

SenorPez: Talpa, Matilda: You just killed a poor Dunkar, and don't see any hostile. The Elevator and Stair shafts appear to be wrecked.
SenorPez: Li'rea: You've got the only LOS to a hostile... you're at 27 yards right now, and he's readying a heavy disruptor.
Talpa: Repeating, I have asked Akemi to grab the climbing gear from the survival supplies on the SWAC.
SenorPez: Akemi is in the process of destroying the shuttle. LAST TIME, I said it would take 10 seconds. If Akemi gets here, she'll have a choice between wiring a Satchel Charge to the shuttle's engine, or something that will make a MUCH bigger boom, but take a little longer to prepare.
SenorPez: Akemi can rifle through the survival gear.
SenorPez: Because Li'rea still has a LOS to a target, we're still in combat rounds...
SenorPez:

SenorPez: Matilda: Action?
Matilda: Run for the hanger door
Li'rea: oh ya. I have that huge ass dissy don't I :D
Matilda: As close to Li' as I can get
Li'rea: this could be Fun
SenorPez: You can get to the hanger door, but because of how far back the Klingon is, you can't get a line of sight to him. You're at the door, and Li'rea is about 8 yards in front of you, heading towards the back wall.
Talpa: The main concern is that we destroy the sensitive parts of the SWAC, can Akemi tell if key parts of it have been removed?
Matilda: (move is a 9)
SenorPez:

SenorPez: Talpa: Action?
SenorPez: (You can ask Akemi over the comm... free action.)
SenorPez: (She'll respond on her turn... hopefully she'll be here by then.)
Talpa: See what is down the hallway, (I meant that to be a question to Akemi as played by you at this time.)
SenorPez: hm
SenorPez: [3d6] -> [2,2,1] = (5)
SenorPez: Talpa: Akemi notes that while a lot of the sensors and electronics have been exposed, with covers removed and modules pulled out of the equipment racks, everything APPEARS to be there from a cursory glance.
Talpa: Do we want a bigger boom, so that we can make sure we get the components, that may be in the building?
Matilda: I think bigger is better almost every time:)
SenorPez: You can almost make it to the door, we'll say 3 yards short. Through the opening, you can see what appears to be a control console, but you can't recognize what it's for from the angle you're at.
Talpa: K
SenorPez: Talpa: Akemi will answer your question in a minute. :)
SenorPez:

Talpa: K
SenorPez: Li'rea: Action?
SenorPez: Rnage is 27 yards. If you continue to close on the Klingon, you'll get a +1 to your Move this turn as a sprint bonus.
SenorPez: He's kneeling, getting something BIG at his feet.
Talpa: (How big are the squares?)
Li'rea: ?
Li'rea: who?
SenorPez: (Map squares)
Li'rea: last I knew I shot them both
SenorPez: Nope... one left.

Li'rea: bother.

Talpa: (ah shoot em again.)

Li'rea: sure sure. Shoot the bugger again

SenorPez: (Map squares are ~8 yards square. A horrible scale, I know, but I wanted to not hvae to scroll the map around.)

Talpa: K

SenorPez: Do you stop and shoot, or shoot on the run?

SenorPez: (Glenn just signed on.)

SenorPez: Range penalty is -7.

Li'rea: whats the differance (other than moving)

SenorPez: -2 for running.

Li'rea: ick. I think I'll stop and shoot.

SenorPez: But you'll get your Move+1 to close the range... and you can fire at the end of your Move, so the range penalty will be less.

Li'rea: hmmm

Talpa: By how much?

Akemi (enter): 18:35

Li'rea: her move is 8+1

SenorPez: lemme check.

Li'rea: err

Li'rea: 8

Akemi: hello

Li'rea: bah

Talpa: The range penalty?

SenorPez: Heh. You haven't missed anything yet. We just started.

SenorPez: brb

Akemi: okay

Li'rea: so.... 18 yards at the end of the move

SenorPez: If you move and fire, you could fire ONE shot, and the range penalty would only be -6. But you'd also have a -2 to that shot.

SenorPez: (So the net result is probably worse.)

Li'rea: Ya. Stop and shoot :P

SenorPez: Hit location?

Li'rea: head

Li'rea: was that -4 or -5?

SenorPez: -5

Li'rea: k. thought that was neck

SenorPez: -12 to the shot, + any passive AIM bonus from the gear.

Talpa:)To Akemi, Hello, I have asked you to get the climbing gear, from the survival supplies, and if it looks like we need to find the electronics for the SWAC. i.e. have they been removed?)

SenorPez: (Neck is also -5)

Li'rea: seriously?

Li'rea: hmmm

SenorPez: Yes.

Li'rea: muhahaha

SenorPez: (But Neck is protected by Torso armor.)

Li'rea: ewwww

Li'rea: head, yep

Li'rea: definatly the head

Li'rea: [3d6] -> [6,4,1] = (11) vs 11

Li'rea: [3d6] -> [2,3,4] = (9) vs 11

Li'rea: [3d6] -> [6,5,4] = (15) vs 11

Akemi: Tapla I am sorry but I can't whisper back because it does not work as far as I know the electronics are still there I was setting two charges and I will see the if there is any climbing gear

Li'rea: and no damn bouncy klingons!

