touch with his superior officer? Anybody got any ideas? Pandora-- you're local. Do you have any idea who might be Bell's commanding officer?"

Reaching out in any direction he can think of, Max comms Lo.

<Lo, we're in a tight spot here! Do you have any channels through which you could get us the contact frequency of UCAS Colonel Bell's commanding officer?>

RE: Run #2: Optical Aleutians

Posted: **08-27-2011**

by **GM Nick**

(([Doc, Navigation + INT = 4 successes](#)))

Using their coordinates, his intuition of the area and the coords provided by Chen, Doc works out a route that will take them past the highway, but may encounter some resistance from the soldiers on foot.

RE: Run #2: Optical Aleutians

Posted: **08-28-2011**

by **Drew Buddy**

The truck goes bouncing along a disused dirt track, moving away from the APC.

Doc sticks his head out the driver's side window, and calls back,

"Tyros, Dash, Keep an eye out the back for any movement! We're not making fast progress here, so we don't want to get caught with our pants down."

The truck continues to hop and jolt as they near the lake bed.

RE: Run #2: Optical Aleutians

Posted: **08-28-2011**

by **John**

Max comms Chen and asks,

<Chen, what's your position? We're making our way to the lake and will be there as soon as we can be.>

RE: Run #2: Optical Aleutians

Posted: **08-29-2011**

by **GM Nick**

<Coming in over the lake now. I see movement along the shore! Hurry!>

Pandora turns to Doc.

"This is my stop. You guys get out and head for the rendezvous, I'll drive the pickup towards the soldiers and divert them. Once I hit Fairbanks, I'll be safe."

RE: Run #2: Optical Aleutians

Posted: **08-29-2011**

by **Drew Buddy**

Doc stops the truck and hops out.

"Thanks for the assistance Pandora. You might want to stow the truck for a while. If the UCAS stays in town, they're going to be asking questions if they see this truck driving around over the next few days. And they don't seem to be the polite type about asking. Maybe things will be easier for you if we can discredit Bell with the recording."

He readies his rifle and looks around the forest, switching on his thermo vision to better spot warm bodies in the frozen landscape.

"We ready?"

RE: Run #2: Optical Aleutians

Posted: **08-29-2011**

by **Elliott**

"Lets do this. With a thump, Tyros jumps out of the back of the pickup. ((how many boxes of stun damage do I have?))

RE: Run #2: Optical Aleutians

Posted: **08-29-2011**

by **GM Nick**

((3 boxes, as of this moment.))

Pandora waves out the window as the pickup takes off and disappears through the trees, leaving the team alone in the silent, freezing forest.

Doc's navigational estimates put them at about a half of a kilometer from the lake's shore. Somewhere through the thick barricade of evergreens, is their ticket home.

So far, no signs of life amongst the trees.

RE: Run #2: Optical Aleutians

Posted: **08-29-2011**

by **John**

Max looks at Tyros, who is breathing heavily and has sweat broken out on his brow and light bags under his eyes. Pulling a stim patch (rating 2) from his pack, Max slaps it on the large troll,

"I can't say I ever envisioned performing any kind of first aid on a troll, but sometimes life throws you curveballs."

Finishing with the patch, Max braces his shotgun against his shoulder and scans the area quickly before saying,

"Alright guys, let's get the frag outta' here. I've had more than my fill of Alaskan hospitality."

Max starts to make for the treeline toward the lake with significant haste, remaining cautious and on the lookout for any comers.

RE: Run #2: Optical Aleutians

Posted: **08-29-2011**

by **Drew Buddy**

Breaking into a steady run, doc comms,

< Chen, we'll be there shortly! The movement you saw, is it between us and the lake? If we have no choice but to go through them, then I'd like to get the jump on them. >

RE: Run #2: Optical Aleutians

Posted: **08-29-2011**

by **GM Nick**

As the runners jog through the forest, Max becomes aware of a strange whining sound. Recognition flickers somewhere in the depths of his brain. It takes a moment to process, but he eventually recognizes it...

It's the sound of a mini-gun spinning up!

RE: Run #2: Optical Aleutians

Posted: **08-29-2011**

by **John**

Max yells in panic,

*"Holy drek! Hit the dirt! **They've got a fraggin' minigun!**"*

Max dives for the ground behind a large tree, hoping that the tree's girth is enough to hold back the leaden onslaught from ol' painless. Once on the ground, he scans in the direction of the whirring for the weapon, its user, and specifically its ammunition cache.

RE: Run #2: Optical Aleutians

Posted: **08-29-2011**

by **Drew Buddy**

Doc lets out a "*hoof!*" as he slams his back into a tree. Going prone, he cautiously pokes the rifle through the branches at the base of the tree, and starts looking for a target.

