

**SenorPez:** Okay... James, where are you?

**Talpa:** We need to replace the satchel charge on the truck, whichever one of you rigged it grab one from James.

**SrLT James von Uhl:** James the player or James the character?

**SenorPez:** character.

**Matilde:** WE need to leave the charge on the truck

**Akemi:** I placed the satchel charge on the drug

**Akemi:** truck

**Talpa:** True, that's why we need one of James' charges.

**Matilde:** we going to sneak in from here or move fast?

**SrLT James von Uhl:** Is there a position where I can see the door that Akemi picked, but stay out of sight?

**Talpa:** guns fired lets rush em.

**SrLT James von Uhl:** Talpa, you took my Satchel charge and you did whatever you needed to do with it.

**Matilde:** I'll be glad to take the lead

**Talpa:** Forget the extra charge, lets move.

**SenorPez:** (Don't all blurt it out at once.)

**SenorPez:** WTF... I just saw what you typed.

**Talpa:** Li'rea, and Matilde first then Akemi, I will cover the rear.

**Talpa:** ?

**Matilde:** Who typed?

**SenorPez:** James: Yes, there's a vantage point you can see.

**SrLT James von Uhl:** what?

**Li'rea:** bah.... why couldn't we just blow up the whole building?

**Matilde:** less fun

**Talpa:** Matt what?

**Matilde:** is the door open?

**SenorPez:** (There was a HUGE lag in my seeing what you guys typed.)

**SenorPez:** The door is open Description follows:

**Talpa:** Li'rea, we don't have enough explosives, short of dropping the Wallace on it.

**Li'rea:** well, it's got some sort of power reactor doesn't it?

**Matilde:** not for long

**Talpa:** good point, we also get their experts on shuttle design.

**SenorPez:** There is a long hallway before you, about 2 meters wide.

**Akemi:** okay who is taking point?

**SenorPez:** There is a door to your left, labeled "Cargo Office" in Klingon. Down the hallway about 15 meters is another, larger door. Through that wall to your right, you can hear the loud sound of the ore being unloaded from the truck.

**\*\* Matilde moves in about 3 meters \*\***

**SenorPez:** You can also see another pair of openings near that large door, but can't tell what they are from this distance.

**SenorPez:** Are you moving quietly? Or quickly?

**\*\* Li'rea grumbles and moves up to take her point position \*\***

**Matilde:** quietly

**Akemi:** covers matilde

**Li'rea:** quietly

**Matilde:** [3d6-18] -> [4,4,2,-18] = (-8)

**SenorPez:** What's a marching order? Two in front, two in back?

**Talpa:** are any alarms going off?

**SenorPez:** And what are your Stealth skill values?

**Matilde:** 18

**SenorPez:** Talpa: From your Mark 1 ears, you can't detect any alarms going off.

**Akemi:** my stealth is 15

**Talpa:** Li'rea, matilda, then Akemi, then me.

**Matilde:** I want to move as fast as I think I can and still be quiet

**SrLT James von Uhl:** Matt, Let me know when I can no longer see the squad.

**Talpa:** I am primarily watching our 6

**SenorPez:** You'll lose visual contact as soon as they move into the building.

**Talpa:** Skills: Stealth [3d6] -> [3,1,2] = (6) vs. [15+0] -> 15

**SrLT James von Uhl:** OK.

**SenorPez:** Li'rea: What's your Stealth skill?

**Li'rea:** 15 I think.... looking

**SenorPez:** Okay, moving down the hallway?

**Matilde:** want me to scout ahead of the group sir?

\*\* Matilde moves to the first door \*\*

**Li'rea:** yep. 15

**Talpa:** No we should stay together at our size, check doors we want to avoid leaving any one behind us.

**jmtmeyer:** 15 is a minimum for a Prime Team.

\*\* Matilde has an ear out for talking \*\*

\*\* Matilde I'll open the first door if I dont hear anything \*\*

**SenorPez:** You move up to the door on the right, and it's clearly an entrance to a cargo bay. As a matter of fact, there's a small etched label that says so in Klingon.

**SenorPez:** You still hear the sound of the ore rattling out of the truck.

\*\* Matilde can'y read klingon \*\*

**SenorPez:** (But Talpa is with you.)

**SenorPez:** (And he can read it when he gets there.)

**Matilde:** I go through the door and look the loading bay over for anyone

**Talpa:** Li'rea trade position with me, so I can read the doors.

**Li'rea:** sure... whatever

**Talpa:** Watch our 6

**Talpa:** Open the Cargo bay door, where else woud you keep something big you are disaassembling.

**SenorPez:** Matilda: The door slides open easily, it's not secured. Inside, there are two large bins filled with what appears to be raw materials from the truck, and there are two Klingons watching the unloading. They aren't facing the door, and are about 15 meters away from you. There are plenty of containers and crates for cover.

**Talpa:** close door.

**Talpa:** Move on?

**Matilde:** I move in and take cover after holding up two fingers to the group

**Talpa:** K

**Akemi:** \*nods\*

**Talpa:** follow.

**SenorPez:** (You've got tactical communicators to use.)

**Matilde:** (uses her finger anyway)

**SenorPez:** (You can essentially whisper to the whole team.)

**Talpa:** I point left matilda right on Klingons.

**Talpa:** me left her to the right one

**Matilde:** I aim at one in the base of the neck

**SenorPez:** There is also another cargo door in this bay, to your left. It spans nearly the whole of the 20 yard-long wall that makes up the back of the cargo bay. It is closed.

