

Campaign/Game: Savage Space Bastards - SWD
Session 4: Totally Not Stolen

Date: October 23rd, 2022

Characters

Johnny Electron, Child Psionic Prodigy (Bob)

Spurious George Jetone, Chameleon Pilot (Craig)

Uncle Fargus, Curmudgeon Engineer (Dave)

GM: Andrew

Log:

Bastard Station is beginning to take on some new life of its own. Since the last foray into the subsector, a group of refugees who were exiled off from Milgo have arrived on Bastard Station. They represent a more middle-class group of people rather than the normal dirtbags on the station. They would work cheap, and the Space Bastards find that they are somewhat capable and reliable.

Space Loser Evans reports that Two Pipes has recently fallen down on his job, spending his time under the influence of a new drug. One of the two remaining functional docks has failed and needs to be fixed for one credit if the Space Bastards are to be able to collect their usual session fees. Someone must either hire a new maintenance staff or straighten Two Pipes to keep this situation from continuing.



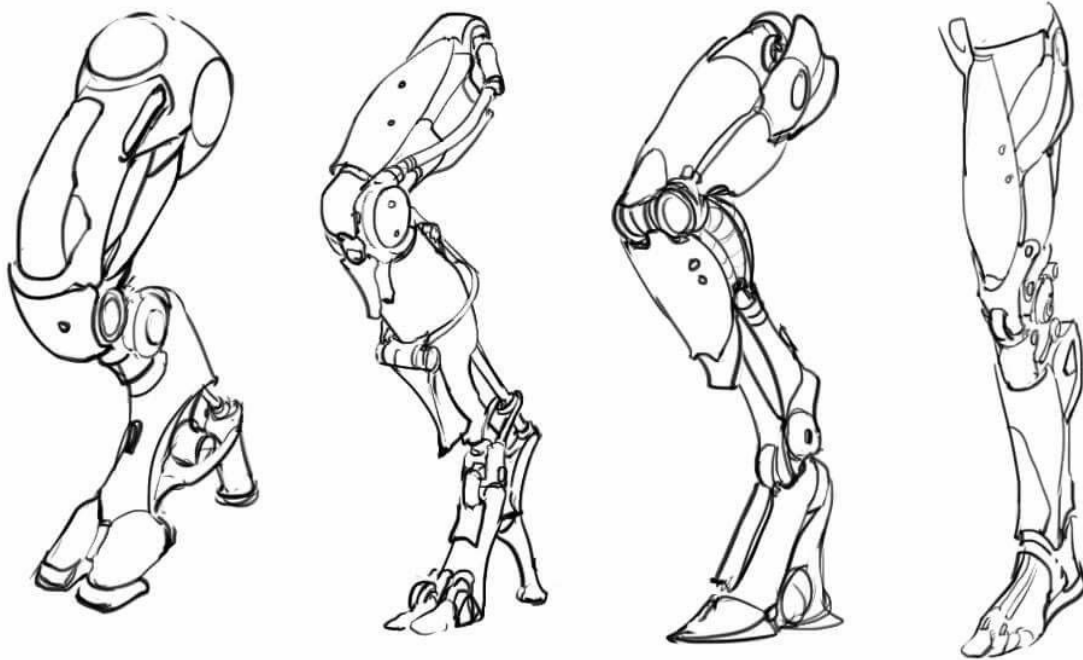
The Space Bastards are disappointed at the slowdown in their money. Two Pipes slowed down on his duties and one of the two remaining spacedocks is broken. A third spacedock remains marginally functional, which gives Uncle Fargus an idea to remediate the situation. The Space Bastard hires Monopoly the engineer, bringing him from Redwind to help out at the station. Two Pipes and Monopoly are put in a competition. There are two damaged spacedocks, and the first to fix it gets the job as station engineer.

Meanwhile, Ambassador Gordie is pleased to report that the bums down below have found religion. Many of them are now going to regular services to save their souls and improve their ki. He's happy to tell you all about it if you want to get close enough to smell him.

Outside of Bastard Station, the heat has caught up with the Space Bastards. There is a warrant out on Santiago for Postal Pete and an accomplice that fits Uncle Fargus' description for the assault and murder of the talented botanist Clem Dryheave.

The crew travel to Redwind for Johnny's surgeries and to meet with their lawyer. There is a discussion about how the Space Bastards will handle payments in the future. Unless otherwise engaged, all payments will be handled through the Bartoli corporation with the facilitation of Slick Tyrone. Despite that infrastructure, the Space Bastards have created their own shell identities as Jesus Marimba, Pierre Demarche, and Bort Samson.

The twelve-year old child Johnny Electron meets with the cybernetics doctor Sawbones McGee on Redwind. The mad doctor charges less, but the gun installed in Jimmy's arm will tend to fail because of how the feature was installed. The new cyberlegs are installed with no issues.