RE: Run #2: Optical Aleutians

Posted: **08-29-2011**

by **GM Nick**

The air fills with the angry buzzing of 3,000 rounds per minute. A sudden haze of smoke and shredded tree pulp settles on the runners. The chaotic barrage makes determining the origin of the gunfire impossible.

((Consider yourselves under suppressing fire for the first initiative pass.))

((COMBAT, IP1))

(([Commando 1 = 40](#)))

(([Dash = 39](#)))

(([Doc = 38](#)))

(([Max = 35](#)))

(([Commando 2 = 30](#)))

(([Tyros = 13](#)))

The mini-gun continues to shred the air, and several small fires have sprung to life on the forest floor.

RE: Run #2: Optical Aleutians

Posted: **08-29-2011**

by **GM Nick**

Dash, prone and covering his ears, winces as a piece of smoldering bark falls on his head.

"This guy's gonna have to re-load... probably a belt feeder. That's our opportunity to close the distance. Be ready!"

((Dash is delaying his action.))

RE: Run #2: Optical Aleutians

Posted: **08-29-2011**

by **Drew Buddy**

Doc can't hear everything Dash said over the deafening *RIP* of the minigun, but he gets the point and hunkers down.

((Doc is delaying action))

RE: Run #2: Optical Aleutians

Posted: **08-29-2011**

by **John**

Max grits his teeth and breathes deeply through his nose, keeping his calm by focusing on the burning vitriol in the pit of his gut. Keeping his eye out for any other approaching hostiles, Max waits for the gunner to reload his belt-fed instrument of mass destruction.

RE: Run #2: Optical Aleutians

Posted: **08-29-2011**

by **GM Nick**

A figure flits between trees, approximately 50 meters away. It stops and a muzzle flare lights up between trees.

(([Commando 2, Automatics + AGI \(Full Auto +3\) - 2 \[Firing from Cover\] - 2 \[Recoil\] = 3 successes -- 12P](#)))
(([Dash, REA + 4 \[Good Cover\] = 3 successes](#)))

A bullet tears through Dash's sleeve--a close call!

RE: Run #2: Optical Aleutians

Posted: 08-30-2011

by Elliott

Tyros swears something fierce as he drops to the ground behind a tree and waves his hand dismissively at the visible commando (manabolt, f6). He then peaks up and searches the tree line for the blinding light of a minigun's muzzleflash.

RE: Run #2: Optical Aleutians

Posted: 08-30-2011

by GM Nick

((Invisiblecastle is down. Blah.))

((Tyros, Manabolt (6) on Commando, Spellcasting + MAG + 2 [Focus] = 7 successes -- 13P))
((Commando 2, WIL = 1 success, takes 12P damage.))

The commando erupts into purple flames and staggers forward, screaming and clawing at the air. His skin blisters and his limbs fall to his sides. The next sound is his dead body falling to the forest floor.

((Tyros, Resist Drain, WIL + LOG = 3 successes, takes 7S damage.))

((^ Remember, Elliott, that all successful hits from a *direct* combat spell add +1 to drain value.))

Tyros groans as his vision swims and dark borders creep in on it. He feels his limbs weakening and fights to stay conscious.

RE: Run #2: Optical Aleutians

Posted: 08-30-2011

by GM Nick

((IP 2))

An eerie silence fills the glade as the mini-gun stops. The carnage is immense. Through the smoke, the runners can make out a figure moving strategically from tree to tree, towards the lake shore.

<Chen here. I'm coming in for a water landing. I only have enough fuel for one attempt at this--so get your asses here!>

RE: Run #2: Optical Aleutians

Posted: **08-30-2011**

by **GM Nick**

Dash takes off the towards the lake shore, making sure to zig-zag from tree to tree for cover.

RE: Run #2: Optical Aleutians

Posted: **08-30-2011**

by **Drew Buddy**

Doc takes off after the moving figure. He comms,

< We have to take this drekbag down! The plane won't stand a chance against that minigun! >

RE: Run #2: Optical Aleutians

Posted: **08-30-2011**

by **John**

Max follows suit, sprinting behind Doc in the direction of the temporarily quelled maelstrom.

RE: Run #2: Optical Aleutians

Posted: **08-30-2011**

by **GM Nick**

Pursuing the strategically retreating commando, the runners burst through the tree-line and find themselves at the shore of the lake.

Chen's plane is visible on the horizon, beginning a descent that will bring him down near their present location.

The commando is nowhere to be seen.

((Combat's over.))

RE: Run #2: Optical Aleutians

Posted: **08-30-2011**

by **John**

Max eyes the plane briefly and turns his back to the lake, staring intently into the forest.

"Stay alert-- we're not out of this until we're back home!"