Talpa: K

Li'rea: 2 potential hits.

SenorPez: Klingon attempts a dodge, at -2 because he's kneeling.

SenorPez: Dodge: [3d6] -> [1,4,2] = (7) vs. 7

Li'rea: god damn bouncy klingons!

Talpa: (Bouncy Bouncy Bouncy.) B)

SenorPez: Your shots graze his armor, but not enough to hurt him. But you've got his attention.

SenorPez:

SeniorPez: Akemi:

Akemi: Yes ?

SeniorPez: You're in the shuttle. Here's what you see:

SeniorPez: 1.) The panels on the electronics and such have been removed, and things have been dragged out of the racks. But from a cursory glance (and a skill check I made for you), it doesn't seem like anything has been removed from the shuttle as of yet.

Akemi: right

SeniorPez: 2.) You can access the survival gear. There are five sets of survival equipment in there, including rations, filter canteens, lights, bail-chutes, survival habitats... and some general purpose rope and survival supplies. You could fashion a rappelling rig from what you've got here.

SeniorPez: 3.) Once you're inside, you realize something from your fleet training. Yes, you could wire that charge into the shuttle's engine systems, and blow the shuttle to smithereens. But you notice the shuttle is powered up, even though the engines are shut down, which must mean it's linked into the facility's power grid. And that means...

SeniorPez: (Make an **Mechanic (Reactors and Systems)** check. Defaults to other **Mechanics** at -4.)

Akemi: hmm can I use combat engineer?

SeniorPez: Do you have any **Engineering** skill? You can default off of that at -4, too.

Talpa: (We Marines don't get **Mechanic** skills.)

SeniorPez: **Engineering (Power)** would be the target skill, but **Engineer (Combat)** could be used at -4.

SeniorPez: (Marines: We don't fix things. We blow things up.)

Talpa: B) B) B)

Akemi: okay [3d6] -> [3,2,1] = (6)->8

SeniorPez: Nice roll.

Akemi: yes that was I thought I bungle it

SeniorPez: And that means you might be able to turn this into the most expensive **Suicide Shuttle** ever detonated. Not only would it vaporize the shuttle, but it would probably take out half the building too. You just have to reroute more of the facility's power to the shuttle, and make sure the magnetic bottle doesn't collapse until AFTER you're out of the building.

SeniorPez: But it'll take longer.

Akemi: okay I forget to we have coms?

SeniorPez: Yes.

Akemi: I will let the rest of the team know via coms

Akemi: also how high are we up and how quickly do the bail chutes deploy?

SeniorPez: (Dan, are you back?)

SeniorPez: Akemi: Make a **Parachuting** check, please.

SeniorPez: Wait.

SeniorPez: Actually, what's your **Parachuting** skill level?

Matilda: I like to put on a good show, so.. blow the place up if you can

Akemi: parachute level is a 14

SeniorPez: And your **DX** is 14, right?

Talpa: Be Back, need to talk to Bobbi.

Akemi: yes it is

SeniorPez: Make an **IQ** check, then, please.

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

SeniorPez: (Basically, this is like the **G4 mechanic**... you're making a **Parachuting** check against **IQ** instead of **DX**.)

SeniorPez: brb

Akemi: okay that makes sense

SeniorPez: A bail-chute is a combination parachute/repulsor belt, designed to allow folks to get out of shuttles that are doomed. You're on the fifth story of the building, so around 20 yards up, which is just below the safe threshold for a chute to deploy. Nonetheless, anyone with reasonable skill using **Parachutes** (or their **TL12** equivalent) should be able to handle the short drop.

SeniorPez: (You're on the sixth story, so it's about 25 yards. I can't count tonight.)

SeniorPez: Same deal, though.

Akemi: okay I will inform the team that this would be a better way to exit the building

SeniorPez: There are five fully-charged bail-chutes.

SeniorPez:

SenorPez: Klingon's action: He reaches down and hefts a BIG weapon. Not rising from his kneeling position, he levels the gun at Li'rea.

SenorPez:

SenorPez: Matilda: Action?

Matilda: Advance weapon at the ready, I fire at his weapon hand as soon as I can

SenorPez: What's your move?

Matilda: How long until you can blow the ship Akemi?

Matilda: 9

Matilda: 10 with running

SenorPez: You can get a single, poorly aimed (-2) shot off at him if you move along the wall. Range will be 32 yards (-8).

SenorPez: Shooting at the end of your move.

Matilda: k

Matilda: [3d6-21+8] -> [1,3,3,-21,8] = (-6)

Matilda: (hit)

SenorPez: Will attempt a Dodge: [3d6] -> [1,2,2] = (5) vs. 6

Li'rea: back

Matilda: (your bad guys are the best dodgers)

SenorPez: Your shot nearly hits him, especially since he's now lugging that large weapon around. But once again, he manages to make the shot (barely) skip off his armor.

