

## ROAD HOUSE

The following is a 5150 solo playtest using both the infantry tactical rules and some of the role-playing rules to be featured in future books.

The story so far:

*Billy Pink the captain of the deep space freighter (smuggler) LA Woman was stopped by Capalan League forces and captured. The LA Woman was impounded for auction and Billy imprisoned on Sagurro V. Three weeks later he escaped with the help of Char, a former crewmember from the LA Woman, and a Spug mercenary named Spugmer. After a brief chase Billy managed to elude his pursuers and make it to the planet Dunroamin. Once there, Billy, Char, and Spugmer made their way to "Fast" Eddie's Intergalactic Road House." The Road House is a place where "everyone is welcome, no questions are asked, and everything can be found...for a price"*

*But first a note about the Road House. The Road House has been open on Dunroamin for quite a few years. "Fast" Eddie owns the Road House and runs an above-board establishment. "Fast" Eddie landed on Dunroamin with lots of cash, no history, and proceeded to buy a piece of vacant property. After much work and a new name the Road House was open for business. Keeping in line with the spirit of Dunroamin, the Road House caters to "everyone and everything". All are welcome and there's no need to check your weapons at the door. Everyone is expected to behave and follow the number one rule...no questions asked. "Fast" Eddie has a friendly but efficient staff that manages the place with few "incidents". Word about the local star system is "If you can't find it at the Road House then you can't find it!" That's what brought Billy here. He wanted the LA Woman back and someone here knew where she was.*

### 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
- Nerves of Steel
- Shortsighted
- Slow
- MPistol - 12/3/2

*Our story starts with Billy, Char, and Spugmer at the front door to the Road House. Waiting in line they finally enter and after exchanging nods with two Road House security members make their way in.*

"Try to look friendly, okay?" Billy whispered to Spugmer. "Try smiling."

"Zzzzz...I am smiling" the Spug replied with a metallic hiss.

Billy winced, "Okay, so don't smile then. Hurry up."

The trio increased their pace and caught up to two other customers who had just arrived. One alien from who knew where and a humanoid of sorts. To the untrained observer it looked like the party was together and what the heck, these two looked pretty innocent.



Billy surveyed the entry way as they slowly walked through the Road House. Slaga liked to do business here when so finding him wouldn't be too hard Billy hoped. Passing other customers as they went the party walked down a short hallway and entered the main room, or the "Stage" as it was known.

*The Road House was populated with fifty figures from a variety of manufacturers. These were placed at random based on the "traffic" pattern of the Road House. This resulted in the whole public area being populated with figures and some of the RH staff in their private quarters. The majority of figures were in the "Stage" and the bar with the others scattered in private meeting and party rooms. The "guest list" ranged from smugglers trying to fence their goods to miners out to blow off some steam. See pic below.*



*A group of locals at the Road House having a private party.*

Billie, Char, and Spugmer found a table in the corner and ordered a drink. As the Robo-Serve cocktail waitress took their order Billie and Char “cased” the room. When the waitress came back Billie showed her a picture of Slaga. She said that she had seen him earlier but didn’t know where he was.

“But if I see him again I’ll let you know,” she said with a wink. Sheila the waitress was an older Class 3 Robo-Serve. Manufactured long ago these machines were crude forms when compared to the newer “Cyndees” out there but they still found service in menial jobs in the service industry. You couldn’t mistake a Robo-serve for a human with their metallic skin but the same couldn’t be said for Cyndees and Symons, at least from a distance.

Billie finished his survey with the trio in the corner being an octopoid alien conversing with two humans. One of the humans appeared nervous glancing about the room while the other, much larger one, was obviously a merc.

“How long are we going to wait?” Char asked.

“Until something happens,” Billy replied.



Billy and his friends enter the Stage.

*Movement of the non-player figures were dice driven so they would come and go at random. The Road House being what it is, random contact wasn’t generated as people tend to stay by themselves unless on business. The only difference to this was whenever any law enforcement would appear each figure would roll a Law & Order Reaction when they approached within 6”. Coincidentally, on turn 5 the police entered the party. The Capalan squad consisted of the following:*

**CAPALAN POLICE SQUAD**

**Lt. Benouit**

- Rep 4 Leader
- Drunkard

- Laser Pistol 12/1/4
- #1**
- Rep 3
  - Ambidextrous
  - Laser Pistol 12/1/4
- #2**
- Rep 4
  - “Protected”
  - Wuss
  - Laser Carbine 24/2/4

*These three entered the Road House while the others (below) remained outside.*

**NCO - Calyx**

- Rep 4
  - Dumb Ass
  - Laser Pistol 12/1/4
- #3**
- Rep 3
  - Ambidextrous
  - Laser Pistol 12/1/4
- #4**
- Rep 3
  - Nerves of Steel
  - Laser Carbine 24/2/4



Time to crash the party.