RE: Run #2: Optical Aleutians

Posted: **08-30-2011**

by **Drew Buddy**

"Agreed, I don't like how that guy was able to give us the slip. And I certainly don't intend to be shot down twice in one trip. We need to keep our eyes peeled in case he's still in the area."

While they wait for the plane to make its landing, Doc starts to search the ground and brush for signs of the commando.

((Roll tracking if there's anything here))

RE: Run #2: Optical Aleutians

Posted: **08-30-2011**

by **GM Nick**

The commando emerges from the trees, seemingly appearing out of thin air. It's immediately obvious that there's something *wrong* with him. Each step towards the runners is a shuffling movement, and his torso sways back and forth unnaturally.

A gust of wind skitters along the ground and carries a cloud of dust around the gyrating body like a dervish.

RE: Run #2: Optical Aleutians

Posted: **08-30-2011**

by **John**

Max is taken aback by the sight of the commando. Turning to look at Doc briefly, Max asks,

"Uh, kill it with fire?"

Training the undulating body squarely in his sights, Max waits to see what the hell is going on here.

RE: Run #2: Optical Aleutians

Posted: **08-30-2011**

by **Drew Buddy**

Doc raises his rifle to the man's chest.

"Stop right where you are! Don't take another step!"

RE: Run #2: Optical Aleutians

Posted: **08-30-2011**

by **GM Nick**

The gust becomes a maelstrom, lifting the figure into the air. Your skin crawls as the commando's head rolls around, propelled by the forces pushing against it.

There's a large splash as the plane touches down and slows, about 10 meters from the shore.

<We've got company, converging on the lake fast. Get on board! I've got to get us out of here!>

RE: Run #2: Optical Aleutians

Posted: **08-30-2011**

by **John**

Keeping his gun trained on the rag doll body, Max backs toward the plane.

RE: Run #2: Optical Aleutians

Posted: **08-30-2011**

by **Drew Buddy**

Doc follows suit and moves as quickly as he can toward the waiting aircraft.

RE: Run #2: Optical Aleutians

Posted: **08-30-2011**

by **GM Nick**

Heavy machine gun fire from the opposite side of the lake strafes across the water, sending up huge geysers from the impact.

Chen pries open the cabin hatch on the plane and waves.

"We've got to go! Now!"

The column of air that had been keeping the commando airborne dissipates and he crumples to the ground, unmoving.

Tyros flops through the water, panting heavily. He flounders briefly in the water, making little progress towards the plane.

RE: Run #2: Optical Aleutians

Posted: **08-30-2011**

by **John**

Max throws caution to the wind and turns to break for the plane. Catching up to Tyros, he throws an arm around him and helps/pushes him along to the best of his comparatively very slight frame's ability.

RE: Run #2: Optical Aleutians

Posted: **08-30-2011**

by **GM Nick**

Everybody manages to clamber on board and Chen jumps into the pilot seat. The turbines whine as he mashes the throttle forward and the tiny plane begins to pick up speed.

"Hang tight. I have to move directly into their line of fire to pick up enough speed for take off."

The water churns around the puddle jumper as round after round of machine gun fire seeks to destroy it. A bump and slight feeling of weightlessness accompany a flood of relief as the plane gains altitude and flies clear of the lake, banking sharply to avoid the platoon on the lake's shore.

RE: Run #2: Optical Aleutians

Posted: **08-30-2011**

by **Drew Buddy**

Doc lets out a long breath, and briefly closes his eyes.

"Chen, how far can this thing take us?"

RE: Run #2: Optical Aleutians

Posted: **08-30-2011**

by **John**

Max huffs and puffs in the belly of the small plane. Waiting for a moment when no attention is being paid to him, he rifles through his pockets and locates a hit of Bliss. The stress of the moment has overwhelmed him; Max needs to get high. Turning his back to the others in the party, Max takes his hit and instantly fades to a euphoric haze-- his senses still available to him but their volume turned down. Spinning back around, his head floats to the view he has of Chen at the controls.

"We gonna make it home for in time for supper?"

RE: Run #2: Optical Aleutians

Posted: **08-30-2011**

by **GM Nick**

Chen flips on the auto-pilot and collapses in his seat.

"We'll fuel up at Anchorage and then back to Seattle. Mr. Lo will be pleased to know that we survived."

He casts a glance at Tyros, curled up and airsick on the floor of the plane.

"More or less in one piece."

RE: Run #2: Optical Aleutians

Posted: **08-30-2011**

by **GM Nick**

Seattle looms in the horizon, hours later, as the tiny plane careens through the haze.

Chen begins the slow descent into the airport as the runners prepare for a week of downtime before pursuing the next canister.

((Fin! I'm going to start the next run immediately, but I'll give you guys a couple of days to retro-actively purchase upgrades and spend karma.))