Li'rea: (I know! they are rubber klingons or something)

SenorPez: (I'm amazed at how well I roll Dodges, and how poorly I roll everything else.)

SenorPez:

SenorPez: Li'rea: Action?

SenorPez: (Talpa's away, so we'll come back to him.)

SenorPez: Range penalty is -7.

Li'rea: shoot the stupid bastard

SenorPez: Head shots?

Li'rea: yes

SenorPez: -12.

Li'rea: ya.

Li'rea: [3d6] -> [2,6,2] = (10) vs 11

Li'rea: [3d6] -> [6,6,6] = (18) vs 11

Li'rea: [3d6] -> [3,2,6] = (11) vs 11

Li'rea: 2 potential hits

SenorPez: Roll 3d6 for that 18.

Li'rea: [3d6] -> [5,5,1] = (11)

SenorPez: The pistol you were firing malfunctions on the second shot... there seems to be a problem with one of the conduits from the power cells.

SenorPez: Target attempts a dodge:

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

SenorPez: Roll damage for ONE hit.

Li'rea: thought phasers were Vert weapons

SenorPez: (The second hit happened after the critical miss.)

SenorPez: That's a Critical miss, not a malf.

Li'rea: ummm

Li'rea: they aren't the same thing?

Talpa: (I thought they were.)

SenorPez: Checking...

Talpa: I may be back, don't count on it.

SenorPez: ?

Li'rea: ? dunno

SenorPez: Okay, you're right.

Talpa: back
SenorPez: It's just a miss... so roll damage twice.
Akemi: I just got a call I will need to leave in about an hour
SenorPez: Okay... we'll get this ball rolling soon.
Li'rea: $2d6*10$
Li'rea: $[2d6*10] \rightarrow 70$
Li'rea: $[2d6*10] \rightarrow 120$
SenorPez: Dead.
SenorPez: Out of combat.
SenorPez:

SenorPez: What are you doing?
SenorPez: (Everyone.)
Li'rea: change power cells :-P
Matilda: Standing guard at the hanger door
Talpa: I am still going down the hallway.
Akemi: Okay I am working on rigging the shuttle to go boom
Li'rea: search the guards, get the support dizzy's ready if possible
SenorPez: Talpa: You can get into that room, and you find that it's a transporter room. Make an EO (Transporters) check to read the display... (it's in Klingon, but that's not a problem).
SenorPez: Matilda: You stand guard... you occasionally hear shouts from downstairs, but it's clear that they have no way to get up here, short of climbing through the wreckage of the stairwell.
Talpa: Skills: Electronics Operation (Transporter) $[3d6] \rightarrow [1,4,5] = (10)$ vs. $[11+0] \rightarrow 11$
SenorPez: Li'rea: The support dizzy is HEAVY. But you do find a tripod mount for it in a storage container towards the back wall. Along with a stock of D power cells.
Li'rea: actually I ment change out the cells in her phaser 2s. one is damn near empty hehe
SenorPez: Talpa: The transporter was just used a few seconds ago (10 or so) to send out a contingent of troops. The transporter doesn't seem to be powered anymore, but is functioning as a passive receptor, meaning someone could transport IN.
SenorPez: Akemi: Are you rigging it as a Suicide Shuttle then?
Akemi: yes I am
Li'rea: O.O
Talpa: Which is more effective, firing my disruptor at the pads, or the consol.
Li'rea: umm....
Talpa: ?
SenorPez: Make an Engineering (Power) check, please. Combat Engineer can be used at -4. You might also want to enlist some help from those with Engineering skills... they can provide +2.
Li'rea: pads I'd say if you can't shut off the reciver
Li'rea: it would be nice to use to get OUT though
Talpa: Li'rea which is better shooting a disruptor at the conel or the pads?
SenorPez: Talpa: Neither one is going to prevent folks from transporting in, but the pads contain the reciever information that makes it easier.
Talpa: exactly.
SenorPez: Of course, James did claim there was a shield up around this place... so...
Li'rea: particulaly with someone rigging up a friggin anti-matter bomb here
Talpa: Skills: Engineer (Combat) $[3d6] \rightarrow [6,1,6] = (13)$ vs. $[10+-4+2] \rightarrow 8$
SenorPez: Akemi: Make an Engineering (Power) check, please. Combat Engineer can be used at -4. You might also want to enlist some help from those with Engineering skills... they can provide +2.
Talpa: rats
Talpa: frying the pads.
Talpa: Disrupt $[3d6] \rightarrow [6,5,1] = (12)$ vs. $[16+0] \rightarrow 16$, Expl $[2d6*10] \rightarrow 60$
Talpa: Disrupt $[3d6] \rightarrow [1,5,6] = (12)$ vs. [Bad dice format] - $[16+]$, Expl $[2d6*10] \rightarrow 60$
Talpa: Disrupt $[3d6] \rightarrow [4,1,5] = (10)$ vs. $[16+0] \rightarrow 16$, Expl $[2d6*10] \rightarrow 110$
SenorPez: (Anyone who passes an Engineer (Power) check (or a default tie-in) can provide a +2.)
Talpa: Disrupt $[3d6] \rightarrow [3,1,1] = (5)$ vs. $[16+0] \rightarrow 16$, Expl $[2d6*10] \rightarrow 50$
Talpa: Disrupt $[3d6] \rightarrow [2,6,4] = (12)$ vs. $[16+0] \rightarrow 16$, Expl $[2d6*10] \rightarrow 120$
Talpa: Disrupt $[3d6] \rightarrow [2,1,1] = (4)$ vs. $[16+0] \rightarrow 16$, Expl $[2d6*10] \rightarrow 90$
Akemi: well anybody else with eginerring skill want to give me a hand at doing this?