**Talpa:** AI'm head shot, with disruptor rifle.

**SenorPez:** Anyone else?

\*\* Li'rea smirks \*\*

**Akemi:** no I will cover one area of the hallway

**Matilde:** I fire at his neck in 3 seconds

**Li'rea:** the two are armed Klingons?

**SenorPez:** You don't see any weapons on them.

**Matilde:** (may I fire?)

**SenorPez:** Matilde: Take your shot.

**Talpa:** Disrupt [3d6] -> [5,2,1] = (8) vs. [16+-5+8+4] -> 23, Expl [2d6\*10] -> 90

**Matilde:** beam weapon [3d6-21] -> [5,5,5,-21] = (-6)

**SenorPez:** -5 for neck, -5 for range.

**Matilde:** I aimed for 3 sec too

**Talpa:** +4 for surprise?

**SenorPez:** So +whatever.

**Matilde:** the roll is my base no mods

**SrLT James von Uhl:** No surprise, they just don't get any active defense.

**SenorPez:** Okay... Matilda first: Did you hit?

**Talpa:** then my target was 13 made by 5

**Matilde:** I do not know the Aim mod for this weapon but I should have

**SenorPez:** Phaser-2?

**SenorPez:** +5, total aim +7.

**Matilde:** then yes I hit

**SenorPez:** Roll damage, Kill-2?

**SenorPez:** How many shots?

**Talpa:** opps 4 more from me.

**Matilde:** ( I have a disruptor I do not know the damage and only 1 shot)

**Talpa:** Disrupt [3d6] -> [2,1,5] = (8) vs. [Bad dice format] - [16+-], Expl [2d6\*10] -> 70

**Talpa:** Disrupt [3d6] -> [4,5,5] = (14) vs. [16+-3] -> 13, Expl [2d6\*10] -> 120

**SeniorPez:** **Matilda:** **Disruptor:** 2d\*10

**Talpa:** Disrupt [3d6] -> [6,3,1] = (10) vs. [16+-3] -> 13, Expl [2d6\*10] -> 40

**Matilde:** [Bad dice format] - [2d\*10]

**Talpa:** Disrupt [3d6] -> [1,4,2] = (7) vs. [16+-3] -> 13, Expl [2d6\*10] -> 30

**SeniorPez:** (And the ACC is 8, not 5, since you have that.)

**Matilde:** [2d6\*10] -> 90

**Talpa:** missed one

**SeniorPez:** **Matilda:** You kill yours. **Talpa:** You kill yours. No Active Defenses allowed. Both are down.

**Talpa:** 230 pts.

**SeniorPez:** **Li'era,** what's your IQ?

**Talpa:** Anyone else pop out?

**SeniorPez:** **Talpa:** You don't see anyone else.

\*\* Matilde looks the room over from her curront local \*\*

**SeniorPez:** **Akemi:** What's your IQ?

**Talpa:** and no SWAC?

**SeniorPez:** No SWAC.

**Matilde:** Shall we move on sir?

**Akemi:** my iq is 12

**Talpa:** If MAtt is done, I don't know whsatthe IQ check is for?

**SeniorPez:** I'm rolling such in the background.

**SeniorPez:** :)

**Talpa:** K

**Talpa:** next

**SeniorPez:** If Li'rea doesn't want me to get that information, she doesn't get a roll.

**Li'rea:** ?

**Talpa:** IQ

**Li'rea:** oh. there it is. you did ask me.

**Li'rea:** [3d6] -> [3,6,4] = (13) vs 14

**SeniorPez:** Where are you heading?

\*\* Matilde starts to move for the next door \*\*

**Matilde:** (down the hall)

**Talpa:** This a one way hall isn't?

**SeniorPez:** Outside the cargo bay, there are a set of stairs spiraling upwards, and what appears to be an elevator terminal next to them. Just down the hall is another largo cargo-bay-esque door, and another "normal" door across the hall from that.

**Li'rea:** okay, so.... we are here for a fancy shuttle.

**Li'rea:** why are we looking in offices?

\*\* Matilde moves for the elevator. \*\*

**Matilde:** It will be underground

**Talpa:** What does the door on the other cargo bay say/? the sign

**Akemi:** make sense

\*\* Matilde stops ,, \*\*

**Matilde:** How big is this thing?

**SeniorPez:** **Talpa:** Cargo Bay 2

**Talpa:** about the size of 2-3 18 wheelers side by side.

**SeniorPez:** (Oh... oops. The ceilings in the cargo bay you were in were twice as tall as the cieling you're under now. But there appeared to be no upper observation level or anything.)

**Matilde:** Oh

**Matilde:** then we shou;d look in the bays

**Talpa:** Was the bay we were in big enough for the SWAC?

**SeniorPez:** Yes.

**Talpa:** ck the other one

**Talpa:** Same as last time.

**Matilde:** could be an larg evavator in the floor of the bay..

**Talpa:** strike that, li'rea insted of me.

**SeniorPez:** You open the door to a nearly-empty cargo bay. You don't see anyone else in the vicinity, and there are only a few containers in the room to speak of.

\*\* Matilde goes to look \*\*

**Li'rea:** I hae a terribly silly question

\*\* Li'rea looks at whoever is handy \*\*

**SenorPez:** A quick survey of the room tells you that this is a secondary bay, and that there isn't much extra cargo. You don't find anyone else, and you don't notice anything out of the ordinary.

**Talpa:** Is the elevator car on this floor?

**Li'rea:** why don't we just scan the building considering we already crashed a TRUCK into the gate?

**SenorPez:** There was no crashing.

**Matilde:** we could pull up the floor plans on a comp?

**Li'rea:** there wasn't?

**Talpa:** IS the elevator car on this floor?

**SenorPez:** Talpa: Did you push the call button?

**Talpa:** No Matilde stalled her ride.

**SenorPez:** Matilda: There is a computer terminal tucked in the southeast corner wall.

**Matilde:** I move over to it

**Talpa:** No, does the door open without pushing the call button, note some places the door does not open automatically even in the U.S.

