

Matilda: I step back and throw the grenade if I can
SenorPez: Matilda: You're at the stairwell, prepping explosives of some sort, if I remember correctly.
SenorPez: You drew it last turn, you can arm it this turn.
Matilda: OK I do so
SenorPez: Delay? (After throwing.)
Talpa: Wait until they are closer.
Matilda: 2 sec
SenorPez: aka: How far down the steps do you want it to bounce?
SenorPez: So, if you throw it on turn X, it explodes on X+1.
Matilda: (all the way)
Talpa: How far down are they, we are 6 stories up.
SenorPez: Listen checks, both of you.
Matilda: no X+2 sec pls
Matilda: [3d6-13] -> [6,2,5,-13] = (0)
Talpa: Hearing=[3d6] -> [5,5,6] = (16)vs.[13+0] -> 13
SenorPez: Matilda: You aren't able to localize the distance to the hostiles. There are a lot of footsteps coming up the spiral staircase, and the echoes are making in hard to figure how far down they are. They could be two, three, maybe even four.
Matilda: ok I still act as I said
SenorPez: Grenade has been armed. 2 second delay.
SenorPez:

SenorPez: Li'
Talpa: At 2 down I drop the Satchel charge.
Talpa: Be Back, need to talk to Bobbi.
SenorPez: K.
SenorPez: Li'rea: There's a heavily armored, but without a helmet, Klingon 15 yards away and closing as fast as he can. He's got a disruptor rifle. You've got partial cover from the door jamb.
SenorPez: Action?
Li'rea: shot the bugger again. head shot.
Li'rea: range penalty is what?
SenorPez: -5 for range, -4 (?) for head
SenorPez: -5 for ehad.
Li'rea: [3d6] -> [4,6,6] = (16) vs 13
Li'rea: [3d6] -> [2,3,5] = (10) vs 13
Li'rea: [3d6] -> [6,1,3] = (10) vs 13
SenorPez: Two potential hits... and one almost-critical miss. :)
Li'rea: h:-P
SenorPez: The Klingon Marine will attempt a dodge.
SenorPez: [3d6] -> [3,4,1] = (8) vs. 9
Li'rea: damn bouncy klingons
SenorPez: That's a clean miss
SenorPez: checking something...
Akemi: yep he is a bounce one alright
Li'rea: no thats an almost hit :P
SenorPez: Heh.
SenorPez:

SenorPez: Talpa: (Is still away. The KLingons aren't quite in sight, so he'll wait on the satchel charge. It's now armed and ready to pitch.)
SenorPez:

SenorPez: Akemi: Same situation as Li'rea.

Akemi: I will take a shot at the klingon as well then no head shot though

SenorPez: Full RoF?

Akemi: the three shots

SenorPez: Take 'em.

SenorPez: -5 for range.

Akemi: [3d6] -> [4,5,2] = (11)->11

Akemi: [3d6] -> [6,2,2] = (10)-.11

Akemi: [3d6] -> [6,1,1] = (8)-.11

SenorPez: Three hits. The nimble little bugger will attempt a Dodge... he's dancing his way past the rear of the shuttle.

SenorPez: [3d6] -> [1,6,3] = (10) vs. 9

SenorPez: What settings were you using?

Akemi: kill 2

SenorPez: Random hit location, or torso?

Akemi: torso

SenorPez: 12d+3 damage

Akemi: [12d6+3] -> [2,3,2,4,2,2,4,2,3,1,1,2,3] = (31)

Talpa: .

SrLT James von Uhl: That was one of the crappiest dmg rolls of all time.

Akemi: such as life but yes I agree

SenorPez: Your shot strikes home right into the Klingon's heart... and doesn't phase him a bit. His armor now has a nice black mark where your shot hit home, but he hasn't been slowed.

SenorPez:

SrLT James von Uhl: Which means he's wearing better armor than me. :(

Li'rea: like thats a shock? everyone wears better armor than you

Talpa: Matilda, keep an eye on the elevator.