SenorPez: Talpa: Easily done. They're reduced to slag in a few moments.

SenorPez: (Li'rea's the only non-Marine... heh.)

Talpa: Can I set up a grenade with a trip wire type fuze that will detonate, if some one beams in?

SenorPez: Make a Traps check.

SenorPez: Defaults to IQ-5, DX-5, or Lockpicking-3.

Aryth (enter): 19:20

Talpa: Skills: Traps [3d6] -> [2,1,6] = (9) vs. [11+0] -> 11

SenorPez: Akemi: No one else seems to want to help. :)

SenorPez: Make your check, trooper.

Talpa: Not setting it yet, what was the destination of the beam out?

Matilda: Get a move on Akemi. We will not be alone for long.

Akemi: okay here it goes [3d6] -> [3,5,5] = (13)->8

Akemi: no go

SenorPez: Talpa: You arrange a trap. The beam out was through a couple of relays on the planet, but the final destination seems to be a small resort island several hundred miles away. It doesn't appear to be a military compound, but is listed as "classified".

SenorPez: Akemi: Try again at -2.

Talpa: Record location in tricorder and fall back to shuttle bay.

SenorPez: Talpa: Did you arm the trap before you fell back?

Akemi: [3d6] -> [5,3,5] = (13)->10

Talpa: yes

Akemi:)@&6 it

**** Matilda tosses a grenade down the shaft to keep them on their toes. ****

SenorPez: Akemi: It'll take you several minutes to get the power feeds arranged. The building is using quite a bit of power for the shields, but you're eventually able to route some power into the shuttle.

SenorPez: [3d6] -> [3,5,6] = (14)

SenorPez: Where are you four now?

Akemi: okay

SenorPez: Draw on the map.

Akemi: I let the others know

Matilda: as close4 to the hanger door as I can be and toss a grenade down the stairs

SenorPez: Then the orange M is a good place. :)

Talpa: Are there any exterior openings on this floor?

SenorPez: The shuttle bay doors.

Matilda: k

Talpa: Top or side?

SenorPez: Side.

Akemi: I head out of the shuttle and bring out the bail chutes

Talpa: see them.

Talpa: Li'rea see if you can cycle the doors, without opening them until we are ready to leave.

SenorPez: There is a tremendous BOOM from the transporter room as Talpa's trap goes off. You hear several groans of pain.

SenorPez: Talpa: Roll damage for your trap.

Talpa: Grenade Concussion [6d6*3] -> 45

Akemi: well such much for that idea

Talpa: We got company, now would be a good time to leave, if Akemi is ready.

**** Li'rea moves one of the heavy dizzy's into position with whatever cover works ****

Matilda: I thought he was going to take a few min?

Li'rea: Hey talpa

SenorPez: The shuttle is not armed yet. One more minute, then you can trigger the detonation.

Li'rea: want a present?

Talpa: Sure what you got?

SenorPez: Li'rea: You can get some cover along the side of the shuttle, and have a clean shot into the transporter room.

Akemi: almost then we can take the express ride out

SenorPez: Who's where?

Matilda: as soon as I toss I move back to the hanger door and cover the hall.

SenorPez:

Talpa: James what does it look like out side?

SenorPez: There is no response from James.

**** Li'rea lets Talpa man the other support disrupter ****

SenorPez: Matilda: Action?

Matilda: can I toss this thing?

SenorPez: You're at the hangar door... you don't see any hostiles, but you heard the boom from the transporter room.

SenorPez: Yes.

Akemi: is the shuttle armed ?

Matilda: [3d6-18] -> [4,4,6,-18] = (-4) I lob it

SenorPez: Hit.

SenorPez: Delay?

Li'rea: actually.... yes.... it used to be lol

Matilda: (2 sec delay)

SenorPez:

SenorPez: Li'rea: Action? You're at the support disruptor (?), but you don't see anything through the doorway as of yet.

Li'rea: ready actiaon then I guess

Li'rea: yes she's at the dizzy

SenorPez:

SenorPez: Talpa: Where are you? And what action would you like to take?

Li'rea: umm... can I have some stats on the support dizzy?

Talpa: Ready my chute

Talpa: Don etc.

SenorPez: Li'rea: RoF 6.

SenorPez: It'll take 10 seconds to don the chute.

SenorPez: Make a DX check.

SenorPez: 300 shots.

SenorPez: Li'rea: 300 shots.

Talpa: After I have mine on I will take one to Li'rea, and lay down cover with the other Dizzy.