The Space Bastards decide that their first destination is New Silas, where they hope to heist a new mech fabricator and a few banks of mech cubes and data cubes. George disguises himself as the famous Porgo industrialist Brutis Rhemoraz and makes his way into one of three showrooms of fabricators on the planet. There, a small gray man with large black pupiless eyes introduces himself as Apbu. When asked about his unique appearance, Apbu explains that he is an "immigrant."

George, still disguised as Rhemoraz, uses the industrialist's notoriety to set up a potential deal for a military-grade fabricator and some cubes to power it. A deal is struck and in two days time, the Space Bastards return to pick up the new mechanical fabricator. George, once again disguised as Rhemoraz, triggers the suspicions of Apbu's manager Glen Grossman when he shows up in a mid-model transport that doesn't even have a luxury suite in it or any sort of support ships. Grossman dismisses his small, gray colleague and along with four hired Execustar guards prepares to move the fabricator onto the Bastarda.

As they do that, Uncle Fargus keys in “PLAN JOHNNY” into his data slate. Johnny Electron unleashes hell, blastin Glen Grossman with psionic energy and hot death from his hand flamer. Their cover blown, the Space Bastards head out over the oceans at top speed looking for some sort of diversion. Fargus has an idea, and explains it to George before he removes his “disguise.”



Within a few minutes, a transmission from a communications buoy left on New Silas transmits a distress message from Brutis Rhemoraz himself. He reports that he has been kidnapped by the Free Science movement delivered to Mutants on Spronto! Behind him, a cheer for the Free Science Movement confirms the deed, and the transmission is cut off. Space Cops are dispatched for the source of the transmission immediately while the Bastarda climbs out of the New Silas’ gravity well on the other side of the planet.

They return to Bastard Station. The Space Bastards find that while Monopoly is doing some work, Two Pipes is much too lazy and exhausted to do anything. He wandered down the Bum Hole himself toward the center of the station, leaving his post entirely. The mechanic Monopoly is made the new repair tech of the station, at the cost of one credit a session.

George had gained a job offer from Jezri the fixer on Redwind. It sounded interesting because it mentioned whether the Space Bastards had a “taste for stealing from pirates.” The Space Bastards meet Jezri in person on Redwind. For a small cut, Jezri shares the location of a transport used by a faction of pirates to launder banks of cubs stolen from other freighters in transport. Jezri reveals the location, a waypoint known as Rendezvous Q in the Gilbert Belt, and the fact that the Washing Machine, the name of the ship, is filled with marine defenders stored in Cold Sleep berths. The Space Bastards take on a contract for Rent a Goons, and are surprised when the R.A.G.s arrive in a timely way for them to take on this next assignment.

As the Space Bastards wait at Rendezvous Q, they are hailed by the pirate ship Washing Machine. They identify themselves as the “Garbage Scowl Rancid.” The pirate ship tries to talk their way out of a conflict, but the Space Bastards are ready. Johnny Electron vaporizes the ship’s life support systems “by accident” and temporarily damages the ship’s batteries. The Space Bastards link with the ship and kill the pirate crew in a quick and decisive action.



The Space Bastards utterly destroy the ship's transponder and limp this transport back to Bastard Station. There they find that Monopoly has managed to fix the second dock. The newly unnamed ship docks briefly, and using the new fabricator Infinity replaces the ship's life support systems. Meanwhile, the Bastarda stops by Redwind on the way home to sell some banks of cubes and the fancy jetbike in the secret hold of the pirate ship.

The Bastards decide to hide the new ship for fear of a pirate stopping by on a whim. They travel to the asteroid field XZ-243. Along the way, they dismiss an automated distress signal. "That's a shame," Uncle Fargus murmurs to his rent-a-goons. "RAGS, get me beans." The new ship is hidden on an asteroid. Fargus leaves it with a communication device that will ping back to the signal code like a garage door opener. They all truck it back to Bastard Station to spend their new coin where Johnny suggests calling the new ship "Totally Not Stolen." Thus the BSS Tonosto was named.

Travel Log

BSS Bastarda

Bastard Station > Redwind > New Silas > Bastard Station > Jezri > Gilbert Belt > Redwind > Bastard Station > XZ-243 > Bastard Station

BSS Tonosto

Gilbert Belt > Bastard Station > XZ-243

Proceeds

After taking the total proceeds and removing the credits, loot, and banks sold the final take was:

- 2 Mech cubes
- 1 Banks of power cubes
- 1 Data cubes
- The B.S.S Tonosto

BSS Tonosto (Cost: 28)

Size 6 (Freighter), Agility: D8 Smarts: D6, Spirit: D4, Strength: D6, Vigor: D8

Jump Drive, Cold Sleep Berths, Cargo Hold x2, Smuggling Compartments, Shields, Point Defense

Credit Position

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

- Infinity - ???
- Johnny Electron - 0
- Postal Pete - 7
- Smash Lampjaw - 2
- Spurious George Jetone - 2
- Uncle Fargus - 0