The two RH security members did a quick assessment of the Capalan cops as they entered. “Chief” spoke quietly into his comm link and tipped “Fast” Eddie off to their arrival. The Boss didn’t like surprises. Within seconds all the security members in the RH were aware of the visitors.

The cops surveyed three customers leaving but without incident. Normally Benouit would have “rousted” them just for fun, but this wasn’t the time or place. Still...

“Calyx, run a quick “open-check” on those three, especially the big one. Act appropriately,” Lt. Benouit said to his NCO via comm link. Something about the way he acted seemed suspicious.

*As mentioned before, whenever Law Enforcement approached another figure within 6” the figure had to take a Law & Order Reaction check.*

The procedure was simple. First dice were rolled and cards were drawn. This gave the Rep of the figure, his occupation, and his "views" on Law and Order. This ranged from level 6 (police state) to level 1 (free for all). Subtracting the Law and Order level of each figure to that of the cops (level 5) would give a result from 0 – 5. Then 2D6 were rolled and depending upon the number "passed" the reaction could be ignore, (innocent at this moment), "move along" (suspicious) or a confrontation ("bad" guy). By now it was Turn 9.

The Capalans walked down the hallway and stopped at a door to their right. Although they obviously heard the noise from the "Stage" LT decided to check out the private meeting room. Inside were a reporter with her vid-man and two other characters in black trench coats.

"Sorry to interrupt," Benouit said insincerely. "We've been called here to look for a lost patient from the hospital. Has any of you seen him? He's really in need of his medication and could be a danger to himself or someone else."



"Sorry to interrupt but..."

The black clad woman and man apologized but said they couldn't help. But the reporter simply said, "I saw him here earlier when we first got here. He was with two other, a girl and a...what was that thing?"

"A Spug," the vid-man replied.

"Yes, a Spug. They were headed towards the bar."

As the police entered the room both couples had to go through the definition process of determining Rep, occupation, etc. Interestingly enough, the two black clad figures were "net runners" and were about to sell a story to the two media types. One that could prove embarrassing to the Capalan government. However, the result of their Law & Order check resulted in being ignored.

The media types were quick to help the cops with a result of suspicious and no exit available causing them to provide info. While this was going on "Fast" Eddie had comm linked his security forces to

converge on the front door and Sheila had returned to Billy's table.

"Hey honey," she said with a smile. "The fellow you're looking for just came into the bar."

"Thanks," Billy replied. Slipping a small wad of cash to Sheila he motioned Char and Spugmer to follow. "When we get inside get a table where you can see me and watch my back."

The three moved to the bar and while Billy walked over to the far corner where Slaga was sitting the others took up seats at a table.



"The bar sure is jumping tonight."

As Billy stepped over to Slaga's table the Slaver leaned over and spoke to a tall, masked, woman who sat next to him. She looked at Billy and slid her hand under the table. Billy raised his open hands and smiled.

"Call your dog off Slaga," he said. "Let's do some business."



"Let's do some business."

Slaga smiled and flashed a gold tooth. Raising his hand to his companion he said, "It's okay 'Nessa. He's a friend."

'Nessa gnashed her teeth at Billy but her hand stayed under the table. Billy decided she was either over medicated or on the verge of metal mania. In either case he wanted none of it.

"So, what can I do for you Billy?"

Character defining graded Slaga as a Rep 3 Slaver, low life type with not much respect for authority. Nessa was a real piece of work, Rep 5 and borderline metal maniac. She had over 50% enhancements to her body including a full optics package, life-like mechanical limb, and other modifications. In 5150 you can buy these modifications and build the "better you" but at a price. Sometimes you went over the edge and became more metal than man. That's when the mania took over. And that's then they sent out the "cleaning crews". But that's another story.

Slaga and Billy had history so their Talk the Talk ended up successful. Slag knew what Billy wanted to know. They could do business.

"No, the girl's not for sale," Billy said.

"Too bad," Slaga replied looking across the room at Char. "Not really my type but I could get a decent price for her in some places. Friend of yours?"

"Not really," Billy lied. "Just works for me."