SenorPez:

SenorPez: The Klingon that Li'rea and Akemi are dealing with ducks against the shuttle, using it for partial cover. He might have drawn the short-straw and not gotten to put his helmet on, but he's no fool.

SenorPez: Li'rea (only you have LOS to the back two): You see the other two Klingons frantically strapping the helmet portion of their armors on.

SenorPez: [3d6] -> [5,1,1] = (7)

Li'rea: yes he is! He's just bouncy!

SenorPez: [3d6] -> [4,5,5] = (14)

SenorPez: hm

Li'rea: Gee... apparently they can learn to use protection

Akemi: seems so

SenorPez: They know more than Li'rea, then. ZING!

SenorPez:

SenorPez: Matilda: Action?

Li'rea: :-P

Matilda: I toss the grenade down the stairs I want it to roll a good ways

SenorPez: Throwing check, please.

Matilda: [3d6-18] -> [4,1,4,-18] = (-9) Default Dex

SenorPez: Default is DX-5, I think, so you'll pass.

SenorPez: You lob the grenade down the steps. It doesn't explode immediately, since you put a dealy... but you hear it clank down the walls, heading towards the Klingon feet approaching...

SenorPez:

SenorPez: Li'rea: Action? Klingon now has partial cover, -3 to hit. Range is 15 yards (-5).

SenorPez: Li'rea?

Li'rea: Bah. Shoot the bastard again

Li'rea: (my count puts it at 130 left)

Li'rea: (after this)

Li'rea: [3d6] -> [5,2,3] = (10) vs 10

Li'rea: [3d6] -> [4,1,2] = (7) vs 10

Li'rea: [3d6] -> [5,2,3] = (10) vs 10

SenorPez: Three potential hits?

SenorPez: Head shots?

Li'rea: yes

Li'rea: and yes

SenorPez: The nimble little Klingon Marine will Dodge again.

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

Li'rea: wanna bet?

SenorPez: ... and his luck just ran out.

SenorPez: Roll damage.

SenorPez: (Like it matters.)

Li'rea: [2d6*10] -> 40

Li'rea: [2d6*10] -> 70

Li'rea: [2d6*10] -> 60

SenorPez: Poof.

Jarrett: Yummy. Klingon brain caked onto the hull. Now you've got to blow up that shuttle. :)

Li'rea: wonder if that scares off the other guards. their buddy just went poof while behind cover

SenorPez: [6*12] -> 72

SenorPez: Poof.

SenorPez:

SenorPez: Talpa: Action? (Are you back?)

Talpa: Yes

Matilda: (these things are nasty, hope I do not get hit by one)

Talpa: Drop satchel

Talpa: Skills: Throwing [3d6] -> [2,2,5] = (9) vs. [12+0] -> 12

Talpa: Satchel Charge [Bad dice format] - [6d*8]

Talpa: [6d6*8] -> 144

SenorPez: 1 second delay? (that is, blow up right now?)

SenorPez: Apparently.

Matilda: dear god it goes off this round

Talpa: down at least one level prefer two, did i do damage to early.

SenorPez: Gotta sort this one out. You can throw it as far as you can in 1 second... but damage, collapse, etc... and does it set off Matilda's fused grenade? :)

SenorPez: If you want it to bounce down a ways, you could set it for a 2 second delay.

Talpa: I like that option.

SenorPez: I'll let you, since that's what you intended. :)

** Matilda does too **

SenorPez: Satchel charge bounces down out of sight... tick-tock, tick-tock.

SenorPez:

SenorPez: Akemi: The Klingon's head just went poof. You can't see the two at the back of the shuttle bay, and Li'rea hasn't communicated their presence. You don't see anything else.

SenorPez: Action?

Akemi: okay how close is the shuttle from where I am at ?

SenorPez: From the edge of the hull, you are probably 10 yards... you can get "under" the disk at 5 yards. (The SWAC has a big 'ol dish on the top, just like a modern AWACS. Strange, isn't it?)

Akemi: yep it is Okay i will begin to head to the swac

SenorPez: You can move your move towards the SWAC. What's your move?

SenorPez: Akemi: What's your Move?