SenorPez: Talpa: Make a DX check.

Talpa: DX= [3d6] -> [1,4,5] = (10) vs.[14+0] -> 14

Akemi: set up My chute

SenorPez:

Li'rea: I missed something I think

SenorPez: Akemi: Make a DX check to don the chute.

SenorPez: Li'rea: What?

Li'rea: what chutes?

Akemi: [3d6] -> [2,1,5] = (8)->14

Akemi: there were bail chutes in the shuttle

SenorPez: Hoverchutes... part of the SWAC survival gear. Much quicker and probably safer than rappelling down the side fo a building.

SenorPez: Akemi: 10 rounds to don the chute.

Li'rea: okaay.... missed that totally

SenorPez: S'okay.

SenorPez: :)

SenorPez:

Akemi: okay

SenorPez: Akemi: The shuttle will be charged in 35 seconds.

SenorPez:

Talpa: Are they guideable, like the rectangular parachutes of today?

Li'rea: guess I put that on once Talpa has the other dizzy ready

SenorPez: Li'rea: From the side of the doorway, a small object bounces through the doorway. You don't get a chance to even shoot at the arm that tossed it... it's gone quickly.

SenorPez: [3d6] -> [5,1,3] = (9)

**** Li'rea wonders if grenades are disingratable ****

SenorPez: The flash-bang goes off... but Li'rea is outside the 10 yard radius of affect...

SenorPez: And two Klingon soldiers move through the door, their disruptors locking onto Li'rea's form at the disruptor.

Talpa: I am out of grenades and satchel charges.

SenorPez: They're wearing medium combat armor, full suits.

SenorPez: Li'rea: Readied action?

Li'rea: hehehehe

Akemi: I have a satchel charge that we were going to use on the shuttle

Li'rea: well they are looking down the buisness end of support diszy. May as well shoot them

Li'rea: what is the damage output on a dizzy this big anyway?

SenorPez: Range is 20 yards as they come through the door. You going to sweep across both of them?

SenorPez: Same as a normal dizzy.

Li'rea: well thats sorta sucky

SenorPez: Just a much better RoF and power supply.

Li'rea: the damage is what, $2d6*10$?

SenorPez: Per shot.

Talpa: Better range too.

Li'rea: sure, rake them

Li'rea: maybe they'll die *shrug*

SenorPez: Roll six shots.

Li'rea: full auto

Talpa: Pistol RoF 3 Rifle RoF 5, Support RoF 6, Hvy support RoF 25

Li'rea: okie

Li'rea: so it's basicly just intimidating lol

SenorPez: Good ACC bonuses, too.

SenorPez: Roll your six shots, please. :D

Li'rea: [3d6] -> [4,3,5] = (12) vs 16

Li'rea: [3d6] -> [2,5,6] = (13) vs 16

Li'rea: [3d6] -> [4,2,1] = (7) vs 16

SenorPez: Three per target, range penalty is -6

Li'rea: [3d6] -> [1,2,2] = (5) vs 16

Li'rea: [3d6] -> [3,1,4] = (8) vs 16

Li'rea: [3d6] -> [2,5,5] = (12) vs 16

Li'rea: err

SenorPez: Roll one damage.

SenorPez: And then roll two damage.

Talpa: 2.5 times the number shots.

SenorPez: First Klingon Dodges: [3d6] -> [1,6,1] = (8) vs. 7

Li'rea: lets see... thats vs 10 then.

SenorPez: Second Klingon Dodges: [3d6] -> [3,5,2] = (10) vs. 6

Li'rea: so ya. 1 hit and 2 hits

SenorPez: Roll one damage.

SenorPez: And then roll two damage.

SenorPez: And roll for hit location, too.

Li'rea: [2d6*10] -> 70 (Location: [3d6] -> [6,4,2] = (12))

Li'rea: [2d6*10] -> 80 (Location: [3d6] -> [4,3,6] = (13))

Li'rea: [2d6*10] -> 70 (Location: [3d6] -> [2,4,5] = (11))

Li'rea: take what ya need

SenorPez: The first Klingon falls to the ground, his leg blown out from uinderneath him.

SenorPez: The second Klingon also loses a leg, but takes a vicious wound to the chest as he falls through the stream of fire.

SenorPez: [3d6] -> [5,5,5] = (15)

SenorPez: He doesn't move.

SenorPez:

SenorPez: Matilda: You heard the fire. Action?

** Li'rea bets those two pissed off their COs **

Matilda: I move into the hanger.

SenorPez: You can make it to Talpa and get a chute. Make a DX check.

Talpa: (How much longer on my chute?)

Matilda: [3d6-18] -> [4,3,6,-18] = (-5)

SenorPez: Matilda: 10 seconds to put it on properly.

SenorPez:

SenorPez: Li'rea: There's one Klingon on the ground, still stunned from your attack, but he's clearly not dead.

SenorPez: Action?

Li'rea: and nobody else came through?

SenorPez: Not that you've seen.

Li'rea: support Dizzys are fun :D

Akemi: *chuckles*

Li'rea: the klingon is stunned but still armed?

