

**Session/Game:** Slipstream 2

**Date:** June 13, 2010

## **EPISODE 2: The Terrible Pilots of SPACE!**

### **Characters:**

Tom Servo, robotman, novice, (Jason Leibert)  
Robot Bastard, robotman, novice (Bob LaForge)  
Doc, psiclops, novice (Marlon Kirton)  
Max Damage, earthling, novice (Dave Hanley)  
Uncle Fargus, earthling, novice (Dave Nelson)  
Toolbox Timmy, novice (NPC)

**GM:** Dave Nelson

### **Log:**

#### *Prologue*

Doc, Uncle Fargus, Dieter Jaegermeister, Tom Servo, Robot Bastard and Toolbox Timmy had escaped in a captured shuttle from the fragment of Simba, past the Anthraxian warships to the fragment of Amicus. They had sworn to travel to Sandpit, clear on the other side of the Slipstream universe to look for a clue to discover a means of saving the inhabitants of Simba from the Death Dust that had been scattered over the world.

On Amicus, Uncle Fargus arranged with some smugglers to swap the captured shuttle for another one. This vessel, a Levitosan shuttle named "The Astral Crawfish" was armed with a nose-mounted ray gun. The smugglers wanted a vessel from Anthraxa's fleet for their own devious ends. Dieter, however, was testing a hibernation chamber of his own design and neglected to tell anyone how to deactivate it.

After they loaded their gear and Dieter's chamber onto the Astral Crawfish, Uncle Fargus suggested that they hire another pilot, since he himself would likely be engaged in many engineering duties, and furthermore he couldn't fly 24 hours a day, and Sandpit was over 45 hours away in direct flight at the Crawfish's slow speed. Doc and the Robots found a pilot named Max Damage at the spacebar and hired him for the voyage.

#### *ACT 1: Deadly Battle in the Depths of Space (Day 1)*

Max Damage set course toward Quan, but ended up being caught by the Graviton Wave when he attempted to cross the Slipstream, and the Astral Crawfish drifted off course. Emerging from the Slipstream the ship was intercepted by an Anthraxian patrol, made up of 2 war-ships. The patrol demanded that the Crawfish submit to boarding and inspection. The crew realized that they couldn't out-fly or outfight the warships, and also that if Anthraxa's minions discovered Doc the Psiclops on board they would all be arrested. Therefore, they planned to ambush the boarding party, seize one of the warships, and use it and the Crawfish to attack the second warship.

Things went more or less according to plan at first. Max and Robot Bastard cleared the first warship of minions, with some supporting fire by Tom Servo. Doc tried to use Psionic powers against the minions, but failed noticeably. Max took the controls

of the warship and Robot Bastard manned the nose-mounted rocket gun. Uncle Fargus piloted the Crawfish, and Tom Servo manned its nose-ray gun.

The battle was tense and exciting, with the two warships maneuvering to get their main rocket gun to bear, while exchanging less than effective shots with their swivel heat guns. The Anthraxian ship was getting the worst of it, and was being slowly blasted to pieces. However, it managed to come nose-to-nose with the captured warship of Max and Robot and fire all 5 guns at once. This volley blew the rocket gun off the front of the warship and completely wrecked the ship, leaving it derelict. But, moments later, Uncle Fargus brought the Crawfish's nose around and Tom Servo fired a telling shot on the enemy warship, causing it to explode.

The Crawfish rescued Max and Robot Bastard from the derelict warship, and they managed to loot the 4 heat guns, and a collection of space-suits, ray pistols and rocket belts from the dead crew. They also discovered that the warship was carrying a special crate marked "To Research Center Beta for Immediate Testing." Inside, they found an artifact Rocket Engine, called a LONG-WAVE-PULSE-ENGINE.

The crew at first decides to fly on to Quan, but Doc remembers that Quan is rumored to hide the palace of Queen Anthraxa, and is certainly guarded by a fleet of deadly warships. Instead they make their way toward the fragment of Barter for a refit.