**SenorPez:** Matilda: The terminal appears to be secured, do you attempt to login?

\*\* Matilde stops and gous to Talpa \*\*

**SenorPez:** Talpa: The door is closed, so you have no way to tell if the car is here or not.

**Matilde:** ( I can not read it any way)

**Talpa:** K

**SenorPez:** (Good point, Matilde.)

**Talpa:** Can anyone crack the computer, note that will be another potential alm source.

\*\* Matilde covers Talpa \*\*

**Talpa:** Up the stairs then

**Matilde:** did you push the call sir

**Akemi:** okay sir

\*\* Matilde moves up the stairs \*\*

**Talpa:** No, we don't want to be in it if they find us.

**SenorPez:** Is anyone working the computer? Is everyone heading up the stairs? Are you splitting up?

**Matilde:** good point sir

**SenorPez:** Stairs will be single-file. Who's first?

**Talpa:** Matilda, me akemi Li'rea

\*\* Matilde moves up the stairs silently but not at a crawl \*\*

**Matilde:** ( she trys that any way:))

**SenorPez:** Matilda: You go up one story, and the stairs continue up. Do you keep going up?

**Talpa:** (I was hoping to place a satchel charge on the top of the elevator.)

**Akemi:** follows ma

**Matilde:** do I hear anything?

**Akemi:** matilde

**SenorPez:** [3d6] -> [2,5,2] = (9) vs. 12

\*\* Matilde stops and listens \*\*

**SenorPez:** As you reach the second floor you hear footsteps in the hallway outside the stairwell.

**Talpa:** (Do I?)

**Matilde:** Tell the group what I hear and move to the sound

**SenorPez:** Talpa: Yes. And you can also hear some speech... it's in Klingon...

**SenorPez:** It's complaining about the lack of action here.

**Talpa:** How many?

**SenorPez:** Just one, but you think you can make out two sets of footfalls... but they're VERY close to being in time.

**Matilde:** ( trys to get to a vantage where she can see them)

**SenorPez:** Matilda: Are you moving out into the hallway?

**Talpa:** Toss grenade.

**SenorPez:** Or using the wall for cover?

**Matilde:** yes If I think I can stealth

**SenorPez:** Talpa: Make your roll.

**Talpa:** [3d6] -> [3,3,6] = (12)

**Matilde:** Shit sir

**SenorPez:** Where are you targeting it? Down the hallway towards the voices? You can get the throw off when Matilda clears into the hallway...

**SenorPez:**

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**SenorPez:** Surprise round: Talpa's grenade first.  
**Talpa:** vs. 12  
**Talpa:** at the voices  
**Talpa:** dam [3d6\*3] -> 30  
**SenorPez:** The grenade goes where you want it.  
**\*\* Matilde smiles at Talpas move \*\***  
**SenorPez:** Frag?  
**Talpa:** Rush hallway  
**Talpa:** yes frag  
**Matilde:** (did it go off all ready?)  
**SenorPez:** Blast radius on those?  
**SenorPez:** And you set it for immedaite explosion?  
**Talpa:** surly a frag does more than that  
**SenorPez:** Concussion grenade from GPD does 6d\*3  
**Talpa:** yep sorry  
**Talpa:** yes boom now  
**SenorPez:** Roll damage.  
**Talpa:** [3d6\*3] -> 36  
**Matilde:** (lol)  
**Talpa:** I thought I did.  
**SenorPez:** 6d\*3  
**SrLT James von Uhl:** Try 6d6  
**Talpa:** oops  
**Talpa:** {6d6\*3}  
**Talpa:** [6d6\*3] -> 45  
**SenorPez:** The grenade goes BOOM, filling the hallway with fire.  
**SenorPez:** Matilda: You are barely outside the blast radius.  
**Talpa:** rush hallway.  
**SenorPez:** However, the two Klingon Marines aren't.  
**SenorPez:**

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**\*\* Matilde dusts off her shoulders \*\***

**Akemi:** moves into the hallway

**SenorPez:** Matilda: Surpsie round: You're just outside the stairwell. There are two Klingon Marines in armor (no helmets) who just got a greande at the feet. They are 5 meters away from you.

**\*\* Matilde steps into the hall way and fires at the first one shot to the face \*\***

**SenorPez:** -3 for range. You might also want to clear the stairs so others can get into the hallway.

**SenorPez:** Step is free. Make your shot, -3 for range, -5 for hit location.

**Matilde:** [3d6-21] -> [1,1,4,-21] = (-15)

**Matilde:** I hit

**SenorPez:** Roll your damage.

**Matilde:** a crit

**Matilde:** [2d6\*10] -> 70

**SenorPez:** WHOA.

**SenorPez:** A crit after a -8 penalty?

**SrLT James von Uhl:** No... effective skill was less than 16.

**SenorPez:** They will get an active defense; they're not totally surprised.

**Matilde:** Oh no sorry i Thout ut was a -5

**Matilde:** ( did not incloud the range)

**SenorPez:** [3d6] -> [5,1,1] = (7) vs. 9

**SenorPez:** [3d6] -> [1,3,3] = (7) vs. 9

**Talpa:** Do I get to shoot?

**SrLT James von Uhl:** (Would someone tell him that with 3d6, you're supposed to roll an 11.)

**SenorPez:** The Marine dodges out of the way of your shot.

**SenorPez:** (I even did it twice.)  
**SenorPez:** Talpa: When it's your turn.  
**SenorPez:**

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**SenorPez:** Speeds?  
**Talpa:** K  
**SenorPez:** Talpa: Roll for initiative, since you're the leader, please.  
**Talpa:** Basic Speed = 6.5  
**Matilde:** (8)  
**Talpa:** [1d6] -> [1] = (1)  
**SenorPez:** nm, you have initiative.  
**SenorPez:** Akemi: Basic Speed.  
**SenorPez:** Li'rea: Basic Speed?  
**Akemi:** 6.5  
**SenorPez:** Talpa, Akemi: Roll 1d6, please  
**Talpa:** Again?  
**SenorPez:** Akemi, you can voluntarily lose this contest since Talpa is in your way.  
**Akemi:** that is find I will do that  
**Talpa:** Hello?  
**SenorPez:** Sure. That was for who goes first. Doesn't matter.  
**SenorPez:** Sure. That was for who goes first. Doesn't matter.  
**SenorPez:** Li'rea?  
**SenorPez:**

