

Campaign/Game: Savage Space Bastards - SWD
Session 3: Petes, Fleet, and Repeat

Date: October 9th, 2022

Characters

Infinity, Android Sciences Officer (Quinton)

Postal Pete, Human Veteran (Pete)

Spurious George Jetone, Chameleon Pilot (Craig)

Uncle Fargus, Curmudgeon Engineer (Dave)

GM: Andrew

Log:

The Space Bastards spend some time cleaning up after spending credits on their vices buying some swag for their next adventure. Fargus purchases a grav bike and a jump belt. Infinity hires an android servant who tends his laboratory on Bastard Station named Link.

As a group, they hire Postal Pete, a veteran of the vapor wars who had been bitten by a monkey before he made his way to Bastard Station to escape his vice. He was recognized by Fargus because of his penchant for violence and his military record. He is promised two credits, which is good enough for Pete to join the adventure.



The Space Bastards learned of a few possible jobs they could perform for cash. Greedo Pinch (aka “industrial Joe”) had a bounty for him, and the heroes had managed to get a lead that he was located on the far side of Redwind, sheltered by the mob boss Crossmantis and transported by Tiko Lux. The socialite London Radisson wanted some junk art secretly transported back to her asteroid luxury home in Hard Rocks. Finally, the heroes learned that a very robotic scientist named Pip Cola needs a ride to the Watrel Belt.

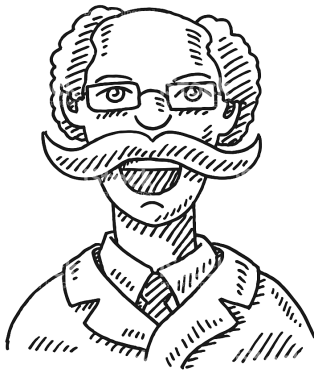
From Bastard Station, the heroes on the Bastarda their souped-up transport arrive in Redwind. Here the heroes meet with Linda, London Radisson’s personal assistant. She tells them where and how to interface with London Radisson’s crazy influencer life to learn more about where to pick up the art (a crumbling facade of spray-painted rebar and concrete) and where to drop it off in Hard Rocks. She points them toward a secret venue, asking the heroes to go to the ultra-VIP section and tell them that “buddy sent you.”

SGJ and Pete take their life into their hands, walking into the building where London Radisson is having the party. They mention the bit about “buddy” and “Linda” and they are shown inside

immediately. Unfortunately, they are only at the VIP section, and not in the ultra-VIP section as Linda asked them when they met. They eventually spot Linda across the crowded rave dance floor. The trio manage to catch Linda before she disappears and introduce themselves as Pete, Pete, and Pete. They are taken to see Radisson in the ultra-VIP section. There, they are treated to the vapid socialite's skewed view of the universe and how she is the center of it. She goes on about the art piece she hopes they will smuggle safely back to Hard Rocks. She wants to know what makes the heroes special, and asks many questions about the ship. Eventually a deal is worked out. A few hours later, the Space Bastards deliver the chunk of painted rebar and concrete to landing pad 90210 in the Hard Rocks belt.

The Space Bastards then travel to Porgo to speak with Brutis Rhemoraz. It is a free credit, and the heroes want to learn more about what he has to say. Brutis has a job to get a feel for how his son is doing on Thrandor Prime. He offers a code word "Eclipse," and asks that the Space Bastards get a code word back from Nero Remorhaz in exchange. SGJ helps close the deal by "disguising" himself to look like a student.

Once the Space Bastards have convinced Brutis Rhemoraz are the right team to sneak into the academy, they are left to their own devices to deliver the key word to Nero Rhemoraz and learn more about the teen's situation. They find some cheap furniture and create a homey "hang out area" in the galley area.



Before the Space Bastards can check on Nero, the party returns to Redwind to meet with Pip Cola in the municipal spaceport. The space bastards introduce themselves as the "Marimba transportation company out of New Silas." Pip Cola appears to be a no-nonsense scientist. Perhaps belonging to a secret science society, he very much seems like a very boring scientist. The Space Bastards identify themselves as Jesus Marimba and the three petes.

After getting the job to deliver Pip Cola, the Bastards travel to Thrandor Prime. Of course, the elite **Schola Academy** won't allow just anyone in, but SGJ very much fits the part of a precocious teen. Julius Fink, the Headmaster of Schola is pleased to meet "Uncle Pedro Johnny Metro and Devoted server Repeat." They get a tour of the campus, and meet up with Nero in the library. Once they get him alone Nero is reluctant at first to give up the code word. Nero just wants to leave and tells the Space Bastards that Brutis will pay double if they spring him from school. Of course, that could be kidnapping and Brutis might be pissed. Instead they talk Nero into relinquishing the return code word "Munchkin" and promise to return shortly. On the way back to Redwind for their next job they return to Porgo to collect three banks of Power Cubes and three credits.

The Space Bastards pick up Pip Cola at Redwind. Infinity does a medical scan on him, and he seems very much human. Maybe “too human” in many ways. Everything appears to go according to plan until they arrive at their destination in the Watrel Belt. Some robot guards appear at the airlock just as Pip Cola escapes into the asteroid base. Just as the final credits clear escrow, Captain Jetone puts the Bastarda into a flat spin, knocking the robot guards out into space. At this point, a robot piloted fighter launched and gave chase. It landed a lucky shot that inflicted two wounds on the Space Bastards ship before they were able to disengage.



Their final stop is Santiago where they hunt down Clem Dryheave for giving them the job of transporting the energy-drinking plants. They jack him up as he leaves “The Hemlock Club,” a social establishment made up of snooty arborists. With cash and vengeance, the Space Bastards return to their station.

Travel Log

Bastard Station > Redwind > Hard Rocks > Porgo > Redwind > Thrantor Prime > Porgo > Redwind > Watrel Belt > Santiago > Bastard Station

Proceeds

9 credits from London
1 for talking to Brutis Rhemoraz
3 Banks of Power Cubes and 3 credits for contacting Nero
2 credits from Pip Cola
3 after dropping off Pip

Credit Position

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

- Infinity - ???
- Johnny Electron - 7
- Postal Pete - 7
- Smash Lampjaw - 1
- Spurious George Jetone - 6
- Uncle Fargus - 1