SenorPez: He didn't drop his weapon... he did drop his leg, however.

Talpa: No survivors.

Li'rea: let him have the full 6

Li'rea: [3d6] -> [4,3,5] = (12) vs 16

Li'rea: [3d6] -> [2,3,1] = (6) vs 16

Li'rea: [3d6] -> [1,2,5] = (8) vs 16

Li'rea: [3d6] -> [3,1,2] = (6) vs 16

Li'rea: [3d6] -> [3,2,5] = (10) vs 16

Li'rea: [3d6] -> [5,3,3] = (11) vs 16

SenorPez: Roll three hits.

SenorPez: Hit location?

Li'rea: err... vs 10

SenorPez: Just roll the damage.

Li'rea: [2d6*10] -> 60 (Location: [3d6] -> [1,1,5] = (7))

Li'rea: [2d6*10] -> 80 (Location: [3d6] -> [5,1,4] = (10))

Li'rea: [2d6*10] -> 50 (Location: [3d6] -> [1,1,3] = (5))

SenorPez: Akemi: If you've got to go, I can handle your parachuting out. I'll try to roll well.

SenorPez: One shot hits the head, and that's enough.

SenorPez:

Akemi: okay it is getting there sorry folks

SenorPez: Talpa: 9 turns until your chute is on.

SenorPez: Take care.

SenorPez:

Talpa: K

Akemi: and to quote die hard the quater back is toast

Li'rea: Muhahahahahahaha!!!

SenorPez: Akemi: 9 turns until your chute is armed. 34 turns until the shuttle is armed.

SenorPez:

Matilda: lol

Akemi: Disconnecting from server...

Akemi (exit): 19:54

** Li'rea wonders what a support fusion beam does **

SenorPez: Klingons: Li'rea: You see a Klingon dart out into the doorway and fire off a salvo of shots, and dart back into cover behind the right hand wall.

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

SenorPez: [3d6] -> [1,4,3] = (8) vs. 3

SenorPez: [3d6] -> [1,3,4] = (8) vs. 3

SenorPez: [3d6] -> [5,6,6] = (17) vs. 3

SenorPez: [3d6] -> [2,4,6] = (12) vs. 3

SenorPez: [3d6] -> [5,4,3] = (12)

Li'rea: soo.... Waaaaay up there

SenorPez: The shots aren't even close to your position.

SenorPez:

SenorPez: Matilda: 9 turns until your chute is on.

SenorPez:

SenorPez: Li'rea: Action?

Talpa: How about the fumble?

SenorPez: (Disruptors are Ver. as well.)

Li'rea: wonder if I can shoot through the wall

Talpa: K

SenorPez: Li'rea: Make your shots at -7 (range) + (-4) not knowing where the target is.

Li'rea: the walls are interior walls right? not the starship stuff thats on the outside?

SenorPez: Correct.

Li'rea: ewwww..... I think I'm going to ready an action to shoot the klingon that shoots next instead of rolling vs 5

SenorPez:

SenorPez: Talpa, Akemi: 8 rounds.

SenorPez: Shuttle: 33

SenorPez:

SenorPez: The Klingon darts out, shooting wildly, but doesn't retreat. He's trying to use covering fire... the shots have no chance of hitting you.

SenorPez: But you can take your readied action... range is now -6.

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

Li'rea: [3d6] -> [5,4,4] = (13) vs 10

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

Li'rea: [3d6] -> [6,4,2] = (12) vs 10

Li'rea: [3d6] -> [1,4,5] = (10) vs 10

Li'rea: [3d6] -> [1,4,4] = (9) vs 10

Li'rea: 4 hits

Li'rea: barring more modifiers

SenorPez: Dodge: [3d6] -> [2,2,2] = (6) vs. 7

SenorPez: [3d6] -> [5,2,3] = (10) vs. 7

SenorPez: Oops.

SenorPez: He fails the Dodge... it's only 5.

SenorPez: Roll your hit locations and damage, please.

SenorPez: (Sorry... was looking at the dead guy.)

Li'rea: it's a pulse weapon. It's not one dodge per shot?

SenorPez: Oh yeah... NOT a phaser. :)

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

SenorPez: [3d6] -> [3,6,4] = (13) vs. 5

SenorPez: 4 hits.

Li'rea: not that it helped him hehe

Li'rea: [2d6*10] -> 80 (Location: [3d6] -> [1,4,2] = (7))

Li'rea: [2d6*10] -> 90 (Location: [3d6] -> [3,4,6] = (13))

Li'rea: [2d6*10] -> 80 (Location: [3d6] -> [4,4,3] = (11))

Li'rea: [2d6*10] -> 70 (Location: [3d6] -> [5,3,1] = (9))

SenorPez: You hurt him good, and he falls to the ground.

SenorPez: After a few moments, it's clear that there are no other hostiles in the transporter room... and Talpa brings you a bail-chute.,

SenorPez: The shuttle is armed, and Akemi...

SenorPez: [3d6] -> [4,3,6] = (13)

SenorPez: ... takes some time to ready the suicide charge to go off.

