

Campaign/Game: Savage Space Bastards - SWD
Session 5: Orange Joe and the Sportsball Heist

Date: November 6th, 2022

Characters

Infinity, Android Sciences Officer (Quinton)

Spurious George Jetone, Chameleon Pilot (Craig)

Uncle Fargus, Curmudgeon Engineer (Dave)

GM: Andrew

Log:

Following the downtime, the Space Bastards are looking to make another big score. Infinity pays Monopoly to install the military-grade Mech Fabricator. Link helps Infinity out by cleaning up the station sickbay considerably. There is now an appropriate place to help any ailing organic members of the station. Immediately, some of the more desperate members of the station start taking advantage of this new service offered by the androids.



Space Loser Evans has been trying to reach the Space Bastards for a few days now. He said that he had something important, but he's such a loser that you would know that he never has anything important to share. From what Gordie hears, Evans is sick of filming bum fights for his pay. He wants a raise now that the second space dock has opened up.

Fargus hires a squad of four Rent a Goons. He puts them on retainer, and tasks them with patrolling the station concourse and watching the Bum Hole for any stragglers who might come back up to the first level. Monopoly the tech fabricates a grate for the bum hole, which is sealed tight each night cycle using a digital lock of some sort.

The Space Bastards learn about a new visitor on Bastard Station named Tolhurst. He seems streetwise but also bland and unassuming, which bugs the hell out of Gordie. "Somethin' isn't right about this dude, bosses," the unofficial ambassador says. Infinity easily locates Tolhurst. Just like "Ambassador" Gordie said, he's out hustling in his fancy new flight suit, looking to muscle his way into Sneaky Pete's card game, security some money from it in exchange for "protection." Infinity speaks to the thick-necked gangster, inviting him to a meeting with the Space Bastards in their crappy cafe headquarters.

Tolhurst arrives at the appointed time. The conversation turns toward "protection." Fargus immediately recognizes that Tolhurst is an advance member of the Contraband Alliance. Tolhurst wants to get in on the ground floor of the Space Bastards' illicit operations before things get too big. He proposes that the Space Bastards allow the Contraband Alliance to take control of a section of the abandoned offices of Bastard Station, and pay a small fee each downtime to

support the cleanup effort. Tolhurst also suggests a collaboration wherein the Space Bastards would get a significant discount on their fee if they can identify certain persons who may have arrived on the station.

At this point, George, disguised as a big bright-haired freak named "Orange Joe" opens fire on Tolhurst. Infinity tries to stun the gangster, but once again his faulty stun baton fails him. Fargus fires wildly in George's direction. He screams, "Screw you Orange Joe you filthy undercover Space Detective!" allowing Tolhurst to escape. Fargus explains that while Bastard Station may be immune from the attentions of the Space Cops, illicit organizations like the alliance could easily crush them. "Keep your friends close, and your enemies closer," he says.

Later that night, Johnny arrives up from the bum hole following a particularly deadly cripple fight. He has the headless body of his victim which the Space Bastards dress in the clothes George as "Orange Joe" was wearing. They manage to reach out again to Tolhurst, and hold another meeting. They agree to his terms, showing the body as proof that they have taken care of the dirty Space Cops who are invading their safe space.

Once the station is secured, the Space Bastards' first job is to ruin a small business. The job goes swimmingly, with the transport from the mom and pop power cube mining business falling for the Space Bastards' emergency transmission describing orphans trapped on a derelict spacecraft. Fargus boards the transport and the crew surrender without much of a fight.

In a strange moment of mercy, Fargus decides to let all those aboard the freighter live. He tells them all to grab radios and a spacesuit and flee the ship. He makes a particular point of telling them that it was "Pierre DeMarche of the Contraband Alliance" who allowed them to live this day. Once all power cubes are removed, Fargus sets the power plant to feed back on itself and destroy the transport. The party immediately takes the stolen power cubes and delivers them to Antion where they are sold for a premium to that power-strapped colony.