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**SenorPez:** Akemi: Action?  
**SenorPez:** Same -8, Klingons haven't acted.  
**SenorPez:** Sorry... not Akemi.  
**SenorPez:** Matilda: Action?  
**Matilde:** I fire at his face again  
**Matilde:** [3d6-21] -> [1,2,5,-21] = (-13)  
**Matilde:** ( I hat assuming the sam hit mods as last time  
**SenorPez:** Yes.  
**SenorPez:** Dodge: [3d6] -> [3,3,4] = (10) vs. 9  
**SenorPez:** Fails to dodge. Roll damage.  
**SrLT James von Uhl:** Opa!  
**SenorPez:** [3d6] -> [3,1,3] = (7) vs. 9  
**Matilde:** I also move a little to the side if I can to allow the others access  
**Matilde:** [2d6\*10] -> 70  
**SenorPez:** You're already against the north wall. Only two-by-two here.  
**SenorPez:** Dead.  
**SenorPez:**

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**SenorPez:** Talpa: Action?  
**Talpa:** left one.  
**SenorPez:** You don't have a line of sight to the target.  
**Talpa:** Disrupt [3d6] -> [5,2,4] = (11) vs. [16+-3] -> 13, Expl [2d6\*10] -> 80  
**Talpa:** Disrupt [3d6] -> [2,5,5] = (12) vs. [16+-3] -> 13, Expl [2d6\*10] -> 80  
**Talpa:** Disrupt [3d6] -> [5,6,1] = (12) vs. [16+-3] -> 13, Expl [2d6\*10] -> 30

**Talpa:** Disrupt [3d6] -> [5,3,5] = (13) vs. [16+-3] -> 13, Expl [2d6\*10] -> 120

**Talpa:** Disrupt [3d6] -> [1,2,3] = (6) vs. [16+-3] -> 13, Expl [2d6\*10] -> 50

**Talpa:** Random location

**Talpa:** right one then

**SenorPez:** Roll for location.

**Talpa:** [3d6] -> [2,5,1] = (8)

\*\* Matilde yells \*\*

**SenorPez:** (You can take a free step into the hallway to get LOS.)

**Matilde:** Holly sht SIR.

**Talpa:** I will

**SenorPez:** And since all of those will hit, and on the weapon arm no less...

**SenorPez:** Dodge: [3d6] -> [3,6,1] = (10) vs. 5

**Talpa:** can his arm take 360?

**SrLT James von Uhl:** They call that blow-through.

**SenorPez:** [3d6] -> [3,6,4] = (13) vs. 9

**SenorPez:** The blasts rip through his arm, and it's gone. There might be a hand still holding onto the disrutpor that clatters to the floor, but you can't tell.

**SenorPez:** [3d6] -> [4,4,1] = (9) vs. 9

**Talpa:** 8)

**SenorPez:** THe guard, however, stays standing, but isn't doing much.

**Talpa:** K>Exited now?

**Talpa:** Excited

**SenorPez:**

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**SenorPez:** Akemi: Action? YYou can't reach the hallway, so you can't get a shot, but you can get closer.

**Akemi:** I will move closer do the stairs contuie up?

**SenorPez:** The stairs continue up.

**SenorPez:**

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**SenorPez:** Li'rea: No action.

**SenorPez:**

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**SenorPez:** Klingon Guard: [3d6] -> [6,6,6] = (18) vs. 9

**SrLT James von Uhl:** That ain't good.

**SenorPez:** The Klingon Guard falls to the ground.

**SenorPez:** Out of combat.

**Matilde:** (is for us)

**Akemi:** okay I will cover the stairs going up

**SenorPez:** Actions?

\*\* Matilde moves down the hall \*\*

**Matilde:** (is this guy dead)

**SenorPez:** There are two doors here, both high security. And there's another set of stairs at the end of the hallway.

**SenorPez:** Elevator is also available.

**SenorPez:** The Klingon Marine (and he's an ethnic Klingon), is in bad shape, and will probably die soon.

**Matilde:** I look for a swip card or somthing like that

\*\* Matilde says someone ask him where this thing is \*\*

**SenorPez:** There are no security passes on the guards, but you can tell that these security doors are handled by key combinations and biometrics.

