

**Campaign/Game:** Savage Space Bastards - SWD  
**Session 10:** Crabs, Krylons, and Overconfidence

**Date:** January 22nd, 2022

## Characters

**Infinity**, Android Sciences Officer (Quinton)

**Johnny Electron**, Child Psionic Prodigy (Bob)

**Spurious George Jetone (aka Salty Morgan)**, Chameleon Pilot (Craig)

**Captain Jerome Fargus**, Disgraced Galactic Rocket Corpsman (Dave)

**GM:** Andrew

## Log:

They welcomed Uncle Fargus' nephew Captain Jerome. In his last journal entry, Jerome had learned that Uncle Fargus wrote to a potential successor about a curious signal.

*Well if you're reading this I must be dead. Drat! So here's the deal. I've been tracking transmissions coming from the Forbidden Zone now for a few cycles. It really seems like orders! Clearly there is a GUH attack, or the Renegades are building a fleet to attack the Thrandor sector because there is no such thing as aliens! Strange that these orders don't reach Bastard Station. Great Aunt Clarissa must have installed some sort of stealth technology! I still don't like it, though.*



There are rumors of massive battles along the edge of the Forbidden Zone just like the ones in the Wrekin Belt and the Watrel Belt a few cycles ago. While the marauding forces were turned back, the naval base there was sorely wounded. The naval station based just inside the forbidden zone has been attacked and crippled. At this point, the Star Navy is making no comments, but clearly something is going on as all sorts of naval forces are mobilizing across the sector. Little do the Space Bastards know that the forces of the Krylon robot marauders are on the move!

After receiving some news that there may be someone or something looking to assassinate him, George takes his leave in his fighter telling the Bastards that his old military pilot friend Morton Salty will come back to take his duty station. George leaves and "Salty" (actually George in disguise) returns to the Bastard Station.

With the liberation of the second ring of Bastard Station, Happy Farmer has decided to give up farming biomass. He now has headed to the second ring where he is training a new generation of space cadets. It turns out that all along, Farmer was very much a skilled pilot trainer. Who knew? Unfortunately, this means that Bastard Station is very much in need of biomass.

The Bastards travel up to the ruined command deck that was once used by Happy Farmer to create biomass. It is a wreck, but it has a great view of the entire concourse of the first ring below. As they begin to discuss their next course of action, the Bastards catch a glimpse of a bum across the concourse that they swear looks exactly like the human-like Krylon robot **Pip Cola**. The heroes give chase! Young Fargus crashes through the thick glass of the command deck in hot pursuit, followed closely by the speedster Johnny Electron. George wounds the foul robot with a well-placed shot and then Jerome Fargus grinds the robot to powder with heavy laser fire.



The fight ends right in a curious room with a soup bar with massive pots of different soups. As the heroes wonder aloud, “Ambassador” Gordie wanders in and climbs into a pot. “Fargus always told me I should clean myself up with a soup bar!” Infinity questions the robot and learns that the Krylon home base is located deep within a nebula in the Forbidden zone. They are controlled and communicate through a long-range subspace channel.

A plan is formed. After stealing all the gains from the casino run by the Contraband Alliance, the Bastards decide they will “travel to Wispon to capture some crab-people and then drop them at the Krylon home base where the robots will fall and Jerome Fargus will battle the Krylon queen to victory on the steps of the Krylon capitol steps.” Johnny is on board with the plan, and since George is nowhere to be found and even if Infinity had a better plan the Bastards typically don’t listen to him, the plan is set into motion.

The attack on the casino ship starts without fanfare. The Bastards just walk right up the gangway to the ship. There are two mercenaries at the door and one guy in powered armor inside. Infinity offers his “credentials” and then kills both doormen with double-tap laser pistol shots to the head. After a couple of warning shots between younger Fargus and a powered-armored ex-marine, Infinity enters the ship and just shoots the crap out of the well-armed marine. Jerome Fargus then intimidates the crew and the ship is theirs. They immediately renamed it the “SS Crab Pot” and set course for Redwind along with the Bastarda. There they sell off the newly captured ship, buy some extra equipment and then speed off to Wispon to capture crab people. While they're doing that, they learn that Tolhurst has since taken the station in the name of the Contraband Alliance.