Next, the Space Bastards decide to travel to Redwind to meet with Jezri the fixer. They understand that there is a job for them that involves stealing something valuable right from under the nose of the SCIENCE PATROL. Just like last time, Jezri wants a small cut for the intel. They learn that the job is to sneak into the sportsball training complex of the Parallax University and steal what is believed to be a formula to counteract cyber psychosis.

The heroes arrive on the bland and controlled planet of Wollerton to sell their ill gotten loot. There they are met by a stepford wife representative who introduces herself as Hilda. She seems even more regulated and bland than the android who appears to tend to the Bastarda and clean up all the expectorating Fargus does whenever the planet is

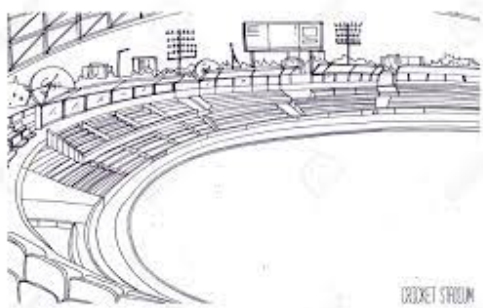


mentioned. The android communicates with Infinity, identifying himself as "Muckbucket." A deal is made, and the banks of power cubes are paid out. Before they leave Wollerton, the Space Bastards decide to steal a few high-end banks of cubes from the industry on the planet. They take off from the perfectly regulated space port during the rest period of the tide locked planet. They are met by a strange, gray man with large, dark eyes who introduces himself as Abpu. He explains that his unique coloring is because he is an immigrant as Fargus rides his jet cycle into the warehouse shooting up in the air demanding mech cubes be loaded onto the Bastarda. The workers do so, and Abpu is an avid helper. The Space Cops begin to converge on the Bastarda's position, but George manages to guide the ship through one of the very straight regulated streets at high speeds to escape the Space Cops and leave them in the rear view mirror.

On the way to Parallax from the jump point, the Space Bastards are stopped by the Space Cops. They are allowed to board the Bastarda. George, introducing himself as "Tolhurst" brings them through the cockpit on their way to the cargo bay. There they meet "Jesus Marimba," and "Repeat." Of course, the Space Bastards aren't holding anything in their cargo bay at this point, which is a little suspicious. The Space Cops learn that the Bastarda is owned and operated by Bartoli, the company that also owns Bastard Station. As agents of Bastard Station, the cops have a few questions, mostly about the individual known in the sector as Space Loser Evans. Apparently, he is wanted for theft, manslaughter, wonton destruction, and prostitution, which raises some eyebrows. Making quite sure not to take the cops by the mostly hidden cloaking device, George sees the officers of the law off the ship.

Parallax is a mostly lush world with a space port. The heroes first sell their mech cubes taken from Wollerton to a lovely middleman named Gleeza. She tells the Bastards a little local lore about the capitol city and the research facility of Dr. Jablonski. This lesser-known cybernetics scientist works closely with the legendary coach Poe Joturno to make the Parallax Union University Snails the best sportsball team in the quadrant. Gleeza describes the doctor's facility near the site of the huge sportsball stadium, and informs the bastards that the capitol will be in disarray during the "big game" coming up soon.

George and Infinity take the space elevator from the spaceport to the surface, leaving Fargus in orbit with the Bastarda. They bring along Fargus' grav bike and George wears Fargus' jump belt.