Akemi: move towards the SWAC using it as cover

SenorPez: What's your Move? You'll be 10-Move yards away next turn.

SenorPez:

SenorPez: (Off to whisper land.)

Akemi: ok

SenorPez: Foes:

SenorPez: [3d6] -> [6,4,4] = (14)

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

Li'rea: last thing I saw was Akemi going "ok"

Talpa: You did not miss anything

Jarrett: That's because the last 3 minutes were whispered.

SenorPez: You see one of the Klingons finish strapping on his helmet. The other seems to be fumbling around with the locks... you could possibly get a shot on his neck, since it isn't locked down yet.

SenorPez:

SenorPez: Talpa, Matilda; You hear some startled cries from down the stair-shaft, and the footsteps have stopped. Talpa, since you understand Klingon, you even hear a "RUN!" or two.

Talpa: GRIN

SenorPez:

SenorPez: Matilda: Action? Your grenade goes BOOM at the end of your turn.

Matilda: do I think my weapon will blast a hole in the elevator door?

SenorPez: Make an Armory check (Disruptors), please. If you don't have it, you can default it off an existing Armoury skill at -4.

Matilda: [3d6-15+4] -> [3,2,3,-15,4] = (-3)

SenorPez: Yup. This here disruptor would put a REAL big hole in that elevator door.

Matilda: I fire at the door as I step back another hex

Matilda: [3d6-21] -> [3,5,5,-21] = (-8)

SenorPez: You have to ready your weapon this turn, since it's not being held in two hands. But you can step back the hex for free.

SenorPez: And I'll even count that die roll, since you succeeded. :)

Matilda: ok I do so readying my weapon

SenorPez: Roll damage for Frag Grenade, please.

Matilda: (I do not know what it is)

Talpa: 6d6*3

Matilda: [Bad dice format] - [[6d6*3]

Matilda: [6d6*3] -> 48

SenorPez: You hear the echoes of the explosion (barely) up the shaft of the stairs, which are pretty good at dampening sound. You do hear a few screams, too... music to a Marine's ears.

SenorPez:

SenorPez: Li'rea: Action?

SenorPez: You've got two Klingons at 35 yards. One is fully armored now, the other is still bolting down his helmet.

Li'rea: so the other guys are yelling run, not us?

SenorPez: "Other guys?"

Li'rea: klingons

Talpa: Yes

Talpa: Down stairs Klingons

SenorPez: Oh... I get it. :)

SenorPez: 35 yards: -8 to any shot.

SenorPez: Action?

SenorPez: Akemi has moved towards the SWAC.

Li'rea: Soo.... if she shoots at the wall between the klingons and the shuttle what happens to the wall?

SenorPez: Make an Armoury (Phasers) check.

Li'rea: [3d6] -> [6,2,5] = (13) vs 15

SenorPez: Especially on a disintegrate setting, it would probably blow a hole in the wall.

Li'rea: but won't make the wall fall on the klingons?

Talpa: Shrapnel?

SenorPez: "You fool! That was a load-bearing candy cane."

Talpa: ?

Li'rea: something like that, yes.

SenorPez: You could try... there's a shot you'll hit a load-bearing section of wall, which could bring down some panels. Or there might be some shrapnel.

Li'rea: I'm just not sure if disintegrate make sshrapnel

SenorPez: Not a WHOLE lot.

Talpa: DAmage is Exp,it should make some.

SenorPez: What are you going to do, L?

Talpa: Mostly to whatever is on the other side of the wall,though.

Li'rea: hmmm

Li'rea: and it's -8 for range?

SenorPez: Yup.

Li'rea: counting

Li'rea: 1 second

** Li'rea rumages through her electronic character sheet **

SenorPez: LOL

Li'rea: okay..... I think....

SenorPez: Ready... set...

Akemi: therefore you do rpgs

Li'rea: head shot. the guy still getting his hat together

SenorPez: -8 for range, -5 for neck.

SenorPez: (Unless you WANT to hit the helmet.)

