

Session/Game: Slipstream 12

Date: November 14, 2010

EPISODE 12: The End...?

Characters:

Tweety, birdman, seasoned, (Jason Leibert)

Robot Bastard, robotman, seasoned (Bob LaForge)

Doc, psyclops, novice (Marlon Kirton)

Uncle Fargus, human, seasoned (Dave Nelson)

Pedro, Space Mexican (Chuck Fleurie)

Toolbox Timmy, Space Hobbit (NPC)

GM: Andrew Smith

Log:

Anthraxia's mothership entered the battle, turning the tide against the allies. The heroes (with the exception of the critically wounded Max Damage) climb into the busted-up Frankenbone ship and head out to intercept Anthraxia. As they take off, atomic missiles are launched from the mother ship. Mushroom clouds blossom behind the heroes as they speed toward the villain. Several rockets try to intercept, but they are shaken quickly by Uncle Fargus' fancy flying. As the Frankenbone nears the massive warship, the heroes ponder which of the four command centers is the main bridge. Uncle Fargus does some figuring and decides that if he were a malicious arch-villain he would pick the fancy bridge perched above the flight deck. Fargus points the Frankenbone straight at that bridge and rams the ship straight into it, keeping his wits about him by driving his axe straight into the floorboards of the Frankenbone.

The heroes pour out of the crippled ship straight into Anthraxia's command center. It is a two level affair, with a lower level of command officers and an upper level that includes six robot versions of the heroes' arch-nemesis, four handmaidens, and Anthraxia herself.

Uncle Fargus cripples Anthraxia's main warship by destroying the big switch meant to give control to one of the other three bridges. Robot Bastard and Doc start simultaneously slaying bridge control officers and raising them into zombie followers. Tweety and Pedro line up the handmaidens and take the fight to them, whilst Uncle Fargus next looks for the switches to arm the entire compliment of nuclear warheads.

Uncle Fargus fights off Anthraxia herself, who is less than successful at charming the characters with her powerful pheromone scents since every single crewmember is either a robot or wearing a bubble helmet. He arms the powerful weapons without taking the initial step of opening the launch bay doors. In 15 seconds the entire ship will explode in a radioactive fireball. Meanwhile, Doc has cast fear on Anthraxia and her handmaidens, forcing Anthraxia herself to flee from the command center. The heroes start to flee, but Pedro and Tweety are both unable to escape because of their slow flying speeds. They try to hide in the ruined Frankenbone's drive furnace, but the final two handmaidens open the door just as the warship explodes.

The heroes rejoice despite the loss of their two friends. Slipstream is saved from the tyranny of Anthraxia. But as the heroes are collected by their Avian friends, they hear Anthraxia's laughter over their radio phones. No one will ever know whether Anthraxia was destroyed in the blast or not.