

For Aimee

Sample file

Notes from David

Before we get into DCS Space Adventure 2. I want to thank you for your support. When you buy my other books that supports the “free” books like this one.

Right now I have a couple of new products out that link into DCS Fantasy They are:

World Book 1: Sand Towers http://rpg.drivethrustuff.com/product_info.php?products_id=93309

World Book 2: Towns. http://rpg.drivethrustuff.com/product_info.php?products_id=94309

I appreciate any sales on the World Books, they allow me to bring more of my world to you.

Best

David

DCS Space Adventure #9

“Long Journey in Dark Ice”

Chevy Nova – Armsman
Nikja Nills – A female belter
Debra Starkiller – Pilot
Gres Stoutspear – A space barbarian
Buddy – A stowaway

NPC’s Captain Jac Morgan
Paige Mere – Ships Pilot
Dr Marcia Vorkisijan
Nik Jhames Armsman 01

The Captain listens to the entire story again and leaves shaking his head. He tells them that they have been very lucky and they need to be more careful. When he leaves Gres mentions that there is something troubling the captain, more than just a little “dust up.”

The ship drops it’s cargo without any fanfare and heads back out without a replacement cargo.

Nikja complains that they need a cargo cause she wants to get paid, before she can take her grievance to the captain Paige intercepts her and tells her that if there isn’t a cargo they get “base rate”, not the best money in the universe but better than nothing. Paige says that Captain Morgan has decided to take the ship “Home”.

Debra recovers from her bout with the Psychointergrator and gets the story from Buddy, who tells her that the guys that picked her up were his former employers and she was lucky he was able to find her. Nova mutters under his breath that there was no way that normal “hoods” would go to the trouble they did and he tries to get Buddy to fess up about being some kind of spy.

The rest of the trip goes without incident, Gres and Doctor V develop a standing chess game in the lounge, when Nikja tries to join Dr V stares her down.

The ship leaves Dark Ice in the 8J0-12 system. Scanning, Debra doesn’t see any planets, just a huge gas

giant. Pilot Paige points out the planetoid circling the gas giant and they home in on a weak beacon coming from the dirt ball.

The gas giant is called Scylla and the Nystrom shipping base is on the planetoid Charybdis. The small rock has a thin atmosphere and a rolling sea of petrochemicals. On the equator lies the small colony of Charybdis Control.

Debra notes that there are several enclosed docking bays and refit facilities, not the norm for a “corporate headquarters.” Paige tells her that being out in the Neutral Zone they have to fend for themselves, she points to the flight of Saber Space fighters parked on the lower level.

The ship parks at one of the open berths and since the atmosphere is very light a docking tube is run out to them. The first stop is the Medtech. After getting a quick check over by Dr. Fitzwater the site doctor, the team is assigned underground billets (most of the base is underground).

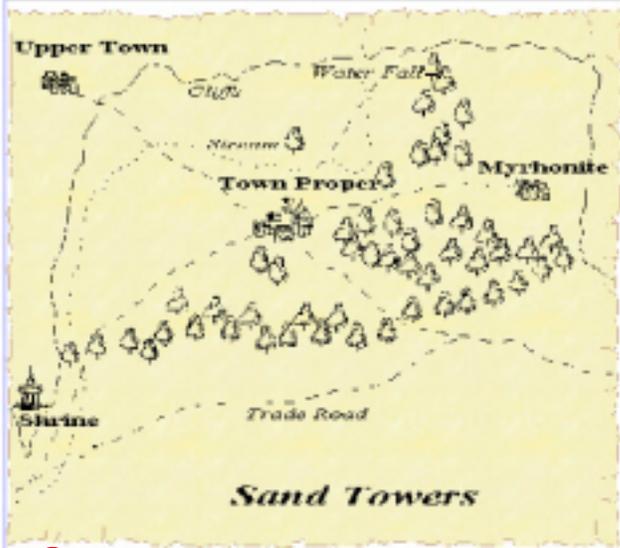
Buddy had a long talk with Dr Fitzwater and doesn’t join the rest of the crew until much later.

