

“Dos! Divert to shields!” says Ego, seeing the incoming missile. Dos... utterly fails. “Desert all fields! Sir yes Sir!” “What?! No. Ugh.”

(Our pilot’s initiative roll equally utterly fails)

Hrothulf gets on the comm and yells, “Lean left!” Everyone does... but it does nothing. Everyone’s facing in different directions.

Izar: “Dear Confederation, This is the Starship Desconnegut. We are being attacked by these enemy wessels that have followed us off of Hyang Wan. We desired safe passage through Confed vessel: “Who’s speaking?! Is this the captain speaking of the CSS Cookiebuttons? The comms were unclear and it sounded like you said something else. I understand you are under duress.”

“Yes, this is the Cookiebuttons.”

“Keep your buttons on. I understand you are under duress.”

(Izar rolls critically... well!)

“Dear Captain of the Cookiebuttons: Thank you for acquiescing to our commands. We will attempt to provide cover for you and hail those whom you have referred to as enemy... weasels?”

“Wessels! I saw it in some film. You call it wessels?”

“Uh, that’s a negative ghostwriter. We advise you brace for impact as there is an incoming missile.”

“I do not write ghosts!”

The rocket zooms right past our display, then to our rear, and it begins to make another arc to turn around.

Our EMP against the red ship is still active. The others have either been negated or fixed.

Atchi: “Um, guys... someone is like, hacking our engines?”

There is a blip in our control screen.

On Hrothulf’s screen: When the screen pops up, there are indicators and somehow it appears as though (and our ship isn’t really wired for this) every touch screen on our ship has piloting controls on it as well as gunnery controls.

And Ego notices something more: at the bottom, a cursor: Access Code: and there’s a Y, an R, a G, and a B.

c://dir/p

Y/R/G/B?

G

And Ego has control of the Green Confed ship. Two weapons: One is Flechette (forward facing) and one is a Plasma turret (omnidirectional). Green Confed attempts to unloose the Flechette onto Green Enemy. And I critically fail again. Ego keeps pushing the fire button and nothing's happening.

Hrothulf gives a little heads-up: "Well, I believe, your safety is still on, good sir." And Ego sees the switch under the toggle button.

Hrothulf says, "Am I to understand there's some sort of a drone thing going on?"

Ego: "See the cursor at the bottom of the screen? Enter a letter to take control of one of the ships. I've got green."

Hrothulf takes control of the Red Confed and fires the plasma gun at Red Enemy. With this Hrothulf seems to have eliminated the front shields of the Red Enemy vessel!

Darnit takes control of Yellow Confed and fires at Red Enemy. The machine gun strafes across the side of the ship, narrowly missing.

We are fired upon. Our shields have been completely disabled, 10 Hull points and no engines. Blue Confed has also taken some damage.

Dos attempts to patch our engines. But he's still stuck cleaning up his errors from the last time around, and isn't getting anything done (a nat 2 this time...)

Ego attempts to employ countermeasures... and critically fails AGAIN!

The Confed Starships have maneuvered in front of us, blocking the firing path of the enemy drones.

Commander Jefferson hails again, and is warning us to brace for impact again. That rocket's coming back "and it looks like it's going to hit you". (We'll get a +4 for Desconnegut actions)

These Confed ships have 12 movement and perfect maneuverability (they're really quick little ships)

We all move around in attempt to block avenues to fire up the Desconnegut, and to focus fire on Red Enemy

Hrothulf fires from the Desconnegut, dealing damage to Blue Enemy (Hrothulf's gun fires straight ahead only.

Hrothulf then takes Confed Red and fires upon Red Enemy, but Red Enemy does a barrel roll and deflects Hrothulf's flakchatter.

Darnit deputizes Scruffy for the Desconnegut's plasma cannon: "Scruffy, get on the plasma cannon!" "If I go outside the ship, Scruffy will die." "No, sit in my seat over here. But that ship in the square and fire." "What? Scruffy gets to shoot stuff! Scruffy gets to shoot stuff!" he sings. Shooting at the first ship he sees, Scruffy fires on Commander Jefferson's vessel. Confeds say, "Ship Cookiebuttons, please refrain from firing upon our ships! We are trying to help you. Do not fire upon us!"

Darnit takes Yellow Confed and fires upon Red Enemy. But the barrel roll evades these shots as well.

Blue Confed weaves behind the Desconnegut just in time, and is hit by a rogue rocket, and Blue Confed has been destroyed. As it explodes, the shock wave pushes us away (even though that doesn't happen in space).