Li'rea: [3d6] -> [5,1,5] = (11) vs 10 (18+5 = 23. 23 -13= 10)

SenorPez: (But the Body DR won't apply.)

Talpa: Why?

Li'rea: [3d6] -> [3,5,1] = (9) vs 10

Li'rea: [3d6] -> [6,2,1] = (9) vs 10

SenorPez: Helmet's not fully on, so I'm counting it as a neck-shot.

Li'rea: two hits.

SenorPez: Nice shooting, Tex.
SenorPez: The helmet-fumbling Klingon attempts a Dodge...
jmtmeyer: No active defense?
jmtmeyer: :)
SenorPez: Dodge: [3d6] -> [1,4,1] = (6) vs. 7
Matilda: LOL
Li'rea: stupid bouncy klingons!!
Talpa: Preoccupied at the least.
jmtmeyer: D'OH!!!
SenorPez: He dodges, but the helmet rolls slightly off his head...
SenorPez:

SenorPez: Talpa: Your boom happens at the end of your turn.
Matilda: (I have a 13 and I never dodge)
Li'rea: well I hope I'm at least scaring the hell out of them with accuracy
SenorPez: What are you doing with yourself right now.
SenorPez: Matilda: Don't start ASKING to Dodge. :)
Talpa: I wonder how high you have to drop them so that they don't bounce?
Matilda: (no I mean I never make my roll)
SenorPez: (OH!)
** Jarrett laughs at Matt's comment. **
Talpa: um... step back from the stairwell, ready a 2nd charge for the lift.
SenorPez: Charge is readied. Roll your damage for your first charge.
SenorPez: (I don't recall what the number was before.)
Talpa: Satchel Charge [6d6*8] -> 136
Talpa: better than that
SenorPez: KABOOM!
Talpa: but good enough
Talpa: (i don't remember the # either.
Akemi: earth shatter kaboom
SenorPez: Lots of yelling, and you hear metal tearing... you think the stairwell is probably collapsing down a few floors.
SenorPez:

Talpa: Good
SenorPez: Akemi: You're 10-Move away from the shuttle. There's an entry door to it, which is closed, in the hull in front of you. You have complete cover from the two hostiles in the room. Action?
Talpa: Keep an ear out for more climbing, in case it did not fully collapse.
Akemi: I move the 4 yards towards the shuttle door and prepare to get into the shuttle
** SrLT James von Uhl wonders if the shuttle has been taken care of. **
SenorPez: Akemi: What's your move?
SenorPez: (Just seeing if you can get in this turn.)
Akemi: My move is 5
Akemi: make that 6
SenorPez: IQ check, please.
Akemi: fumble fingers
SenorPez: S'okay.
Akemi: [3d6] -> [2,6,5] = (13)-12
Akemi: nope
SenorPez: Akemi: You just remembered that you have the access codes to the SWAC, given to you from Prime Central and Fleet Command. But you can't remember what they are right now.
SenorPez:

SenorPez: (Off to James.)

Akemi: okay

Matilda: Sir? how will we get out of here?

Talpa: Hopefully we can rappel down the outside of the building.

Talpa: Anybody got some rope?

Matilda: No I missed the memo to bring any

SenorPez: FOES:

SenorPez: [3d6] -> [3,2,4] = (9)

Talpa: We'll see what we can scrounge up.

SenorPez: Li'rea's Klingon with the helmet continues to struggle with it, not QUITE able to get it latched.

Li'rea: gee.... imagine that. he gets nicked by a phaser blast almost at his neck and he has to still fumble with his helmet

SenorPez: The other Klingon kneels down, picking up something very LARGE off the ground... Li'rea: What's your Beam Weapons (Disruptors) skill, and your DX?

Li'rea: dunno. Default. And 14 I think. Looking.

Li'rea: default and 15.

SenorPez: What's BW (Phasers), then.

Li'rea: base phaser skill is 18 before toys

SenorPez: Make an IQ check, please.

Li'rea: [3d6] -> [6,5,2] = (13) vs 14

SenorPez: Li'rea: You recognize it as an Infantry Support Weapon. You also recognize that it could be really bad when he gets it ready to fire.

