

**Session/Game:** Slipstream 10

**Date:** October 3, 2010

## **EPISODE 10: Space Genie**

### **Characters:**

Tweety, birdman, seasoned, (Jason Leibert)  
Robot Bastard, robotman, veteran(Bob LaForge)  
Doc, psyclops, seasoned, (Marlon Kirton)  
Max Damage, earthling, veteran, (Dave Hanley)  
Dieter Jaegermeister, earthling, seasoned (Joe Cress)

Pedro, Space Mexican (NPC)  
Toolbox Timmy, Space Hobbit (NPC)

Cameo Appearance by  
Uncle Fargus, earthling, veteran, (Dave Nelson)

**GM: Dave Nelson**

### **Log:**

#### *Scene 1: Help Me!*

On Avia, Toolbox Timmy rushed up to the team saying that an emergency radiophone message calling for help was coming through. It seemed that while the Avia fleet was dealing with some dangerous meteors, another Avian vessel was being hunted down by 2 Anthraxia war ships.

The Frankenbone blasted off to the rescue. They destroyed one of the two warships and boarded the other. Dieter tried to crash into the enemy ship twice while trying to board. Robot Bastard also crashed once, but used his magnetic clamps to grab hold and did get in. The crew managed to kill off all of Anthraxia's minions and took the ship.

They rescued the Avian vessel, piloted by a young and festive intelligence agent named Flashy Canary. Canary told them that the underground movement on Hosbec was ready to rise against the evil merchant cabal that ran the fragment and join the rebellion against Anthraxia. All they needed was to have the great Prophet of Hosbec returned to them.

They returned to Avia, where Dieter sells the captured warship for \$5000. Max Damage arranges for the shipyard to add an extra survival mount to the Frankenbone. They then mounted the four swivel guns from the warship onto the Frankenbone.

Meanwhile, Doc and Tweety went to the intelligence headquarters to confirm Flashy's story. Purple Eagle, the intelligence chief, confirmed that they had recently moved a Hosbec Prophet onto Septis, the nearby swamp fragment. He was waiting at the city of Sulfurino, and could be contacted by setting off three signal rockets on approach.

#### *Scene 2: It's A Trap!*

Rocketing to Septis, they flew around the swamp city of Sulfarino and set off three signal rockets. They walked across the access pier toward the Prophet, a small furry Hosbec, and were swarmed by a flight of the Dreaded Bat-men of Space. Although they kill all 14 Bat-men,

the monsters did seriously busted up Dieter's face. The crew sweeps up the Prophet and rocket off toward Hosbec.

### Scene 3: It's Another Trap!

On Hosbec, they land near the holy mountain and enter into the cavernous Holy Temple. The Prophet then approaches the central platform. He then uses a brass jar to release a powerful space genie. At that time a horde of Hosbec soldiers and some green-skinned space mercenaries rushed in the cave entrance. The Prophet turned and ordered his followers and the genie to destroy our heroes (perhaps his German accent should have alerted them that he was evil). Tweety and Max Damage began a long fight with the genie, while Doc and Robot Bastard killed or put to flight the Hosbecs and mercenaries. One of the Hosbecs shot the crap out of Dieter. Eventually, Tweety, after breaking his own laser sword, and shoving the brass jar onto the head of the genie, realized that it was a robot.

Doc then hurried up and opened the trapdoor, by which the robot genie has really entered the temple. The genie fell into the chamber beneath, but soon returned. The crew just couldn't seem to kill the genie, even after killing the Prophet and defeating all his troops. After another attempt, the Doc finally dropped the genie-bot back into the chamber and managed to finally shut the door (Robot Bastard had dropped down a breaching charge too, but it didn't seriously damage the genie).

With the genie contained, they searched the temple and found it was a recent put-up job and the whole "prophet" story was a treacherous ruse by Anthraxia to destroy our heroes.