

Campaign/Game: Savage Space Bastards - SWD
Session 7: The Casino Job

Date: December 4th, 2022

Characters

Infinity, Android Sciences Officer (Quinton)

Johnny Electron, Child Psionic Prodigy (Bob)

Spurious George Jetone, Chameleon Pilot (Craig)

Postal Pete, Human Veteran (Pete)

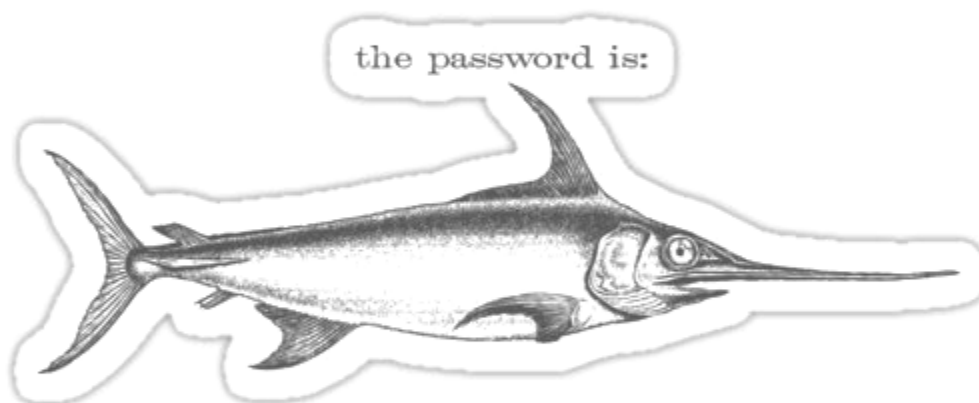
Uncle Fargus, Curmudgeon Engineer (Dave)

GM: Andrew

Log:

There has been some new construction on Bastard Station since the last cycle. The Milgo refugees have opened a few modest shops in the mall. They appear to have done well, and have created a small residential community in the residential ring. They pay out an additional credit to the heroes in addition to their regular single credit. A third dock has been repaired, and a fourth has been commandeered and repaired by the Contraband Alliance. While it doesn't particularly look like they have anything to hide, the Alliance does not want to have to pay taxes or fares.

The Contraband Alliance's new Casino is doing some good work. Now that it is completely up and running, some of the sector's bigger names may come here for high-stakes gambling. A smaller concern has built a small hotel in the residential ring under the sign "Cheap Hotel." It isn't clear if they are with the Contraband Alliance, or another financial backer, as they have not applied for any sort of permit from Space Loser Evans. Similarly, several shops set up by squatters in the mall do untaxed business.



Several ships have come and gone recently from the private Contraband Alliance spacedock. The Space Bastards can not determine what their purpose was, but Gordie says that they brought a whole lot of stuff off one of the ships covered with a tarp on anti-grav pallets. Gordie is sure it is just furniture and foodstuffs, nothing to worry about.

The heroes decide that they want to knock over the Contraband Alliance casino. The place is making too much money, and its presence gives the faction a stranglehold over the station that the Space Bastards can't allow. They stake the casino out. Fargus buys some chips for a luckless loser, they offend an outworlder, and learn where the credits are stored.



The Contraband Alliance representative Tolhurst asks if the Space Bastards may have seen anyone with a significant entourage arrive at the station recently? Space Loser Evans confirms that the rumors that the POWERCORP industrialist Eagon Mollusk has arrived on the station are true. He and his group have taken over the Cheap Hotel for the entire first cycle of their grand opening. The heroes meet with Tolhurst. They tell the Contraband Alliance operative that they will be going away from the station again to Santiago. "How long will you be gone? What about the Cheap Hotel?" Tolhurst asks. The Space Bastards play dumb, and say they don't care much about that. Tolhurst smiles, confident that his guys can take care of this threat to his new turf, "Don't worry, the Alliance will take care of it while you are out."

The Bastards set up their alibi, saying that they are headed to Santiago on business. They all board the Bastarda, say goodbye, and head toward the jump point. However, they return in their

second ship, the Tonosto. In black ninja outfits covered head to toe with holy robes. Johnny wears platform shoes, shoulder pads, and a giant helmet.

The Space Bastards arrive back at Bastard Station on the Tonosto under the guise of Lil' Burro. They are welcomed to board by none other than Space Loser Evans who doesn't even count how many boarders there were, much less that they were his employers. After that brief episode of "undercover bosses," the Space Bastards make their way to the Alliance casino, only to find that the entire residence ring of the station is a firefight. The group trying to move into Bastard Station from POWERCORP takes the opportunity to attack the Contraband Alliance first as the Cheap Hotel is being assaulted across the other side of the residence ring.

POWERCORP funded Goons R Us Nasty Assassin Goons in red ninja outfits are carving up the Alliance heavy guards, and have pinned down the heavy breathing former Star Marine Grimes. The heroes realize from the chaos that the NAGs are hired by POWERCORP to knock the Alliance off Bastard Station so that they might be able to use it as a tax shelter and money laundering operation through the Cheap Hotel.

Meanwhile, Infinity cuts the data feeds from the casino to the alliance ship. Smokebombs signal the Space Bastards' arrival at the casino. They murder the red ninja assassins, taking few casualties. Johnny burns down the remaining Alliance guards with psionic lightning. The fight comes down to only retired Star Marine Grimes. The Space Bastards trade blows with the heavily armored mercenary for a little bit, just barely dodging out of the way of his laser pistol and power sword. Eventually, Johnny's psionics catch the marine unawares, and a final attack from Pete and George brings the marine down. Meanwhile, Infinity has shot out the maneuver drive of the Alliance ship and moved the Tonosto away from the dock toward the lower section of the station. He begins to hack into the alliance feed, looking to score the password to the casino vault. He eventually breaks the cypher, revealing the password was always "swordfish." The Space Bastards escape down the bum-hole, onto the Tonosto, and are gone.

Once they return with the Bastardo, they find Bastard Station all shot up but the POWERCORP and Alliance factions are both devastated. Without any backup or wealth, Tolhurst has little bargaining power now



Following the chaos at the station, the Milgo refugees step up and begin to rebuild. Happy to see their POWERCORP overlords defeated, the refugee Drake Willingham has taken over the Cheap Hotel, and now pays taxes to the Space Bastards to rent rooms and curate a museum of how the powers at POWERCORP were slain on that chaotic day that the Space Bastards were not there to keep the refugees from tearing the throats out of their former masters. While Tolhurst would

gladly rebuild the casino using alliance money, it might behoove the Space Bastards to put Gordie, Smash Lampjaw, or even Old Muriel in charge of that new operation.



Travel Log

BSS Bastarda

Bastard Station > XZ-243 > Bastard Station

BSS Tonosto

XZ-243 > Bastard Station > XZ-243

Proceeds

There was a huge take from the casino heist:

- 32 credits

Credit Position

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

- George - 2
- Johnny - 3
- Fargus - 3
- Pete - 8 + raise
- Infinity - 10