SenorPez: Talpa: You hear, from behind you, a door slide open.

Li'rea: so? Just shoot the weapon and watch it turn to slag

SenorPez: And in the door, is a Dunkar with a rifle.

SenorPez:

Li'rea: A dunkar?

Li'rea: a single?

SenorPez: Matilda: Action?

SenorPez: (Just one is all you see. And it's not a Marine.)

Li'rea: o.O

Matilda: Do I hear the door?

SenorPez: (That is, all Talpa sees.)

Talpa: Li'rea can't see it.

SenorPez: Talpa would probably alert you, too. :)

Li'rea: I'd say to see if he's on our side :P

SenorPez: If he feels so inclined.

Talpa: I will, on my turn.

Matilda: I fire at the elevator door

Matilda: [3d6-21] -> [1,6,2,-21] = (-12)

SenorPez: You'll hit, roll damage.

Matilda: [2d6*10] -> 70

SenorPez: The door explodes outwards, exposing a dark shaft.

Matilda: and start to move to the hanger

SenorPez: You can move and shoot... that's a penalty to your shot, but you made it by plenty. Move 7?

Li'rea: Ain't ranged weapons nifty? :D

Matilda: as far as I can my move is 9.5

SenorPez: You can make it halfway.

SenorPez:

SenorPez: Li'rea: Action?

Li'rea: Okay, so there is misty gumpy and rambo with the normally tripod dizzy?

Li'rea: more or less

SenorPez: It's typically a bipod weapon. But yes. Range is still 35 yards, -8.

SenorPez: :)

SenorPez: Rambo is kneeling, so he gets better cover, and you don't really have a shot at the weapon... you do, but it'd be tough.

Li'rea: okay.... and how does their armor work? Is it the same DR, normally, over the whole suit, head included?

SenorPez: With the helmet, yes.

SenorPez: (It's the Armor from UT, I think.)

Li'rea: So it's a full sealed suit with enclosed helmet, limb protection and neck protection?

SenorPez: hm

Li'rea: I honestly can't remember hehe

Talpa: Yes

Talpa: It would be fully sealed if it is Combat armour heavier than Uniforms.

SenorPez: No. (I'm surprised, too. And I think that I'm adding it to the list of things to update for GPD 4/e)

SenorPez: Fully sealed suit, with enclosed helmet, limb, and neck protection.

SenorPez: But the DR/PD is NOT constant.

Li'rea: want me to give you two a few minutes to come up with one answer? :D

SenorPez: UT2, pg. 75. :)

Talpa: True, the head would be reduced, the face more so, want me try and look it up?

SenorPez: There's your answer. What's your action?

Li'rea: considering the difference is prolly a dead klinong or a dead pwall, I think it would be helpful

SenorPez: Torso is obviously the strongest, followed by the extremities which vary in protection.

Li'rea: well head shot at his faceplate I guess. or head. whichever. it he's looking this way I'd guess face plate is default

SenorPez: Kneeling guy?

Li'rea: I think so. He's cover is what?

SenorPez: hm

SenorPez: -8 for range, -2 for kneeling, -5 for headshot.

SenorPez: Does this take your effective skill below 8?

Li'rea: head is -4. neck is -5 :P

SenorPez: Head is -5, buddy. :)

Li'rea: darn

Li'rea: thought it was 4 lol

SenorPez: np

SenorPez: (Kneeling also gives -2 to active defenses, though. :))

Li'rea: that puts it at 8.

SenorPez: No snap shot penalty yet. :)

Li'rea: hmmm

Li'rea: you konw.... there is probably no wall behind either one of these guys lol

SenorPez: BAH.

Li'rea: bah?

SenorPez: Make your attacks, Tex.

Li'rea: [3d6] -> [3,1,3] = (7) vs 8

Li'rea: [3d6] -> [2,1,2] = (5) vs 8

Li'rea: [3d6] -> [4,2,4] = (10) vs 8

Li'rea: ha!

Li'rea: humm

Li'rea: does 5 crit when her base skill is 18?

