

Campaign/Game: Savage Space Bastards - SWD
Savage Space Bastards Session 1: Meet the Space Bastards

Date: September 11th, 2022

Characters

Infinity, Android Sciences officer (Quinton)
Johnny Electron, Child Psionic Prodigy (Bob)
Smash Lampjaw, Stalwart Star Marine (Jason)
Spurious George Jetone, Chameleon Pilot (Craig)
Uncle Fargus, Curmudgeon Engineer (Dave)

GM: Andrew

Log:

It has been years since the monied interests have been to Bastard Station. Now after a long hiatus, there is once again masters of this nearly derelict station. As the heroes pull up in the Red Rash, piloted by Captain Randolph Hoorley, Slick Tyrone begins to explain the heroes' inheritance. Uncle Fargus is inheriting a place on the station from his great aunt Clarissa, a woman with a love of Werther's Originals and a dark past. Smash Lampjaw is here at the request of his commanding officer, whom Smash managed to save from pygmies with sharp mangoes on the North side of Eden III. Spurious George Jetone takes the place of an elder "uncle" just like him. No one would expect SGJ to be an alien, because that's just sci-fi from the holo movies. Johnny Electron is there, but as a kid his portion is kept in trust by Infinity the Android, a fully functional "series eight" android caretaker who once belonged to Clarissa but is newly emancipated.



The station is in a terrible state. Despite being the size of a small moon, nearly the entire main section is riddled with holes and cracks. Some sort of living space-borne plant life can be seen out in space soaking up the light from the single dim star that is the only other body in the entire light year. Only three docking ports even look functional, and the heroes hear from Hoorley that one of the three is tricky at best. The other functional one is taken up by a reasonably maintained patrol ship they find out later is named the Firebase.

Slick Tyrone tells the heroes about the history of the station. In the early days of the UGH the Frontier was several sectors closer to the Core Planets. A Frontier Charter was granted by the Chamber of Colonization to Bartoli-Stellar-Development Company to place and maintain a deep-space exploration and survey station in the Thrandor Sector. Bartoli managed to make a

thin profit on the station, but when the sector was incorporated as part of the Union much of its profits evaporated.

However, one of the partners in the company noticed that there was a clause in the charter that stated that the station could only be inspected or boarded with an order signed by the Colonial Manager of the Thrandor Frontier Zone. But, there were no more Colonial Managers of the Thrandor Frontier Zone, since Thrandor was now a full sector of the UGH outside of Colonial Frontier management. The Chamber of Justice and the Chamber of Colonization argued about it for some decades, but decided that rules were rules and so, no one could legally search or inspect the station. Thus, Bastard Station became the lawless armpit for the dregs of society to disappear into, and it has been thus ever since.



**EVANS,
SPACE LOSER**

As the heroes reach what was once the main thoroughfare of the station, they meet the dockmaster, Space Loser Evans. He seems barely competent, but mostly well-meaning. He breaks his tablet computer only to have it repaired twice by Infinity and Fargus.

The party meets the pantsless rat-gourmet Gordie. He takes to the party immediately, declaring himself the ambassador to the various groups of criminals, bums, derelicts, hobos, tramps, and vagrants who populate the station.

Evans takes the new owners to Johnny Gobbs, but he is angry that the new owners are here. He doesn't want to give up his cushy existence as the only one who knows how to use the singular small bio fabricator on board the station. He has bribed some derelicts with Burn Krangor (a combat drug named for the company who designed the compound) to attack and kill the new bosses. The heroes make quick work of Gobbs and his mucousy beard, cutting off his hand to take his laser pistol and then lowering the whole lot of them down the Bum Hole into the bowels of the station to live or die on their own devices.

With the station now under control, the heroes go about trying to clean out some spaces for themselves for a week or two, and fixing up the Firebase for some upcoming scores. They decide to "owe one" to Hoorley, and before he leaves he offers them a salvaged point defense weapon. Infinity installs this device onto the Firebase with no troubles.

Space Loser Evans announces on the comms that Buscemi, a regular through the station, has requested permission to dock. Buscemi seems like a reasonable fellow, and tells the crew of Bastard Station about a possible job.

Commodore Crowell of The Renegades wants the party to pick up a special cargo from Porgo and deliver it to a Forbidden Zone rendez-vous. The crew of the Firebase just needs to call up

Brutis Rhemoraz for the cargo and details. After a quick conference in the less-disgusting cafeteria (not the one with the body), the crew suit up and take their new ship for a spin.

As the party arrives at the jump point around Porgo, they are scanned by a Police Cutter that happened by. After some poor negotiating, the crew execute a perfect Celestial Fart maneuver to elude the Space Cops and make for Porgo.

The party learns that their cargo is none other than the notorious criminal Dread Abscond in cold sleep.

As they drop out of FTL at the rendez-vous, they scan and find no other vessel. As they begin to plan a way to get a message out, scanners pick up a pirate scout vessel approaching from the Forbidden Zone. Unfortunately for them, the pirate sees them first. The pirate, tipped off about the rendez-vous attacks the Firebase, looking to board and take possession of the cold-sleep criminal Dread Abscond. Fortunately for the heroes, their pluck and aggression carry the day and they crush the pirates at their own game. SGJ's piloting allowed them to get close enough to dock without taking any fire, then Smash Lampjaw steps on board with his scout armor and powered weapons and made quick work of the lightly-armed pirates.

When Commodore Crowell and the Renegades do arrive shortly after to take possession of the criminal, he is surprised and thanks the party for their work. He asks the crew their name, and they officially take the moniker of the "Space Bastards."

The heroes salvage the pirate scout, and make it their own renaming it the "El Bastardo." Infinity removes the point defense system that they purchased from Hoorley and re-installs it on their new ship. They sell the Firebase soon after. They take their gains and dive deep into their various vices among the station, changing it in subtle ways and bringing more life to the station.