The next day they crew gets a summons from corporate

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DCS World Book 1 Sand Towers



DM Fitzgerald

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Unlock the cavern of The Light Without Darkness, Blade Without
Edge for yourself.

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DCS Space Adventure # 11

“Burned”

Chevy Nova – Armsman
Nikja Nills – A female belter
Debra Starkiller – Pilot
Gres Stoutspear – A space barbarian
Buddy – A stowaway

Buddy wakes up face down in bed. He doesn't remember going to bed. He doesn't even remember leaving the bar. He remembers chatting with his hostess and something about his sister. Looking around he sees he's in a bedroom lots of clothes lying around, there are sounds coming from the other room like a shower being run. As he sits up he sees a man sitting in a chair behind him. A cloud of smoke issues from his mouth and nose.

The man identifies himself as RJ Richardson chief of security and a friend of his. Buddy mentions that he doesn't remember him or the woman claiming to be his sister from the Skin Bar. Richardson tells him that she isn't his sister, but that was a set of code words. The security chief tells him that he “Buddy” is an Idalyian Military Intelligence officer that disappeared a couple of years ago. The IMI (Idalyian Military Intelligence) have been looking for him since.

They had passed his description on the Richardson on the off chance that he turned up on Charybdis. Buddy is confused and wants some time to think about all of this. Richardson agrees and tells him that they should talk again, before Buddy ships out.

Later

The characters are called together for a meeting of the ship's crew in one of the meeting rooms. It's a working breakfast. Captain Morgan tells the crew that he has good news and bad news. The bad news is that the Serpentine is undergoing a level 1 overhaul and so they're being assigned to a new crew ship. Something more in line with the size of the crew they have.

The 01 Nikja wants to know if they are going to be

land bound for long. The captain tells them about 3 more days before they take the new ship out for a trial run, then a cargo and an outbound jump. The good news is that according to the company contract they will be on full pay during the three days. They crew members go on their way to celebrate.

Chevy tries to get Dr V to come shopping with him but she demurs. The Gres goes weapon shopping looking for something that maybe isn't supplied by the company. He settles on a Blast Rifle combo and some nicer armor.

Debra goes top side and meets one of the pilots of the Spectra Cats a young woman named Lt Charlise Kent. Debra and Charlise talk shop for a while and then they go for a flight. Debra never got to fly a Spectra Cat in the war since they were just coming out. They do some standard maneuvers and then Debra takes the controls.

Charlise mentions that Debra seems to be a good pilot and if she ever gets tired of big ships she should come and fly defensive patrol for the company. Debra notices that on the flight plotter there is an area designated as “off limits.” When asked Charlise tells her that the company does some “special projects” and that's where they are stationed.