Slaga nodded and realized that there was more between the two than Billy wanted to let on. Slaga would keep that in mind, as he never knew when he could use some leverage against Billy. Slaga pulled back the sleeve of the loose gown he wore and began to type in numbers into his arm, or more specifically, a small keyboard embedded in his forearm. "Ah, there you go. LA Woman is scheduled to be auctioned off in two weeks."

"Where?"

Slaga opened his hand and extended it to Billy. "Hmm, can't quite make it out." Billy dropped a small wad of cash into it. "Oh, that's better. Cestus V."

"Cestus V! Are you fu..."

Slaga cut Billy off. "Now, now, now, William. You wanted to know so I told you. No need to get mad. I mean, you wouldn't want to get Nessa upset would you?"

"No, you're right," Billy said calmly. "Well thanks for the info. See you around."

Billy walked away from the table keeping an eye on the pair.

Meanwhile, as the Capalan cops exited the private room "Fast" Eddie and a tall female in retro clothing and face covered in "Kabuki" make-up met them. From under dark dreadlocks Eddie asked.

"Welcome to the Road House. Can I help you?"

Benouit handed Eddie Bill's picture. "Seen this man?"

"Fast" Eddie shook his head. "No, not tonight, maybe before." As the LT. tried to show the picture to the girl Eddie gently pushed it away. "She hasn't seen him either. Feel free to look around but I can reassure you this Billy character isn't down this hall as it's for employees only. Perhaps he's in the bar? If not, then feel free to have a drink or two compliments of the Road House. Good evening, Lt."

"Fast" Eddie was a Rep 5 which gave him enough of an advantage when taking the Talk the Talk test to steer the cops away from the private portion of the business. The girl, Pris should have triggered an alarm with the Capalans but didn't. It may have saved their lives. It was turn 12 and things were about to heat up. Note that the 11 turns had taken about 15 minutes.



"Welcome to the Road House. Can I help you?"

"Cestus V!" Char exclaimed. "Are you crazy?"

"Yeah I know, I know," Billy said nodding his head. "But it's not as bad as it sounds."

Spugmer snorted and laughed.

"Zzzzz...even Spugs know better than to go to Cestus V.... too many "Bugs".

Billy had to look away and laugh at that.

"Geez, he's talking about "Bugs"."

Then they heard the gunfire.



"Flock of seagulls."

When the cops entered the "Stage" there were five groups of people inside. Two ignored them, two groups immediately tried to leave (including the "innocent" looking couple that Billy had walked in with) and one took a definite disliking to them.

Hawkes had noticed the three Capalans as soon as they walked in. The girl he had met at the Road House just kept talking while Hawkes followed the cops every move. He saw them stop and one lean over to the other while looking his way. This was going to get ugly.

Hawkes pulled his laser pistol out at the same time as Lt did. Both fired simultaneously and missed. Hawkes girlfriend screamed, as did others in the "Stage" and soon the room was filled with confused and scared people as the other cops opened up.

As Billy poked his head around the corner the three cops had suppressed Hawkes with their fire causing him to duck for cover.

*When the cops entered the "Stage" they triggered five sets of Law & Order tests. The first four were easy; two suspicious who got up and headed elsewhere and two ignore who carried on with their business.*

*The fifth was Hawke who had a warrant out for his arrest. This led to a Talk the Talk and subsequent Walk the Walk or gunfight. Hawkes and Benouit rolled even so both were allowed to fire at the same time. Neither could hit each other so Activation was rolled and a quick exchange of ineffective fire led to Hawkes ducking back from the outgunning Laser Carbine. During the confusion Billy tried to exit the Road House.*



"Lost in the crowd."

As the gunfire continued Billy, Char, and Spugmer walked from the bar through the Stage. One of the cops thought he saw Spugmer but his attention was drawn to the gun battle playing out. Silently the trio made it to the hallway and towards freedom. Well almost...

"Calyx, get in here right now! We need back up," he yelled. Benouit ordered a charge in an attempt to overwhelm Hawkes but to his dismay the two cops stood their ground. Hawkes popped up and took aim at the LT but was sent back for cover by the fire of the motionless cops. LT flew over the table and began to wrestle with Hawkes.

*Billy and his group had to make an "Opposed Task" roll to get through the room without being noticed. They did have the advantage of the confusion caused by the gunfire that resulted in only one cop taking notice, but not enough to act.*

*When the two cops decided to stay in cover instead of charging I thought it was bad. Fortunately it worked out to the LT's benefit as they took an In Sight test and their subsequent fire forced Hawkes to duck back instead of being able to fire. It was now Turn 14.*

Billy and his friends exited the "Stage" and ran into "Fast" Eddie and Pris. Eddie just shook his head and motioned for them to leave the way they had come in. Quickly they turned around and ran back down the hall and right into trouble! They had literally bumped into Calyx and the other two cops hustling up from outside.