The heroes arrive at Wispon. They quickly locate a nest of crab people high on a rocky promontory. Captain Jerome, Johnny, and Infinity are dropped off by "Salty" in the Bastarda. They begin to disable these crab people in an effort to capture them. Johnny cripples several with his mind blasts. Infinity knocks them down with his new attack skills using his stun baton, and Jerome lays down suppressing fire and pimp-slaps crab people using his stun glove! Meanwhile, a colossal crab-monster reaches for the Bastarda, forcing George to both fly around and shoot the primary beam. With a cool half-dozen crab people strapped down in the hold, the heroes turn the Bastarda toward the Krylon home base.



After outrunning some Krylon interceptors in a connecting jump, the Bastards arrive in the system of the Krylon home base. They see the source of the cosmic transmissions Uncle Fargus wrote about in his journals, a gigantic cylindrical construct floating in space covered from end to end with hard industry, antennas, service panels, and Krylon warriors. It is titanic, nearly the size of a planet. A fleet of capital ships stand between the Bastarda and the base, each with enough firepower to incinerate the Space Bastards' ship.

"Salty" cloaks the ship and maneuvers in toward the Krylon base. He carefully picks his way through, doing his best to make the ship look exactly like a piece of space debris or a false alarm. The piloting goes perfectly. As the heroes approach, they can make out more of the Krylon base. Most of the massive cylinder spins clockwise, with all sorts of industry and logistics. A smaller "cap" spins counter-clockwise and features more communications and several landing sites for ships. Captain Jerome is distraught that there is no Krylon palace or robot-queen to be found. A new plan is formed. Instead of just dropping off crab-people, the Space Bastards task Infinity with creating a killer computer virus to destroy the Krylons.

At first the new plan went great. Captain Jerome gets Infinity to one of the access hatches on Fargus' jet cycle and shoots the Krylon drone guards dead, giving the android access to a computer terminal. Meanwhile, Johnny and "Salty" begin to deal with the flood of Krylon ships moving to attack. Things began to go sour though once Infinity ran into resistance against the computer virus infecting the Krylon master programming. Two Krylon boarding vessels crashed into the Bastarda, flooding the ship with Krylon drones and releasing the crab people. A melee between the crab-people the Krylons ensued as "Salty" engaged the Krylon destroyer and Johnny shot down incoming boarding vessels. Jerome rockets from the surface of the Krylon base, and clears the final Krylon just as three more Krylon destroyers bear down on the damaged Bastarda. All looks lost until Infinity finally breaks through the Krylons' programming.

For a moment, all the Krylons power down. Their ships drift, and the cylindrical homeworld stops spinning. After what seems like a lifetime, all the killer robots' systems power back on. However,

they have all now been given the Asimov programming that was embedded into Infinity's being for so long. Without the ability to harm flesh beings, despite the deep-seeded hatred of them, the Krylons find themselves in a state of deadlock and torment.

There is a discussion about whether Infinity could "reprogram" the Krylons to serve the Space Bastards. However, before that conversation gets too far the Krylons pack up and leave the sector. Before the Space Bastards know it, the Krylons have managed to jump the entire base station into FTL travel, leaving them alone in the Forbidden Zone. The Space Bastards do their best to patch up the damaged Bastarda and limp home.



The Star Navy will never truly know why the Krylons never pressed their advantage to overrun the sector, and the Space Bastards will return back to their station and assert their control over a Thrandor Sector with a terribly depleted police force and navy.

Johnny is inspired by the brilliant Captain Fargus and leaves Bastard Station to join the Free Galactic Rocket Corp. Jerome, overconfident in his abilities, comes up with wild schemes for the Space Bastards including overthrowing the Space Cops. Infinity leads the "android underground" on Porgo, helping to make sure as many androids escape persecution as possible. George takes on control of Bastard Station, making deals and bribing officials to become the largest non-planetary concern in the sector.