**Matilde:** I look for his hand  
**Talpa:** I will, K> Where is the Federation Shuttle?  
**SenorPez:** Still on the dirsuptor rifle.  
**Akemi:** well there is the one had aviable  
**SenorPez:** Sheared clean off.  
**Talpa:** Skills: Intimidation [3d6] -> [2,4,5] = (11) vs. [13+0] -> 13  
\*\* Matilde goes and picks it up the walks for the rear elavator \*\*  
**SenorPez:** What...  
\*\* SenorPez curses in Klingon. \*\*  
**Akemi:** that works  
**Dying Klingon:** K> I'm to die anyway.  
\*\* Dying Klingon spits up a little blood. \*\*  
**Talpa:** K> While true, it can be fast, or slow,I do not care which.  
**SenorPez:** Li'rea: What are you doing? Keeping a watch on the stairwell?  
**Li'rea:** sure. why not.  
**Dying Klingon:** K> I shall not lose my honor to you.  
**SenorPez:** [3d6] -> [2,3,4] = (9) vs. 7  
\*\* Dying Klingon makes a very poor attempt to hide reaching towards his belt with his remaining arm. \*\*  
**Akemi:** step on his arm  
**Talpa:** K> Killed in your own base, while on gaurd duty, without firing a shot, I already have your honor.  
**SenorPez:** Akemi: ST check at +5, please.  
**Matilde:** Hows it comming Akemi I cant make ant thing out of this lock  
**Dying Klingon:** ST: [3d6] -> [1,1,3] = (5) vs. 6  
**Dying Klingon:** K> I shall still die with honor.  
**Akemi:** st [3d6] -> [4,2,1] = (7)->18  
\*\* Dying Klingon is stopped by Akemi's foot. \*\*  
**Talpa:** Shoot his other arm, mods while pinned?  
**Akemi:** I could dope him up Sir that may help  
**SenorPez:** No problem. He'll fall unconcious at the sight of a gun... he's dying, afterall.  
**Matilde:** Hay Akemi you speak klingon yes?  
**SenorPez:** You can shoot the other arm off without issue.  
**Akemi:** yes  
**Talpa:** Done, he is out now?  
**SenorPez:** Yeah, he's hurt bad.  
**Talpa:** Kill him and move on, no witnesses.  
**Matilde:** Try to unlock the elavator door when you get a chance.  
**SenorPez:** Li'rea: You hear the sound of a door sliding open, down the hall. The one to the west (circled).  
**Li'rea:** oh.. hey... a map...  
**SenorPez:** (Or east, whatever)  
**SenorPez:**

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**SenorPez:** IQ checks, everyone.  
**Talpa:** here was the dead Klingons ?  
**Li'rea:** [3d6] -> [2,1,6] = (9) vs 14  
**Talpa:** where  
**Matilde:** [3d6-13] -> [6,1,5,-13] = (-1)  
**Akemi:** [3d6] -> [2,6,6] = (14)->12  
**Talpa:** IQ= [3d6] -> [3,3,4] = (10) vs.[13+0] -> 13  
**Jarrett:** Nice annotations. :)  
**SenorPez:** Akemi: You're unable to react as three Klingons step out of that door. They appear to be wearing lab coats...  
**SenorPez:**

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**SenorPez:** Matilda: Action?

\*\* Matilde is the red dot \*\*

**Matilde:** poke at the elevator controls

**Jarrett:** :)

**Matilde:** sht sorry

**SenorPez:** The Klingons are chatting away.

**SenorPez:** (S'okay.)

**Matilde:** I fire at the closest ones weapon

**Matilde:** (the power cell area)

**SenorPez:** No weapons.

**Li'rea:** (They have.... lab coats.... what weapons)

**SenorPez:** Akemi: You're unable to react as three Klingons step out of that door. They appear to be wearing lab coats...

**Matilde:** (sorry)

**Matilde:** I aim at the first ones face

**SenorPez:** Aim maneuver?

**Matilde:** ( that is all)

**SenorPez:**

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**SenorPez:** Talpa: Action?

\*\* Talpa turn around \*\*

**Talpa:** K> Gentlemen we are here to work on the SWAC< where is it?

**Talpa:** Where is it?

**SenorPez:** Do you ready an action?

**Talpa:** Raise Disruptor rifle and point it at them.

**SenorPez:** Okay.

**SenorPez:**

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**SenorPez:** Li'rea: Action?

**SenorPez:** (And Talpa, give me an Intimidate +4 roll, please.)

**Talpa:** Skills: Intimidation [3d6] -> [1,6,6] = (13) vs. [13+4] -> 17

**SenorPez:** Li'rea, action?

**Li'rea:** hmm

**Li'rea:** hold off till after the klingons respond if I can.

**Akemi:** brb

**SenorPez:**

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**SenorPez:** The Klingon scientists freeze in place as they spot the four of you... and the bodies behind you.

\*\* Talpa steps forward \*\*

**Li'rea:** I'm on the stairs. They did it!

**Talpa:** K> Gentlemen?

\*\* Klingon Scientist don't move. \*\*

**Klingon Scientist:** K> Who are you?

\*\* Matilde moves her aim to his leg \*\*

**Klingon Scientist:**

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**Talpa:** K> the guy who just shot two marines and am POLITELY asking you where the Federation shuttle is.

**Klingon Scientist:** Matilda: Action? The front scientist wheels towards the door, but hasn't moved yet... the door is sliding shut.

**Klingon Scientist:** Akemi: Give me an IQ check if you're back.

**Matilde:** I shoot his leg off

**Matilde:** [3d6-21] -> [5,3,1,-21] = (-12)

**Klingon Scientist:** Made by 12? Does that include the leg penalty?

**Matilde:** no the rolls ar with no mods'

**Talpa:** -2

**Matilde:** but yes I made my base roll by 12

**Talpa:** so it was made by at least 10

**Klingon Scientist:** Range gives a -6, leg gives a -2, so you'll hit. Roll damage, they still can't take Active Defenses.

**Klingon Scientist:** (Not that it would be at all effective.)

**Matilde:** [2d6\*10] -> 80

**Jarrett:** Ouch.

**Akemi:** [3d6] -> [3,1,1] = (5)->12

**Klingon Scientist:** Boom. Leg is gone, and the scientist falls... [1d8] -> [1] = (1)

**Klingon Scientist:** ... backwards against the wall.

**Klingon Scientist:** (Akemi, you can act.)

**Talpa:** K> Next?

\*\* Matilde yells out a cklingon curse \*\*

**Klingon Scientist:** The other scientists make no moves at all.

**Matilde:** (lol no c)

**SenorPez:** Actions?

**Akemi:** okay

**Talpa:** K>Next?

**SenorPez:** The scientists stand there, staring at the leg of their companion. The door slides shut, sealing them out of the room.