Ego: Green Confed fires the plasma cannon upon Red Enemy, but misses (again).
"Izar! With Blue Confed down, get on our plasma cannon! Get Scruffy the hell out of there."

Jefferson launches a bright yellow orb toward the blue ship. It explodes maybe 200 yards before the blue ship, at which point an aether net explodes on the screen. Jefferson is pissed, talking to Izar, "Well that changes the reality of this situation." And Jefferson takes a shot from Red Enemy.

Green Enemy fires upon the other Confed Starship and hits.

Finally, our engines are back online.

Ego: "Izar, can we bug out of here, or are they counting us to fight the drones?"

"I do not know the meaning of what you're saying... but yes... I believe we can get out of here."

Ego: "Dos, I don't know what you're playing at over there, I don't know if it's because I'm a woman, but you'd better get us the fuck out of here!" (advantage!)

Izar also demands the same!

Dos, being yelled at from every direction mutters, "Fine, you want to go fast?! I can go fast." And he takes a bit of the pure pulvimithe and throws it in the engine.

The thrusters ignite, and Atchi is just *barely* able to navigate this ship, piloting it between the two Federation Starships, and then, piloting as fast as he can manage, spins the ship around, and he, in the midst of about two seconds, is able to say, "Shit, we're about to miss the gate, or we're going to crash into it!"

We speed past the Red (alleged) Kamasu drone, who takes a passing shot but misses wildly, because by the time it locks onto us we're already *gone*. (We moved 36 squares!) There's some question of hull integrity on a vessel reaching *ridiculous* speeds that it was never intended to.

We've now narrowly missed three ships, as well as missing running into the gate, and we are now well on the other side of it.

Everyone moves toward the gate, with Confed Drones moving to protect. Cookiebuttons was able to move still, and a little further (8 hexes) based on momentum.

Darnit: "Scruffy, get out of there!"

"I just got in here!"

"Get out!"

"Did I win?!"

"No, you failed."

Scruffy cries, walking away.

Science Officer attempts to Lock On to Red Kamasu, but fails. Everyone is sort of in shock, except Dos, who is ecstatic, like, "Yeeesss," looking bug-eyed like Christopher Lloyd.

Izar, now on the Cookiebuttons' plasma guns, fires upon Kamasu Red and hits. He deals damage, but Red remains, drifting in space it seems, with a giant chunk of its rear engine gone.

Green Drone (Ego) fires on Kamasu Red. There are now probably... eleven pieces of this ship floating around? It looks to be utterly destroyed.

Yellow Drone (Darnit) fires on Kamasu Green, but KG narrowly evades.

Red Drone (Hrothulf) does the same, with equal effect.

"Captain of the Cookiebuttons: You do not have clearance to enter that gate. We will have to detain you for questioning."

Izar: "Oh.. why would you like to detain us."

"I just said about questioning..."

"About what?"

"Everything that is transpiring here."

"Ah, what is that word you just said?"

"Everything that is taking place, that led up to right now."

"Kamasu are bad guys."

"The Confederation doesn't recognize 'bad guys'."

“They came after us, and we did nothing.”

“This conversation can continue in person.”

“We can talk now.”

“This are not suggestions, this is a command.”

Wallace (the other Confed Starship) fires another aether net at the green ship, but misses, and takes return fire.

Izar: “Commander Jefferson, could you board and question us on the other side of the gate?”

“I repeat, you do not have clearance to go through this gate. Confederation backup is on the way and we will take care of you after we have boarded your ship.”

“Very well.”

Ego gathers her crew, they devise a plan, and are about to scuttle all about to legitimize the cover and false codes.

But Izar says, “Dos! Prepare another... dose... of what you did before! Atchi! Point us toward the gate!”

Ego and Izar oppose charisma, but Dos really wants to use the pulvimithe again, as we might have known from his addictive background. Izar gets advantage, and easily wins.

We no longer have control of the drones, and the Starships and drones surround the gate.

Dos drops another bit of pulvimithe, and we zoom through this gate--like, dangerous, breakneck, ludicrous speed, I think you’ve gone plaid--and we hear the faint trailing sounds of Jefferson signaling our immediate arrest upon discovery--the entire crew of Cookiebuttons, a threat to the Confederation.

The world around us becomes a flash of light, and from this gate, we are now just outside the planet Genussa.

And now Ego, to her crew: “Dos!! Dammit! ... ugh ... Okay, what do we do now? Everyone, the opposite of what I just said! Relegitimize the Desconnegut name! Take everything Cookiebuttons--the transponders, nameplates, everything. We will find a black box that allows as little signal in or out as possible, then drop them.”