

Session/Game: Slipstream 4

Date: July 11, 2010

EPISODE 4: Brains, Robots and Spider Pigs

Characters:

Tom Servo, robotman, novice, (Jason Leibert)
Robot Bastard, robotman, novice (Bob LaForge)
Max Damage, earthling, novice (Dave Hanley)
Dieter Jaegermeister, earthling, novice (Joe Cress)

Floating in the Background most of the time:

Uncle Fargus, earthling, novice (Dave Nelson)
Wheet, birdman (NPC)
Toolbox Timmy (NPC)

GM: Dave Nelson

Log:

ACT 1: Brains

After having thwarted the coup attempt on Avia, Max Damage piloted the “Dog’s Bone” toward Boroosh, a fragment near the infamous “Barrier” which kept the prison fragment of Radios separate from the rest of the Slipstream universe. The crew hoped that the famed navigators of Boroosh might know some way through the barrier in order to rescue the prince of the Birdmen from the prison world.

Near Boroosh, they detected an Anthraxian warship. They were soon touched by a psychic scream from the ship. A being was calling out for help. The crew leaped to the attack, firing upon the ship. A long gun battle ensued, with Tom Servo using the nose gun to blow a hole in the enemy hull. Then Max crashed the two ships together, locking them to one another. Robot Bastard boarded the enemy ship, killing 2 of Anthraxia’s minion crew, but he himself is wounded by one of the two scientists aboard. The second scientist moved over to a brain floating in a tank and threatened to destroy it unless the crew surrendered. Tom Servo shot the wrench out of the scientist’s hands. Dieter kills the other scientist, and Max kills the last 2 minions. Finally Robot Bastard rouses himself and kills the last scientist.

They then question the brain in the tank. He proves to be a Borooshan navigator named Klendar. He tells them that he will reveal information about how to pass through the Barrier, if they return him home and set him free. On the damaged warship, they find a Neural-Paralysis injector among the effects of one of the scientists. Dieter claimed it for his own use. The crew agrees and prepares to complete the journey to Boroosh. They send Uncle Fargus, Timmy and Wheet ahead in the Dog’s Bone, while the other four take the captured warship.

ACT 2: Robots

Near Boroosh, the crew of the warship spotted a robot-man salvager rocket ship.

Pretending to be an Anthraxian patrol they board the salvager. The robots soon disbelieve that Max and Dieter are on the level and turn on them. A bazooka bot attempts to shoot Dieter, but fails. Dieter uses his Uber-Ray device and destroys the bazooka bot and one other robot. The remaining 5 robots surrender. They seize an alien artifact ray-gun pistol from the salvager and depart. At this point, Robot Bastard and Tom Servo are overcome by their bloodthirsty nature and compel the rest of the crew to fire on the salvager. A long, fruitless space battle ensues. Eventually, both the nose gun and one of the swivel heat guns on the warship burn out. Finally, Max brings the ship aside the salvager, and Tom Servo and Robot Bastard manage to board and kill all the robots. They strip off the cargo and the guns from the salvager and blow it up.

Finally, they arrive at Boroosh. Despite Tom Servo's infuriating cruelty, Klendar reveals that a Lupine space-jock nicknamed "Wolfman Steve" claimed to know a secret way to cross the Barrier. Wolfman Steve was reported to have led an expedition to Arachnea to find an artifact known as "The Web of Life." They then returned Klendar to his family loaded the guns from the warship and the salvager onto the Dog's Bone and all set off for Barter.

INTERLUDE: a stop at Barter

After Max Damage expertly cruised through a dangerous meteor shower, the crew flew to Barter, made landfall, and sold off the captured guns. They re-armed the Dog's Bone with new weaponry: a nose-mounted Graviton Beam, 2 swivel mounted heat guns, and 2 swivel mounted rocket guns with 40 rockets.

ACT THREE: Spider Pigs

The Dog's Bone swiftly arrives at Arachnea and spot a crashed Angeli scout ship on the surface. Leaving Uncle Fargus, Timmy and Wheet at the Dog's Bone, Tom, Robot Bastard, Max and Dieter quickly advanced across the surface to the wrecked ship. Right after their arrival, they were swarmed by angry lighting-shooting, poison-spewing Spider-Men. The entire landing party was soon overwhelmed and fell into the hands of the spiders.

Several hours later, they awoke to find that the effects of the poison and electricity were temporary. They found themselves in a cave, sealed with a huge plug of spider web. There were a dozen Ape-men and Mexicans trapped in the cave too, as well as the Lupine space-jock Wolfman Steve. Steve explained that the spider queen would soon arrive to eat them all. Robot Bastard used a breach charge to do significant damage to the webs, and Dieter used the Uber-Ray to complete the hole in the webs.

Max used his rocket pack to fly out of the chamber, out to the surface, where he radio-phoned Uncle Fargus to come to help. Meanwhile, Dieter and Tom began to build a rocket sled from pieces of equipment in the spider larder. Soon they used the one sled to ferry Steve, the Mexicans and the Ape-men to the Dog's Bone. They then used the graviton gun to clear the Angeli Scout Ship from spiders. They patched it together to allow the Mexicans and Ape-men and Steve to escape.

Wolfman Steve explained that the barrier can be crossed by Anthraxian ships with special auto-pilots. A war-rocket named Achilles will be at Vitin in 3 weeks and 2

days to go across the Barrier to Radios. He says that at Vitin the crew should go to a pirate chieftain named Michititli Invigo (a.k.a. the Dread Pirate Badgerman Roberts) and seek help from him. They should use the password Hammerhead to get the pirate's help.

The crew soon helped Steve patch up the scout ship and both ships return safely to Barter. At this point Wheet takes his leave, saying that he must return to the king and bring news that the Achilles has the key to crossing the Barrier and saving his son.