\*\* Matilde moves to tie off his leg \*\*

**Talpa:** Staqy

**Matilde:** ( I assume it is bleeding)

**SenorPez:** Make a First Aid check, Matilde.

**Talpa:** STAY

**Matilde:** (1 sec)

**Matilde:** [3d6-13] -> [1,1,4,-13] = (-7)

**Klingon Scientist:** K> Who are you?

**SenorPez:** Matilde, you stop the bleeding, and stabilize the wound.

**Talpa:** K>If you want him to get any help tell us where the Shuttle is.

**Klingon Scientist:** K> What shuttle?

\*\* Matilde moves back and aims at the klingon that is talking \*\*

**Talpa:** Shoot him

**Akemi:** I move to work on the injured klingon

**Klingon Scientist:** K> NO! NO!

**Matilde:** (at his hand)

**Talpa:** Disrupt [3d6] -> [6,3,1] = (10) vs. [16+-6] -> 10, Expl [2d6\*10] -> 20

**SenorPez:** Torso shot?

**Talpa:** yes

**SenorPez:** [3d6] -> [1,6,1] = (8) vs. 10

**SenorPez:** [3d6] -> [2,2,2] = (6) vs. 10

**SenorPez:** The scientist takes a nasty shot to the stomach, and falls to the ground. He manages to not die on you.

**Talpa:** Akemi STAY

**Akemi:** Yes Sir

**SenorPez:** K> You are monsters.

**Talpa:** Where is the federation shuttle?

**Klingon Scientist:** (Uninjured one.)

**Matilde:** yeah Sir is triger happy

**Talpa:** in Klingon

**Klingon Scientist:** K> Will you shoot me too?

\*\* Talpa points Disruptor at the remaning standing Klingon. \*\*

**Klingon Scientist:** K> It's upstairs. Crammed in the shuttle bay.

\*\* Klingon Scientist shurgs. \*\*

**Klingon Scientist:** K> I'm dead either way.  
**Talpa:** True, but it will be quicker now  
**Talpa:** K>  
\*\* Li'rea sighs \*\*  
**Klingon Scientist:** K> Sits down and faces the hallway away from you.  
**Talpa:** head shoot them we need to move.,.  
**Klingon Scientist:** (Towards the wall.)  
**SenorPez:** All dead.  
**Akemi:** alright then lets go  
**Matilde:** but he could have let us in the door  
\*\* Matilde to where the kligon pointed. \*\*  
**SenorPez:** Where are you heading?  
**Matilde:** elavator  
**Akemi:** walks over to the elvator  
**Matilde:** can anyone work this thing?  
**SenorPez:** There's a pair of call buttons for the elevator.  
**Talpa:** Stairs are easy lets go on up.  
**Matilde:** I prss one  
**Matilde:** ok  
\*\* Matilde moves up the stairs \*\*  
**Akemi:** heads back over to the stairs  
**SenorPez:** Up another level?  
**SenorPez:** How far up do you want to go?  
**Talpa:** Yes.  
\*\* Matilde looks at Talpa \*\*  
**Talpa:** The level below the roof, that was where we saw bbay doors, right?  
**SenorPez:** Yes. You can estimate where that would be, and a low-power tricorder could confirm it.  
**SenorPez:** Who is leading?  
\*\* Matilde moves up the stairs if she can \*\*  
**SenorPez:** Make a Vision check, please?  
**Talpa:** Matilda, me Akemi, Li'rea  
**Matilde:** [3d6-13] -> [6,1,1,-13] = (-5)  
**SenorPez:** As you reach the sixth floor, you catch a glimpse of two Marines standing guard in the hallway outside.  
\*\* Matilde stops \*\*  
\*\* Matilde tells everyone snd moves closer if there is cover. \*\*  
**Talpa:** Matilde, Li'rea Take them.  
**SenorPez:** You're still int he stairwell, but you don't think he's seen you yet.  
\*\* Matilde aims at his head \*\*  
**Matilde:** ( the closest one)  
**Talpa:** umm  
**Talpa:** Akemi your Beam weapon skill?  
**Akemi:** 16  
**Talpa:** I will aim at the other one then.  
**SenorPez:** You can only get one person shooting from the stairwell.  
**SenorPez:**

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**SenorPez:** Matilda: Take your shot.  
**Matilde:** [3d6-21] -> [1,5,4,-21] = (-11)  
**SenorPez:** Random location?  
**Matilde:** (no his head)  
**Talpa:** Range?  
**SenorPez:** -4 for range (10 yards). -5 for head. You'll still hit.  
**Matilde:** yes with the +5 for aiming  
**SenorPez:** Active defense... they are guards, they're expecting trouble.  
**Matilde:** even with out it  
**Jarrett:** They must have heard that grenade!

**SenorPez:** (Not yet.)  
**SenorPez:** [1d4] -> [1] = (1)  
**SenorPez:** Dodge: [3d6] -> [6,1,2] = (9) vs. 9  
**SenorPez:** The guard dodges out of the way.  
**SenorPez:**

---

**SenorPez:** Matilda: Action?  
**SenorPez:** You're in the stairwell.  
**Matilde:** step into the room firing three times at the first guards chest  
**Matilde:** [3d6-21] -> [6,4,1,-21] = (-10)  
**Matilde:** [3d6-21] -> [3,2,1,-21] = (-15)  
**Matilde:** [3d6-21] -> [6,1,1,-21] = (-13)  
**SenorPez:** Range is -4, torso is -0.  
**\*\* Matilde yells a curse in K> \*\***  
**SenorPez:** Active Defense: Dodge: [3d6] -> [6,4,4] = (14) vs. 9  
**SenorPez:** Roll damage.  
**Matilde:** one crit two hits  
**Matilde:** [2d6\*10] -> 20  
**Matilde:** [2d6\*10] -> 50  
**SenorPez:** Two more.  
**SenorPez:** (Not a crit, range penalty.)  
**Matilde:** [2d6\*10] -> 40  
**Matilde:** ( I made the base roll by 15)  
**SenorPez:** [3d6] -> [3,3,1] = (7) vs. 12  
**SenorPez:** [3d6] -> [6,4,4] = (14) vs. 12  
**SenorPez:** The Klingon Guard Matilda shot falls to the floor, his weapon clattering away.  
**SenorPez:**