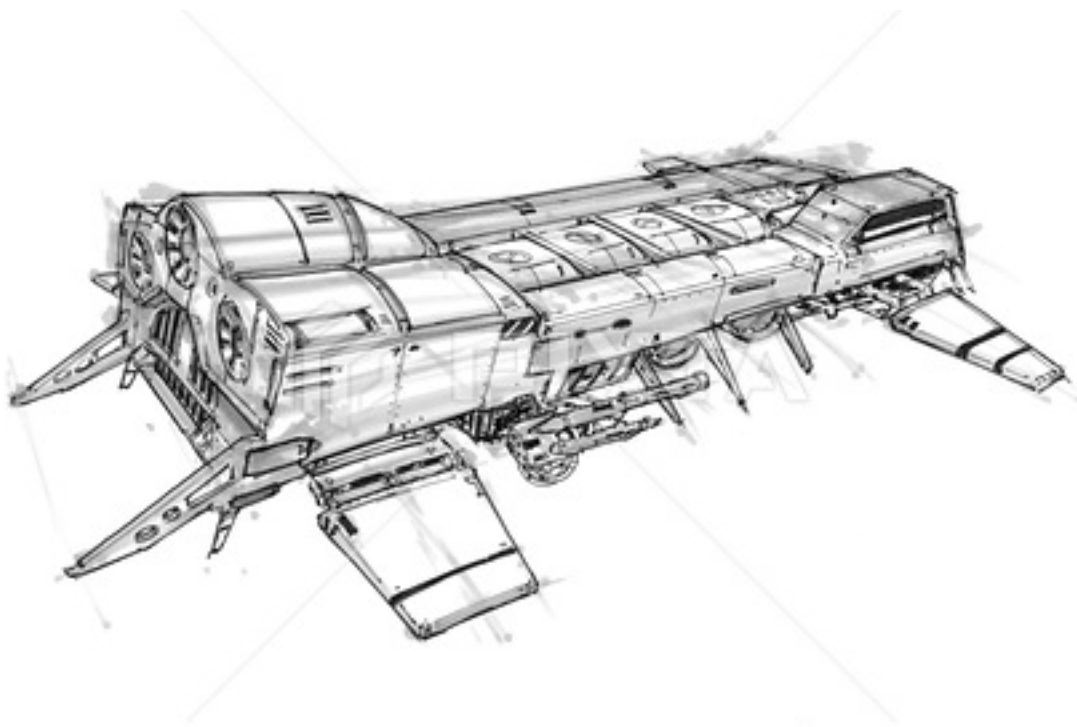


In the minutes before the start of the big sportsball game, George disguised as the famous coach Poe Joturno arrives at the facility with his android companion "Repeat." They whisk past security and are invited in by the receptionist who immediately recognizes the famous coach. First, the pair look in a lab where they find a trove of cybernetic parts. Infinity packs those up in two cases to take along with him. In the next room, they find beakers of

liquid. Infinity hooks himself up over a local data channel to Fargus sitting on the bridge of the Bastarda to break security and steal the formula to the anti-cyberpsychotic drug.

Just then, the cops arrive. Infinity manages to slip away but George is temporarily caught. Luckily, at this point he has disguised himself into the enigmatic Dr. Jablonski. That slows the cops down just long enough that he can use Fargus' jump belt to rocket out of the grasp of the law as they are handcuffing him. The two return to the ship, on Fargus' jet-cycle after ditching the security guards.

The Space Bastards escape from the planet, but they are pursued by more Space Cops. George manages to ditch them, but a third lurks between the ship and the jump point. Rather than run, Fargus urges George to break past the single cop ship. Through a few lucky shots and George's expert piloting, the Bastarda shoots the space cop sloop up, first disabling its shields and its main gun, then destroying it completely in a red-hot inferno. The Bastarda hits the jump point and makes the way back home to Bastard Station for another round of downtime.



Travel Log

BS > Corrigan Belt > Antion > Redwind > Wollerton > Parallax > Redwind > BS

38 - light years all paid for

Proceeds

16 credits in Bartoli's coffers

3 banks of power cubes

Final Credit Positions

Infinity (Quinton) - 6

Johnny Electron (Bob) - 0

Postal Pete (Pete) - 7

Smash Lampjaw (Jason) - 2

Spurious George Jetone (Craig) - 3

Uncle Fargus (Dave) - 1