SenorPez: Nope, it's against EFFECTIVE skill.

Li'rea: so.... vs 23 then?

SenorPez: Two hits... the kneeling Rambo-eque Klingon will attempt a Dodge.

Jarrett: That means he still gets to dodge.

SenorPez: hm... double checking Dodge number.

Li'rea: he's kneeling! it's -2 to whatever it is

Li'rea: :P

Li'rea: stupid bouncy klingons

** Li'rea mumbles **

SenorPez: (I was just surprised how high it was, but then I realized he's got better-than-average ST, so the armor doesn't slow him a TON.)

SenorPez: Klingon Dodges at -2: [3d6] -> [5,1,6] = (12) vs. 8

SenorPez: Two hits.

Li'rea: ha!
Li'rea: [2d6*10] -> 110
Li'rea: [2d6*10] -> 80
Li'rea: Ha*2!
SenorPez: [110+80-30] -> 160
Jarrett: Blow-through of the face?
SenorPez: Poof.
SenorPez: Big mess.
Li'rea: Yay!
Li'rea: discintigrate leaves a mess?
SenorPez: Will check by other Klingon:
Li'rea: nah..... really?
SenorPez: (oops, you don't get to see that. :P)
SenorPez:

SenorPez: Talpa: There's a Dunkar there, 30 yards down the hallway leading north.
Li'rea: 105 left.
Akemi: good shooting the Lirea
Talpa: Toss Satchel charge 2 sec. delay, down the elevator shaft. Tell everyone about our new friend.
Talpa: Skills: Throwing [3d6] -> [4,4,6] = (14) vs. [12+0] -> 12
Talpa: shit
SenorPez: hm
Jarrett: what?
Li'rea: clang! boom! everyone make new characters
Jarrett: how many satchel charges you got?
Matilda: (this could be bad)
Talpa: 2
Talpa: now 0
SenorPez: Roll 1d6, please.
Talpa: note 2 sec delay, next round I might get it down the shaft.
Li'rea: and it bounces right back and lands on Talpa and explodes!
Talpa: [1d6] -> [4] = (4)
SenorPez: Bad luck. You toss the satchel charge towards the hole, and it bounces right back at your feet...
Li'rea: hey.... you mean I was right?
Talpa: :P
Jarrett: It's got a 2-second delay. You might want to get rid of it.
SenorPez:

SenorPez: Akemi: Action? Your IQ check to remember the code happens at the end of your turn.
Akemi: [3d6] -> [1,4,2] = (7)->12
Akemi: I input the code
Akemi: or I take a turn to recontrate on it
SenorPez: The IQ check will happen at the END of your turn, so you can enter it NEXT turn (I'll count the roll)... entering it is a free action, anyway.
SenorPez: Just take cover against the shuttle?
SenorPez: Akemi?
Akemi: yes that works
SenorPez: K.
SenorPez:

** Li'rea wonders if there are reputation points to gain from the enemy. **

Talpa: (Only if they know who we are, and we are REALLY trying to avoid that.)

Jarrett: Well, if you get a reputation, then they know who you are. Do you really want that?

Li'rea: not necessarily

Li'rea: you have a rep without them knowing your name

Jarrett: Of course, it could just come down to bad-ass Deian.

SenorPez: [3d6] -> [2,5,2] = (9)

Talpa: (They have to have some way of identifying you.)

SenorPez: FOES: Li'rea: Your Klingon continues to fumble with his helmet, completely oblivious to the death of his comrade... and he barely gets it locked down.

Li'rea: blue, sunglasses, two phasers, black jumpsuit, ect.

SenorPez: Talpa: The Dunkar opens fire on you... Range is 30 yards, -7.

Li'rea: you mean mister rambo is still kneeling?

Jarrett: I'd rather they not even know that you're Deian. I'd rather that it be publicized as "Random Terrorists".

Talpa: D> You want to stop that, until I get rid of that Satchel charge?

SenorPez: Rambo is dead.

Akemi: same here Jarret

SenorPez: hm

Talpa: Never mind you said I was still arming it.

