

“Oh Where Have You Been Charming Billy?”

It had been a rough three weeks (or was it four?) for Billy Pink. Since being brought to the Capalan detention center the food was irregular but the beatings were not. 5150* my butt, he thought. Just some damn excuse to stop his ship and take him prisoner. He wondered what had happened to the rest of the crew. Beezle was dead he was sure but the rest? Greenie? Char? Who knows?

“Billy! Billy, wake up!”

Char? Billy decided that he was dreaming again or worse that “they” had slipped him something. In any case he kept his eyes closed and rolled over on the cot.

Char grabbed a handful of long blond hair and yanked...hard. “I said wake up!”

Billy spun around with a shout and glared at his attacker.

“Char?” he asked. “How the...”

Char raised a finger to her lips. “We’re here to get you out.”

“We?”

“Here, take this and let’s go.” Char slipped a laser pistol into Billy’s hand as he stood up. Then he stopped and raised his weapon.

“Zzzzz...don’t be a fool Pinkley...zzzz,” the metallic voice hissed. “I didn’t come all this way just to kill you...zzzz”

Char pushed Billy’s pistol down, “He’s with me.”

“Screw that, he’s a Spug,” Billy replied. “You brought a Spug to get me out of here?”

Char turned and headed to the door. She stopped abruptly and turned back to Billy. “You ain’t exactly a popular guy you know? It’s not like they were beating down the doors to come rescue your sorry...”

“Okay, okay, fine.” he said. “Let’s go.”

***Statute 5150.** When any humanoid or alien, as a result of mental disorder, is a danger to others, or to himself or herself or itself, or gravely disabled, a peace keeper, or other professional person designated by the governing body may, upon probable cause, take, or cause to be taken, the humanoid or alien into custody and place him or her or it in a facility designated by the governing body for 72-hour treatment and evaluation.

This is a recount of a 5150 playtest fought this week. This is the follow-up encounter to a previous battle report involving Billy Pink and the crew of the LA Woman. See “Motley Crew of Misfits.” It ended in Billy’s capture and that Raid encounter triggered this Escape encounter. The encounter starts at the Capalan detention center on planet Sagurro V. This planet is located in the backwater reaches of the Capalan League. Char, a crewmember of the LA Woman as made it to Sagurro V with the intent to rescue Billy. She has hired a

Spug mercenary and the encounter starts with them freeing Billy from his cell.



Billy Pink, Char, and a “Spug?”

PLAYER FORCE

William R. Pinkley (Humanoid-Male)

- Rep 4 Star
- Street Punk
 - Tough
 - Brawler
 - Looter

- Agile
- Laser Pistol 12/1/4

Crewmember – Char (Humanoid-Female)

- Rep 4
- Stealth
- Laser Pistol 12/1/4

Mercenary– Spugmer (Spug)

- Rep 4
- Hard as Nails –No first OD
- Nerves of Steel – No Duck Back
- Shortsighted - -1 Rep on In Sight
- Slow – 6” normal movement
- MPP - 12/3/2

The three of them made their way down the corridors towards the exit without mishap. Right up until the alarm sounded. Picking up speed the trio ran to the exit and burst out into the early morning sun.



Alarm!

Clang, clang, clang! The pounding in Lt. Allix’ head from the festivities the night before was replaced by the local alarm. Allix stumbled out of bed and flicked on the vid-screen. “Report!” he barked.

“Prisoner escape,” came the reply.

“Pinkley...and he’s not alone.”

“Damn, I knew he was trouble from the get-go. I’ll meet security at 342. Relay the message.”

Allix pulled on his clothes and strapped on his pistol. Damn how his head pounded he thought. Bit sick too. With a shake of the head he left his room.

The local Capalan Security Force consisted of ten men. Four of them were unavailable but that still left six. Two were outside walking the perimeter while the other four were indoors. As Billy, Char, and the Spug breached the exit the two guards (#4 & 5) reacted.

CAPALAN SECURITY FORCES

Lt. Allix

- **Rep 4 Leader**
- **“Protected”**
- **Drunkard** Count “fast movement” penalty when firing and one less D6 in melee.
- **Laser Pistol** 12/1/4

NCO

- **Rep 4**
- **“Protected”**
- **Dumb Ass** – Rep or less to move each turn,
- **Laser Pistol** 12/1/4

#2

- **Rep 3**
- **“Protected”**
- **Ambidextrous**
- **Laser Pistol** 12/1/4

#3

- **Rep 3**
- **“Protected”**
- **Ambidextrous**
- **Laser Pistol** 12/1/4

#4

- **Rep 4**
- **“Protected”**
- **Wuss** - Will only roll 1D6 if trying to Rally, Charge, or Being Charged.
- **Laser Carbine** 24/2/4

#5

- **Rep 3**
- **“Protected”**
- **Nerves of Steel** – No duck back
- **Laser Carbine** 24/2/4

Turn 2 started with the escapees bursting out the doors and the Capalan guards opened fire. One hit Char with a blast from his Laser Carbine sending her down and out of the fight. Billy aimed and fired returning the favor as the guard crumbled to the ground.

At the same time the other guard drew a bead on the Spug and fired scoring what should have been a fatal wound. But Spugs are hard as nails if anything and he was merely knocked down.

Turn 3 saw the Spug return fire on the guard and killed him outright his body falling from the landing pad edge.



The trio makes it topside.

“Pick her up!” Billy yelled.
 “Zzzzz.... you pick her up.” The Spug hissed back. “I’m not getting paid to carry her around...zzzz.”
 “I’m not leaving without her and you don’t get paid without me. Now pick her up!”
 Emotionless the Spug lifted Char over his shoulder and headed off with Billy half-watching the rear.



Help arrives.

“Let’s go!” shouted Lt. Allix as the security team exited the doorway guns drawn. But by now the escapees had moved out of sight. Fast moving in pursuit the guards rounded the edge of the watchtower and spotted the trio moving away. Billy was slow to react and the lead guard got off a shot but missed. Billy returned fire and knocked the guard out of the fight. The Spug spun around and killed the second guard with a burst from his MPP. The next two fired at him with one missing and one hitting him, sending the Spug to the ground and Char flying.

Billy fired again and forced one guard to duck back behind the watchtower. Spug rolled over and emptied his MPP at the remaining guard...literally as he shot himself out of ammo. But it was enough to knock the guard down.

Next turn saw Billy and the Spug activating first. Billy ran over and grabbed Char while the Spug reloaded. The guard on the ground fired at the Spug and got nothing but two OD (obviously dead) results for his trouble. The trio backed away towards the ruins.

Still slightly nauseous, Lt Allix summoned his courage and stepped out from behind the watchtower. A spray of MPP rounds sent him scurrying back. Deciding that his imminent retirement sounded good the LT. decided to Hunker Down and Billy made good his escape.



Nice shooting Tex!

The fight took about 20 minutes. The Capalans got shot up pretty badly and whereas the last time out Billy and his friends had some bad luck when it came to shooting this time it was different. The next Encounter will be a Pursuit with the Spug, Billy, and Char trying to make their way to the planet Dunroamin. This can be played out in one of two ways. The Capalans could overtake Billy while he is trying to reach their escape ship or they could catch them enroute to Dunroamin resulting in a ship-to-ship fight. I'll be playing the Pursuit later and posting a report.