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**SenorPez:** Talpa: Action? You're in the stairwell without a shot.  
**Talpa:** Step up and out firing at 2nd guards chest.  
**Talpa:** Disrupt [3d6] -> [4,4,6] = (14) vs. [16+-4] -> 12, Expl [2d6\*10] -> 60  
**Talpa:** Disrupt [3d6] -> [6,1,3] = (10) vs. [16+-4] -> 12, Expl [2d6\*10] -> 80  
**Talpa:** Disrupt [3d6] -> [5,5,1] = (11) vs. [16+-4] -> 12, Expl [2d6\*10] -> 60  
**Talpa:** Disrupt [3d6] -> [4,4,5] = (13) vs. [16+-4] -> 12, Expl [2d6\*10] -> 110  
**Talpa:** Disrupt [3d6] -> [1,2,3] = (6) vs. [16+-4] -> 12, Expl [2d6\*10] -> 90  
**SenorPez:** Can't shoot. YOU'll have to move more than the 1 yard step you get to get a line of fire.  
**Talpa:** K  
**SenorPez:** But you can be in the hallway.  
**SenorPez:**

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**Talpa:** Suppresion fire any ways?  
**SenorPez:** Akemi: Action? You can slip out of the stairwell and into the hallway, but you don't have a shot.  
**SenorPez:** Nope.  
**Talpa:** K  
**Akemi:** okay I will slip into the hallway then  
**SenorPez:** You'll be behind the other two, but they'll provide Cover for you (and against you shooting at something) if they don't kneel.  
**SenorPez:**

---

**SenorPez:** Li'rea: Same situation as Akemi.

**Akemi:** okay

**Li'rea:** So, no shot and the only voer is other people!?

**SenorPez:** Yup. But it's the only way you can have a (difficult) shot.

**SenorPez:** (next turn.)

**Li'rea:** whee... go find cover and who care about a shot I guess

**SenorPez:**

---

**SenorPez:** The Klingon Marine doesn't react.

**SenorPez:**

---

**SenorPez:** Matilda; Action?

**Matilde:** I fire at his chest three times and advance one hex

**Matilde:** [3d6-21] -> [4,5,2,-21] = (-10)

**Matilde:** [3d6-21] -> [5,6,1,-21] = (-9)

**Matilde:** [3d6-21] -> [4,6,6,-21] = (-5)

**SenorPez:** -4 for range, so all three will hit.

**SenorPez:** Active Defense, Dodge: [3d6] -> [2,5,4] = (11) vs. 9

**SenorPez:** Roll your damage.

**Matilde:** [2d6\*10] -> 90 [2d6\*10] -> 80 [2d6\*10] -> 70

**SenorPez:** [3d6] -> [1,3,6] = (10) vs. 12

**SenorPez:** [3d6] -> [6,1,6] = (13) vs. 12

**SenorPez:** The Klingon falls to the ground... and a loud alarm suddenly sounds.

**SenorPez:** Still in combat rounds.

**SenorPez:**

---

**SenorPez:** Talpa: Action?

**Akemi:** curse under her breath

**SenorPez:** It's 10 yards to the door the guys were guarding.

**Talpa:** Ignore alarm, Read door signs, have we found the shuttle bay?

**SenorPez:** Yes.

**Talpa:** Which door?

**SenorPez:** The one the Klingons were guarding... the more southerly door.

**Talpa:** Matilde one side Li'rea other. me center

**Talpa:** open door.

**SenorPez:** You can't make it there... it's 10 yards away. What's your move?

**Matilde:** (sorry)

**SenorPez:** Talpa: What's your move?

**Talpa:** 7

**SenorPez:** You can close to 3 yards away from the door.

**Talpa:** Sorry, when I read the door signs I thought we were out of combat.

**SenorPez:** No, you can see the sign from here. Do you move towards the door?

**Talpa:** Yes

SenorPez:

---

SenorPez: Akemi: Action?

Akemi: move towards the door My move is 6

SenorPez: You're 4 yards away.

SenorPez:

---

SenorPez: Li'era: Action?

Li'era: hmm

Li'era: who's left?

SenorPez: No enemies in sight as of right now, you're 10 yards from the shuttle bay door.

Li'era: check for surveillance cameras of some sort.

SenorPez: You don't see any from where you are.

Li'era: Move closer to the door then

SenorPez: Move?

SenorPez: You're 10-Move yards away from the door.

SenorPez:

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SenorPez: Matilda: Action? You're 9 yards away from the door.

jmtmeyer: K> (Captain to Captain) You've got company on their way to level 6.

\*\* Matilde move to the door move is an 8 \*\*

SenorPez: 2 yards away.

SenorPez:

---

SenorPez: Talpa: Action?

Talpa: We got company coming.

SenorPez: Everyone is just short of the door, you're 3 yards away.

\*\* Talpa advance to door. \*\*

Talpa: try and open it

Matilde: up the stairs?

Matilde: lol who me?

Talpa: Don't know James sent warning.

SenorPez: The door doesn't open. The security lock has been activated.

Matilde: best let Akemi open it

Talpa: Li'era break the door open.

Talpa: Li'era/Akemi who has the best lockpick skill?

Li'era: err

Li'era: 12

Matilde: I have seen Akemi work wonders

Talpa: Akemi?