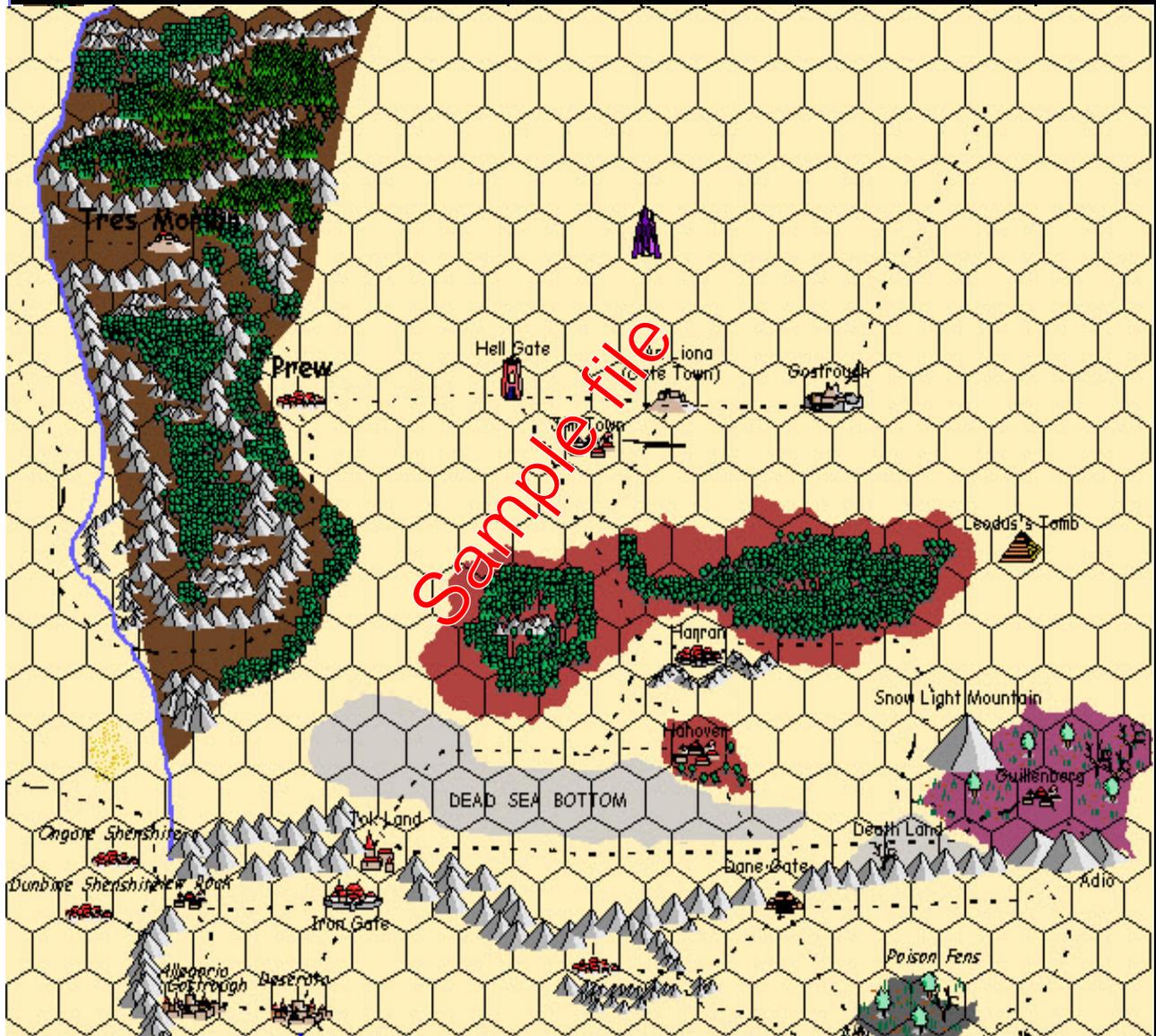
Nikja can't find her friends back at the bar. She looks them up on the company roster but the computer tells her that they are off planet and will return in 2 days. She decides to get drunk by herself.

Gres goes back outside after leaving a message with the others. He has decided to go camping out on the surface. He spends the next two days wandering the wasteland that is the surface of the planetoid. He finds an old settlement in the north and on plateau huge pits hundreds of feet deep. He returns to the rest of the crew just as they ship is read to lift off.

Tired of bar crawling Nijka goes and buys herself some new equipment. She searches out Chevy Nova and they go to the shooting range.

DCS World Book 2

Towns



Adventure on the world of Mper with this city book that gives you a peek at over 5 towns on the continent of Avalyn. Learn about Iron Gate and its founding as well as Gate Lore at the world's main gate of Anliona.

The following cities are outlined; Gate Town, Gostrough, Guillenberg, Hanover, Iron Gate and Jim Town. The book has 5 town maps as well as larger maps of the interior of the continent of Avalyn. Also included is the story "Accidental War" which recounts the founding of Iron Gate.