

Campaign/Game: Savage Space Bastards - SWD
Session 2: Jesus Marimba and the Chosen Four

Date: September 25th, 2022

Characters

Infinity, Android Sciences officer (Quinton)

Johnny Electron, Child Psionic Prodigy (Bob)

Spurious George Jetone, Chameleon Pilot (Craig)

Uncle Fargus, Curmudgeon Engineer (Dave)

GM: Andrew

Log:

Based on a number of rumors and job options, the Space Bastards decide to make a grand tour of the sector. They planned to leave Spronto in search of the missing freighter, the "Sailor's Delight" which had been stolen by Dr. Clem Goon and a skeleton crew of dirty mutants. Then they would travel to the greenhouse world of Santiago where they could take a whack at transporting a new and rare plant through SPACE COPS security on New Silas. Finally, the Space Bastards would travel to the chlorine death world of Wispon where a bounty awaited anyone who could help locate four missing researchers working for KRANGOR UNLIMITED.

The Space Bastards head out toward Spronto in search of the "Sailor's Delight." They approach the system carefully so as not to alert the assets of the STAR NAVY based there. They discover the ship parked on the planet of the mutants that orbits Spronto's star. There, they witness a sort of giant rave from orbit. Thirty-six space hours later, the Sailor's Delight powers up, and begins the long climb out of the gravity well. They take the opportunity to do this when the STAR NAVY is out of position to do anything about it, which also makes it the perfect opportunity for the newly appointed "El Bastardo" to engage. The defenseless freighter crewed by brain-mutated simpletons is shot to smithereens by Johnny. The explosion registers in the system, so the Space Bastards jump to their next destination before the STAR NAVY is able to do much investigation.



The "El Bastardo" rubs one out of hyperspace right in the space lanes of Santiago. There, they get off on the orbiting space station port, and make their way planetside to talk to Clem Dryheave. This guy is super sketchy. He's whacked himself off all the digital records held by the planet. He's beaten off all the foliage to create a landing strip on the plant-covered world of Santiago. He wants to pay the Space Bastards to take this man-shaped plant, which is not at all dangerous as long as one keeps the radiation lamps on it at all times, and drop it off with his buyer on New Silas. After a lesson on when to lie to clients and when not to lie by old Uncle Fargus (hint: don't tell the truth until you have the money) the Space Bastards are off!



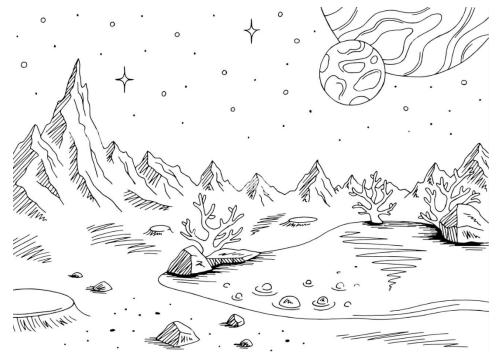
As they clear New Silas and jump to hyperspace, Fargus gets some troubling information. It appears that the super-plant is growing fast, spreading roots into the ship and reaching toward the power plant of the “El Bastardo.” The power from the ship’s reactor begins to fade. SGJ tries to vent the cargo into space, but it grows more vines and sticks itself fast to the inside of the cargo airlock. Small twig-like men begin to bore their way through the hull of the ship from the airlock. They attack the Space Bastards directly, threatening to destroy important ship’s systems and generally be a nuisance. Johnny burns a gaggle of them to death with his hand flamer. SGJ fights with a pistol and sword to knock them out. Infinity shocks one with his stun baton, only to find that he was sold a weapon with a bad charge. Uncle Fargus shoots one of the tiny menaces in the leg and scoops it into a kevlar bag for safekeeping. With the twig-men mostly destroyed, Uncle Fargus reverses the polarity of the reactor! The quick change shocks the plant, and it withdraws its roots from the guts of the ship.

The Space Bastards arrive in New Silas. Luckily, they manage to make it past the local SPACE COPS and arrive at their destination. They sell the plant, but follow the buyer - a researcher named Fredo Gums. He’s some sort of researcher for BIOTOPIC, with a significant industrial complex. The Space Bastards stun the guards and enter, while George keeps the engines warm. They confront the BIOTOPIC researcher asking for more credits, but it is too late! The Space Bastards, introduced to the industrialist only as “Jesus Marimba and the Chosen Four,” only have enough time to grab six Banks of cubes and make it onto the ship as the SPACE COPS come up on the scanners. Dodging between the smokestacks and factories of New Silas it looks for a moment like the law is going to catch up with the Space Bastards, but as the ship accelerates straight out over the planet’s oceans the “El Bastardo” manages to evade the law again. The heroes sneak off-world once more and enter hyperspace toward their next destination.

On Wilspon, “bossman,” Borcheck Unz needs someone to help track down what happened to four research associates who disappeared in the chlorine death-world wilderness of Wispon. As a blue-collar leader of a smaller colony, Unz is much more a company manager than any sort of politician. The factory is the only settled point on the colony, known for the only source of “Fast Acting Crabactine,” a panacea for burns, scars, and venereal disease. The boss man asks the Space Bastards to sign a release indemnifying KRANGOR UNLIMITED from any legal action. Uncle Fargus signs the document “Jesus Marimba.”

They tracked the four researchers to the great crater lake. From there, they dangled Infinity from the ship, looking for evidence. The loyal android found footprints leading from the wreck to the salt pillars standing northeast of the lake. As the Space Bastards approach, they continue to have Infinity hanging from the tow cable on the smaller airlock. They bring their science officer

back on board to do a sensor sweep of these strange structures, unique to Wispon. The Space Bastards discover that one of the structures has a backbone of more concentrated things, and movement within it. Johnny Electron trains the primary weapon on the pillar. As the pock-marked pillar falls, the heroes spot two of the human researchers of KRANGOR UNLIMITED emerging and trying to flee in fear as the entire salt structure falls and crushes them below so much poison and rubble. The heroes see parts of corpses of larger chlorine death crabs, but don't want to risk putting the ship down to collect enough for a bounty. The Bastardo points itself skyward and returns to Bastard Station for debrief and downtime.



Credit Position

Following this adventure, the player characters had the following number of credits:

- Infinity - 4
- Johnny Electron - 7
- Smash Lampjaw - 1
- Spurious George Jetone - 0
- Uncle Fargus - 2
- Treasury - 0