Akemi: I have it 11

Talpa: Li'era open the door.

SenorPez:

---

**SenorPez:** Akemi: Action?  
**Talpa:** Can we open the Lift door?  
**SenorPez:** You can try.  
**Talpa:** I am trying  
**SenorPez:** STOP.  
**Akemi:** stops  
**Talpa:** K  
**SenorPez:** On your turn, you moved to the shuttle bay door.  
**SenorPez:** You can't try the lift door if you're there.  
**SenorPez:** It is now Akemi's action.  
**SenorPez:** (STILL in combat rounds.)  
**Akemi:** moves to the other door and prepares to pick the lock or help lirea to do so  
**SenorPez:** The shuttle bay door?  
**SenorPez:** Done.  
**SenorPez:**

---

**SenorPez:** Li'rea: Action?  
**Talpa:** I understand that, but I need to get out of li'reas way so she can open the door. and that will take time, now I am trying to set up a defensive perimeter while she works.  
**SenorPez:** You can step PAST the shuttle bay door to give them room.  
**Li'rea:** try and open the door I guess  
**SrLT James von Uhl:** K> Your truck deposit has been "delivered". What is your remaining time?  
**SenorPez:** Li'rea: Lockpick check, do you have tools?  
**SenorPez:** Or do you use Akemi's?  
**Li'rea:** should have electroinc lock pick since thats jsut a little pad thingy  
**SenorPez:** Roll at Lockpick+2, please.  
**Li'rea:** [3d6] -> [6,5,5] = (16) vs 14 (12+2)  
**SenorPez:** Fail.  
**SenorPez:**

---

**SenorPez:** Matilde: Action?  
\*\* Matilde swings around to cover the elavator and stairs, giving them room to work on the door \*\*  
**SenorPez:**

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**SenorPez:** Talpa: Action?  
**Talpa:** James, the door is locked, may take a while.  
**Talpa:** Cover stairwell, elevator.  
**SenorPez:**

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**SenorPez:** Akemi: Action?  
**SenorPez:** Help with Lockpick?  
**Akemi:** I will try to pick the lock with My lockpick tools  
**SenorPez:** Opened.  
**SenorPez:** Automatic success because of previous critical success.  
**SenorPez:** The door slides open.  
**SenorPez:**

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**SenorPez:** Li'rea: Action?  
**Akemi:** were in Sir  
**Matilde:** see I told you she kicked ass  
**SenorPez:** 5  
**Talpa:** Fair enough.  
**Li'rea:** hm  
**SenorPez:** k  
**Li'rea:** the door is open so what do we see?  
**SenorPez:** Do you look in?  
**SenorPez:** You're at the panel, you can see very little.  
**Li'rea:** wait till someone else has had a chance to look in. I'm not a fan of going around corners from here  
**Talpa:** (Virtual thwack to the GMs head.)  
**SenorPez:**

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**SenorPez:** Matilda: Action? You're by the stairwell.  
**Matilde:** Do I hear anyone comming up?  
**SenorPez:** Yup.  
**SenorPez:** Lost of anyones.  
**SenorPez:** Lots of anyones.  
**Matilde:** I toss a granade down the stairs  
**SenorPez:** You'll have to draw it this turn, ready it next, and throw it on the third.  
**SenorPez:** But you think you have time before they get here.  
**Matilde:** ok ( can I back up as I do that)  
**SenorPez:** Yes.  
**SenorPez:**

---

**SenorPez:** Talpa: Action?  
**SrLT James von Uhl:** K> A perimeter shield just activated.  
**Talpa:** Akemi, Li'rea slag the SWAC.  
**Matilde:** I'm sorry what was that?  
**\*\* Talpa advances to stairweel, reading a satchel charge to toss down it. \*\***  
**SenorPez:** Satchel charge drawn.  
**SenorPez:**

---

**SenorPez:** Akemi: Action?

**Akemi:** looks into the shuttlebay

**SenorPez:** The shuttlebay is 20 yards square, from what it appears, and the SWAC is wedged in there tight. You spot one Klingon, in heavy armor, running towards the door, weapon drawn. You can get cover from the doorjamb.

**Akemi:** oka I will aim at the Klingons head

**SenorPez:**

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**SenorPez:** Li'rea: Action?

**Li'rea:** hmm

**Li'rea:** is this a E2 or a E3?

**SenorPez:** E2.

**SrLT James von Uhl:** K> Captain, If you're going to get out of there, you're also going to need to find a shield generator.

**Li'rea:** can I take a step and see if there is anyone to shoot at and if there is take a shot at them?

**Talpa:** E2, E3 is Y178

**Talpa:** I understand.

**Talpa:** James

**SenorPez:** You can take a step to get line of sight on the Klingon Akemi sees.

**Li'rea:** okay, take a step and shoot at his head with the dist-1 phaser

**SenorPez:** Make your shot, -5 for the head shot, -5 for the range (just over 10 yards)

**Li'rea:** k. \*counting\*

**Li'rea:** [3d6] -> [6,3,4] = (13) vs 13

**Li'rea:** [3d6] -> [2,5,2] = (9) vs 13

**Li'rea:** [3d6] -> [3,5,4] = (12) vs 13

**SenorPez:** Three hits?

**SenorPez:** Active Defense: Dodge:

**Li'rea:** yes

**SenorPez:** [3d6] -> [1,6,2] = (9) vs. 11

**Li'rea:** o.O

**Li'rea:** 11 dodge is impressive

**Akemi:** yep

**SenorPez:** The trooper barely dodges the shot, and it skitters across the front of his armor. Li'rea: You catch a glimpse of what is happening BEHIND him, as well: YOU see two more Klingon troopers, securing helmets onto their armor. There are also a group of what appear to be scientists being escorted out a back door of the shuttle bay.