Matilda: I bet we make the news

** Matilda smiles **

Li'rea: Li'rea looooooves her new toy! muhahahahahaha

SenorPez: Li'rea: You're able to find the controls to the shuttle bay doors and get the opened.

Talpa: I hope WE don't make the news.

Talpa: What did James say when I ask for a sitrep of outside?

SenorPez: Akemi informs you that everything is set... she'll trigger the magnetic field collapse, and you'll have 20 seconds or so to get clear.

Matilda: nothing as I recall

SenorPez: James didn't respond.

Talpa: Try again

SenorPez: Still nothing.

Matilda: bet there is a 100 of them outside

Talpa: Well , open the doors after the charge is ready and we are ready to go.

SenorPez: Okay... everyone ready?

** Matilda is ready **

SenorPez: As the doors open, you don't notice a hundred Klingon marines on the ground outside. You don't see anyone, which is a good thing.

Talpa: Through one of the Klinks out first and see how much fire he draws.

** Li'rea tries to figure out a way to take the big shiney toy with her **

SenorPez: There is a slight flickering from the deflector shield that is surrounding the compound, but other than that, everything seems normal.

Matilda: I go first

SenorPez: The body you toss draws no fire.

SenorPez: Matilda: Make a Parachuting-2 check, please.

Matilda: I run and leap out.

Matilda: [3d6-18+2] -> [3,1,3,-18,2] = (-9)

Talpa: Last minute before the shuttle goes.

Talpa: for me.

SenorPez: No problem... it's a little short for the bail-chute, so the landing is rough, but you make it without nary a scratch.

SenorPez: Akemi goes: Parachuting [3d6] -> [5,4,2] = (11) vs. 12

SenorPez: Akemi barely makes it down, but is unscathed.

SenorPez: Li'rea?

SenorPez: Make a Parachuting-2 check, please. Defaults to DX-4 or IQ-6.

Li'rea: kay

Li'rea: [3d6] -> [5,3,6] = (14) vs 12

SenorPez: Now I have to do math.

Li'rea: darn

Li'rea: I prolly broke the big shiney

SenorPez: Make an Acrobatics check, please.

SenorPez: Default DX-6.

Li'rea: [3d6] -> [6,2,1] = (9) vs 12

SenorPez: Li'rea: You take 5 points of damage as you hit the ground HARD. You didn't quite activate the chute in time, and your acrobatic landing saved a bit of damage, but you still hit, and hit HARD.

Li'rea: is 5 alot?

SenorPez: What's your HT?

Li'rea: 9

SenorPez: Make a HT roll, please.

Li'rea: [3d6] -> [3,2,4] = (9) vs 9?

SenorPez: hm

SenorPez: Li'rea Roll 2d6.

Li'rea: [2d6] -> [5,2] = (7)

SenorPez: You break your right arm.

Li'rea: owwwwwwwwwwww

SenorPez: Talpa: Time to go.

Talpa: Skills: Parachuting [3d6] -> [3,2,2] = (7) vs. [14+-2] -> 12

SenorPez: No problem.

SenorPez: And just as you touch down, the shuttle bay erupts in a HUGE gout of flame...

SenorPez: hm

SenorPez: (Figureing effects of blast)

Talpa: Go left to clear the landing point for debries kicked out the open bay doors.

Matilda: God I love this job.

SenorPez: The blast shakes the whole building, but the destruction doesn't seem to be widespread. But you can tell, from the flaming wreckage, the shuttle and shttle bay are GONE. As you clear around the side of the building, you catch sight of someone lying face-down on the ground.

SenorPez: You recognize it as James. There appears to be a dagger of some sort sticking out of his back. He's alive, but just barely.

Talpa: Is the shield down?

SenorPez: The shield appears to be down, as well.

SenorPez: Vision checks, please.

Talpa: Matilda, Li'rea cover us, akemi help me with James.

Li'rea: Naaaaaw.... REALLLY???

**** Matilda keeps an eye out for bad guys ****

Li'rea: the shield is down?

Li'rea: imagine that?

Matilda: [3d6-13] -> [2,1,5,-13] = (-5)

Talpa: Vision=[3d6] -> [4,1,6] = (11)vs.[13+0] -> 13

Li'rea: A entire damn suicide shuttle just exploded

Li'rea: cover yourself. I think I broke my arm

SenorPez: Matilda, Talpa: You see several specks of light in the distant sky, and realize it's probably time to be heading for the hills.

Talpa: The shield emitters may have had an outside location, and seperate power source.

SenorPez: Akemi informs you that she needs to stabilize James. Moving him right now could kill him.

Matilda: LETS MOVE, grad James someone.

Talpa: Fine, then you carry James.

SenorPez: She takes a few moments to do so, and then hefts James onto her's and Talpa's shoulders.

**** Li'rea follow them ****

Matilda: If we dont It could kill us all

SenorPez: Make Stealth checks... -4 for those carrying James.

SenorPez: [Bad dice format] - [3d6t]

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

Matilda: [3d6-18] -> [5,4,6,-18] = (-3)

Talpa: How far should we go before we beam out?