"Oops!"

*This was hilarious. With a combo of Activation rolls the two parties ended up face to face. Neither could see the other due to the layout of the walls until the Capalans literally got in Billy's face. It would now come down to an In Sight test.*

Spugmer fired first, his MPistol running out of ammo but not before he had knocked down Calyx with a hit. Char got the drop on another Capalan and hit him with a blast from her laser pistol. Poof, the cop reeled back, obviously dead. Now the third cop returned fire and with his laser carbine fired twice. Spugmer fell to the floor, obviously dead.

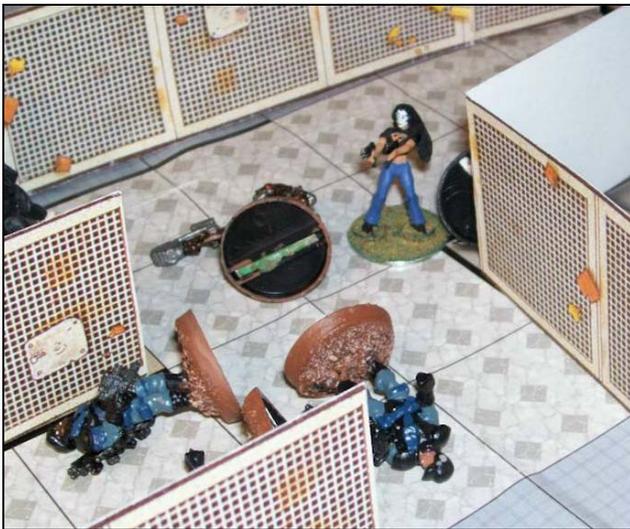
Next Char fired at the remaining cop but missed his return fire causing her to duck back.

Where was Billy? He had ducked back behind a wall out of sight at the first sign of trouble but when Char ducked back he decided to come out. Popping out to get a shot he was hit by a blast from the laser carbine.

Char and Spugmer passed 2d6 and got to shoot. Billy passed 1d6 and ducked back. Char and Spugmer made the best of their shooting taking down two of the three cops. But after they finished the third was Active and returned fire. Although Spugmer had the "Hard as Nails" Attribute (negates the first obviously dead) the cop had scored two OD results so Spugmer was in fact obviously dead.

Char Activated and fired at the cop but was forced to Duck Back when being outgunned. Billy activated and popped out but received an OD for his trouble. But being somewhat of a "Star" he couldn't be killed by a lower Rep so instead exercised the Larger Than Life rule. In effect, he traded his current Rep experience points for a result of out of the fight instead of obviously dead. It was now Turn 17.

Stepping from around the wall Pris confronted the lone remaining cop. Amazingly he didn't shoot. Pris did, unloading one MPistol into the stunned cop and another into the knocked down Calyx. Both were instantly killed. Reaching down she grabbed Billy by the waist and easily hoisted him onto her shoulder. As Char followed, Pris and Billy made their way down the hall towards the employee area of the Road House.



"Pris evens the score."

By now Benouit and the other two cops had subdued Hawkes and were leading him away when they heard the gunfire. When they reached the scene all they saw were the three cops and Spugmer down on the floor. At the end of the hall stood "Fast" Eddie. They were quickly joined by three of the RH security team.

"What happened?" Benouit demanded.

Eddie just shook his head. "Seems like your "buddy" shot his way out of here."

Benouit hated to be set up and this smelled like one, but there wasn't much he could do about it. With a cold stare he said, "I hope for your sake you had nothing to do with this but if you do..."

"Yes, yes, I know," "Fast" Eddie, replied with a smile. "Now if you don't mind could you help clean this place up?"



"Now if you don't mind could you help clean this place up?"

The last exchange was a result of the Talk the Talk test. A combination of higher Rep and more firepower combined for a result of "no cooperation" between "Fast" Eddie and the Capalans.

After a bit of thought I decided that the cops also would take Spugmer as well as their fallen comrades. This allowed them to do a retinal probe on Spugmer showing what had happened up to his death. All they could conclude was that Billy had outside help, he had disappeared, and there wasn't any evidence to implicate "Fast" Eddie or any other employee of the Road House.

Over all the game lasted about thirty minutes. Not knowing the Reps, occupation, or details of the Road House occupants made for an interesting and unpredictable game.