Li'rea: so who's turn is it?

Talpa: The soon to be deceased Dunkar.

SenorPez: [3d6] -> [4,2,2] = (8) vs. [13-7-4] -> 2

SenorPez: 5 shots lance out from the weapon, and they're not even close. You're surprised he didn't shoot himself in the foot at that range.

SenorPez:

SenorPez: Matilda: Action?

SenorPez: You're at the corner, so you could step out and shoot, if you'd like.

Matilda: can I spin and shoot at the guy with the rifle?

SenorPez: Aye.

Matilda: I do so three shots to the chest

Matilda: [3d6-21] -> [5,3,2,-21] = (-11) [3d6-21] -> [1,5,5,-21] = (-10) [3d6-21] -> [3,2,5,-21] = (-11)

SenorPez: Range -7.

Matilda: get the damn charge SIR.

SenorPez: Dunkar will attempt to Dodge: [3d6] -> [4,5,3] = (12) vs. 4

SenorPez: Roll your damage, please.

Matilda: I stand in the hallway so he will shoot at me next turn

Talpa: Dunkers don't bounce?

Matilda: [2d6*10] -> 70 [2d6*10] -> 60 [2d6*10] -> 80

Li'rea: apparently not

SenorPez: Smoking hole. Falls to the ground. However gruesome you'd like.

Li'rea: it's dizzy fire. I somehow doubt there has been much actual blood for this whole fire considering we are using energy weapons

SenorPez: True.

SenorPez:

Matilda: (I am going to have to go soon too)

SenorPez: Li'rea: Fumbly is now fully armoured.

SenorPez: (Okay... combat takes SOOOO long...)

SenorPez: But still weaponless.

Li'rea: And the weapon is where?

Matilda: (I like combat someone just needs the phone)

SenorPez: You'd guess at his feet. But you can't see his feet real well thanks to the shuttle, so...

Li'rea: so the weapon is out of LOS

Li'rea: which means by default it will take him at least a round to get it and ready it.

Li'rea: ?

Talpa: SHOOT HIM

SenorPez: He'll have to kneel, pick it up, and stand, which takes 2 rounds.

SenorPez: Unless he shoots from the kneeling position...

Li'rea: in which case it's still a round

Li'rea: hmm

Li'rea: where am I on the map anyway?

SenorPez: By the door, still getting a bit of cover from it.

Li'rea: Can she delay/aim and see if he goes for the weapon on the ground?

SenorPez: Yes... you just want to watch the one individual?

SenorPez: (No peripheral vision.)

Li'rea: Aim at him yes and shoot him if he tries to go for the weapon but I wouldnt' esay exclusivly watch him and not everywhere else

SenorPez: If you exclusively watch him, you can get an Aim bonus. Otherwise, there's a penalty to the shot and no Aim bonus.

Talpa: If you are aiming you are concentrating on him.

SenorPez: (And you don't get the Aim bonus until your NEXT turn.)

SenorPez: So, if he goes for the weapon this turn, you get no bonus.

Li'rea: fine. Aim at him and shoot the bugger if he goes for the weapon

SenorPez:

SenorPez: Talpa: Action?

SenorPez: Tick-tock.

SenorPez: Tick-tock.

Talpa: In the whisper you said I was still arming the charge, correct?

SenorPez: Yes. Talpa hadn't even armed the charge yet, so he didn't throw it. It's armed now, and he can throw it now.

Talpa: throw

SenorPez: (We missed a step... unless your plan was to throw an unarmed charge.)

Talpa: Skills: Throwing [3d6] -> [6,3,4] = (13) vs. [12+0] -> 12

SenorPez: Just snakebit, I tell you.

SenorPez: Roll [1d6] -> [6] = (6)

Talpa: [1d6] -> [3] = (3)

Li'rea: no... I don't think we want to give the knlingons a intact sachal charge to throw at us

SenorPez: It catches up on the ragged edge of the door... it's a simple shove to get it down the shaft (next turn), but isn't out of harms way -- that is, harming you -- yet.

SenorPez:

SenorPez: Akemi: You can open the SWAC door... it's open.