Talpa: Skills: Tactics [3d6] -> [1,2,3] = (6) vs. [13+0] -> 13

Li'rea: [3d6] -> [5,2,5] = (12) vs 15

Talpa: Skills: Stealth [3d6] -> [2,1,5] = (8) vs. [15+-4] -> 11

Matilda: As we near the woods we can blow the truck outside up.

Talpa: K

SenorPez: Talpa: It depends on how risky you want to be. If there's a lot of transporter activity to this building, your signal might not even be noticed and you could do it from a few blocks away. Then again, if there's little activity, you might be detected from a hundred miles away.

SenorPez: Matilda: Do you blow the truck?

Talpa: We keep moving on the ground for now.

Matilda: yes when we are at least 100 yards away

SenorPez: The truck blossoms in a brilliant orange fireball alongside the building.

SenorPez: You don't THINK you're being followed... Li'rea, moving with a broken arm really hurts, too.

Li'rea: no kidding

Talpa: When we get 3 Km away we get light cover and do 1st aid to James.

Talpa: (TELL ME ABOUT IT)

SenorPez: Akemi handles that fine... he's not out of the woods yet, but he might just make it somewhere without bleeding out. He's pretty weak, though.

Talpa: I give each team member the location of the beam out on the Transporter back at the hanger.

SenorPez: Several hours have now passed since you left the facility. The sun is starting to creep up above the horizon.

Talpa: Li'rea, and matilda should try to return to the Wallace as one team, Akemi, James, and I will go a different route.

Matilda: are you sure boss

Talpa: No, but I think one large group with 2 wounded members will look worse than two small ones with hurt members.

SenorPez: Li'rea: Akemi can also set and bandage your arm, so it doesn't hurt quite so bad.

Li'rea: yay!

SenorPez: Heading back, then? In two separate groups?

Talpa: Yes

Matilda: Yes

SenorPez: hm

Talpa: As we left the facility we drooped anything we picked up there, like disruptors.

Li'rea: we did?

Talpa: Yes, carrying things from there will make us look VERY guilty.

SenorPez: Talpa: You and Akemi are able to get James back to the Wallace over the course of a very long day. You take a circuitous route through the city, careful not to let anyone get a good look at you or ask questions about the human you're dragging along. You don't think you were followed or suspected.

Li'rea: wonder how far a support disruptor breaks down

Talpa: Besides we can get another Klingon squad support weapon from somewhere.

** Li'rea pouts **

SenorPez: Li'rea and Matilda beat you back. They, too, took a stealthy route back, though they tended to stick to the beach for whatever reason. They also don't believe they were followed. By the next night, you're all together on the Wallace.

Matilda: Yaeah next base we raided)

Li'rea: but it was so shiney!

Talpa: Sorry Li'rea,

SenorPez: (For the record, I think the base you raided had the same BPV as a Prime Team. Just made me LOL a bit.)

Talpa: Thomas what was on the news about our raid?

** Matilda looks on the news for the story **

Talpa: Official and otherwise?

Talpa: (Cool on the BPV.)

SenorPez: There are stories about a reactor malfunction at the Klingon science labs to the south. They've been running news footage for several hours.

Matilda: If wI find any I record it so I can show it to Jackson at dinner.

SenorPez: The word on the street, however, is that someone sabotaged the base. There's all sorts of rumors: Federation spies, Orion Pirates, even Klingons protesting the use of the Hukka-Vunai Resort as an internment camp for Federation tourists.

Talpa: Hukka-Vunai? How does this line up with the beam out coordinates?

SenorPez: Jackson doesn't really want to believe it was you creating all that danger, Matilda. But on the other hand, he's pretty amazed by it.

SenorPez: Coincidentally, Hukka-Vunai is AT the coordiantes from the transporter beam.

Talpa: Hrrrrmmmmm.....

SenorPez: Records show that it was a run down resort, one that was well past its glory years. But now the whole area appears to be controlled by the ISF.

SenorPez: Is Li'rea the only one that got hurt?

Talpa: Now that it is too late, was there any way to tell what was transported?

Matilda: I say we look into it I like this planet, James don't look so good.

Talpa: James.

SenorPez: Li'rea: Let's do your healing rolls.

SenorPez: (Other than James, since he's not here. :))

Li'rea: wheeee

SenorPez: Li'rea: You report to the stern-faced care of Dr. O'Donnell.

SenorPez: Make an HT+1 (plus any Fit bonus) roll, please.

SenorPez: Currently down 5 HP.

Li'rea: [3d6] -> [4,2,4] = (10) vs 11 (Ithink)

SenorPez: +1 HP.

SenorPez: O'Donnell: [3d6] -> [2,5,4] = (11) vs. 18

SenorPez: O'Donnell: [3d6] -> [4,1,5] = (10) vs. 18

SenorPez: O'Donnell: [3d6] -> [5,1,1] = (7) vs. 18

SenorPez: O'Donnell: [3d6] -> [4,3,5] = (12) vs. 18

SenorPez: You're healed in one day, and your arm is back to normal.

Li'rea: yay!

SenorPez: We'll handle James when JT returns.