#### ACT TWO: BUY AND FLY (Day 2 and 3)

Arriving at Barter, the crew agrees to pay the Port Authority \$1500 to land and trade in the city. They sell the 4 heat guns and the space suits, rocket belts and ray guns that they do not keep for themselves. While Uncle Fargus and Timmy install the artifact engine, the rest of the crew take some time to spend some cash around town on various pieces of gear. The take for each crew was about \$1500 after expenses (no one thought to set some aside for Deiter, since he slept through the entire space battle in his ice chamber). The Long-Wave-Pulse Engine proved to increase the travel speed of the ship to 5 units per hour, and incredible speed improvement.

The next day the refurbished Astral Crawfish set forth for Sandpit. What should have taken 6 hours or so, ended up taking nearly the whole day when Max Damage flew far off course, into the Graviton wave, and was drawn along the wave for some distance, before he emerged near Scar and then traveled parallel to the Slipstream to finally arrive around Sandpit.

#### ACT THREE: PIRATES AT SANDPIT (Day 4)

The Astral Crawfish orbits Sandpit. At first the crew is perplexed, since the fragment seems uninhabited. But, at last they overhear a radiophone message between two pirates, and triangulate the location. It seems a pirate raider is landed in a gully, and two of the pirates stand guard over some cleverly-concealed huts. Uncle Fargus and Timmy stay in the Crawfish, waiting for a signal to swoop in and blast the pirate ship if necessary. Max, Robot, Tom, and Doc use their rocket belts to swoop into the gully and begin to blast away. Doc ends up being very badly wounded in the fire fight. Max takes a lighter wound. Despite being the target of a swivel heat gun, Tom Servo holds up well to enemy fire, as does Robot Bastard. The 9 pirates are eventually all killed.

The crew then discovers that the pirates had been holding 20 natives, called Tropicos—aliens with prehensile hair—as prisoners in the huts. They free the Tropicos and accept a reward of 100 slips worth of trinkets. The crew strips off the swivel guns from the pirate raider, but give the ship to the Tropicos, to their everlasting gratitude.

The leader of the Tropicos, by the name Jahmon (o come on, might as well called him Jar Jar Binks, what with the prehensile rasta hair and everything, booo) explains that Sandpit used to be jungle, but when Anthraxa discovered that the Tropicos had the psionic power to communicate with animals, she had the fragment destroyed with the Death Dust. The dust works in a matter of a few months, too little time for their scientists to find a remedy. The current inhabitants are those who happened to have been off world when the attack occurred. The story goes that many had suggested going to the great Sphinx-like oracle on Nivek for help, but it was not done.

The crew decides to consult the oracle themselves and sets forth for Nivek.

#### ACT FOUR: TERRIBLE FLYING AND LONG TRUDGING (Day 6-10)

It should have taken only a few hours to fly to Nivek from Sandpit, what with the Long-Wave-Pulse engine. Instead, Max Damage displayed one of the least impressive feats of racketeering in Slipstream history. At one point, Uncle Fargus pushed him aside and got them nearly on target, before succumbing to weariness and yielding controls back to Max. After an agonizing day of travel, they finally land at the lake-front city on Nivek.

The crew walks into the city to find the High Priest (the Niveks are a kind of jungle-dwelling Bug Men) explaining to the crowd that the Sky Demon has sent her Imps to destroy the oracle, and that these strangers have been sent by the gods to stop them. The crowd goes wild. In private, the priest offers the crew a laser sword if they save the Oracle from Anthraxa's primal troops who have slain the native guards. The crew eagerly agrees.

The High Priest appoints a hunter named KKK-Kree-Chack to be guide for the crew to get them through the jungle to the oracle. The jungle and the mist over the jungle are far too thick for a rocket ship to land or even find the oracle from the air. Leaving Fargus and Timmy in the Astral Crawfish, to race to the scene when they need it, Max, Robot Bastard, Tom Servo and Doc begin to trek across the jungle.

At one point, Tom Servo turns to KKK-Kree-Chack and says—in all our Holiness we now give you the new name “Steve”. Steve is overjoyed and cherishes his new holy name (for some reason Steve speaks with an Indian accent, yes yes).

At one point in the jungle the crew is attacked by 10 Krell Wasps, but the wasps are pretty feeble, especially against robots and are swiftly wiped out.

After four days in the jungle, they reach the oracle, just in time to see the Primal Soldier push the plunger attached to a big pile of TNT in front of the oracle:

TUNE –IN IN 2 WEEKS FOR THE NEXT EXCITING EPISODE!!!