Akemi: okay I enter the SWAC and begin to move towards theegine section

SenorPez: The hatches to the main reactor core are towards the back. You can make it close enough to work on them this turn... but your actions will take until next turn.

SenorPez:

SenorPez: Foes: Li'rea, your guy starts to kneel...

SenorPez: Do you take your shot?

Akemi: okay I understand and have no problem doing so

Li'rea: not unless he reaches for the floor to.

SeniorPez: All he can do this turn is kneel.

Li'rea: well keep aiming then since Kneeling in itself isn't bad

SeniorPez: Matilda: You hear what sounds like a transporter beam from up the hall to the north.

SeniorPez:

SeniorPez: Matilda: Action? (Last round for tonight.)

Matilda: I spin and look to thwe north

SeniorPez: You can't really see much of anything in the room (you're already facing that way), but you know you heard that faint sound coing from in there.

Matilda: I say over the coms "they are beaming in reinforcements"

** Matilda takes cover and guards the N hall **

SeniorPez: You can get partial cover from the corner.

Matilda: (I'm sorry I have to go now see you all next week)

SeniorPez: Ready a shot?

Matilda: yes I get ready to hold off the advancing foes

SeniorPez:

SeniorPez: Li'rea: Action?

SeniorPez: You've got your Aim bonus. Dude is kneeling.

SeniorPez: Range is still 35

Li'rea: Kneeling as in on one knee or kneeling as on both knees

SeniorPez: One knee.

Talpa: SHOOT HIM

SeniorPez: Action?

Li'rea: Move up closer to him as fast as I can towards the big dizzy

SeniorPez: Move?

SeniorPez: What's your Move?

Li'rea: 8

SeniorPez: You're now at 27 yards from the hostile. Aim bonus lost.

Li'rea: so :P

SeniorPez:

SeniorPez: Talpa: Action?

Talpa: Push satchel charge and drop to the west.

Talpa: and roll

SeniorPez: Roll damage... the thing's only going to be 10 yards down when it goes Kablammo.

Talpa: Satchel Charge [6d6*8] -> 192

Talpa: 3 stories?

SeniorPez: Aye.

SeniorPez: A little gout of flame licks up thorough the shaft... but there's a BIG explosion somewhere below you, shaking the building. You hear more sounds of destruction coming from the elevator shaft... you hit something...

SeniorPez:

SenorPez: Akemi: Action? You're at the access hatch to the SWAC's reactor system.

SenorPez: Better yet: What's your plan to destroy this thing? Then I can just say how long it's going to take. :)

Talpa: What was her training for this mission?

Akemi: as I understand we switched out satchel caharges so I still have Mine I plan toplace it by the reactor and blow the reactor and hopefully the shuttle sky high and set it with a short fuse

SenorPez: Activate the reactor, set explosive charges in the reactor compartment and on the main electronics bank. That should annihalate the shuttle.

SenorPez: Akemi: Make an IQ check.

SenorPez: And a Will check, please.

Akemi: okay

Akemi: [3d6] -> [2,6,5] = (13)->12

Akemi: [3d6] -> [3,4,2] = (9)->12

Akemi: mis the iq make the will check

SenorPez: IQ miss by one will still get you most of the information.

Akemi: okay

SenorPez: You know that an explosive on an activated reactor core will pretty much destroy the shuttle... the second charge on the electronics is just to enure their destruction. You also know that it'll take you about 10 seconds (10 rounds) to activate the reactor, and set the charges... and that you probably shouldn't be near the shuttle when it blows up.

SenorPez: Two questions:

SenorPez: 1.) Do you start the process of destroying the shuttle?

SenorPez: 2.) What type of time-span do you set on the charge?

Akemi: okay over the comms I let people know I am going to start the process of destroying the shuttle

Akemi: and two minutes

Talpa: Roughly how much of this floors layout do we see in the above map?

SenorPez: Pretty much all of it, now that the door is open. The back wall of the shuttle bay is just above Li'rea's targets, and through the door, you can see that's the "top" of that room, also.