

Campaign/Game: Savage Space Bastards - SWD
Session 8: Robot Exorcism

Date: December 11th, 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:

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.

The Space Bastards decide not to rebuild the casino, instead relying on Tolhurst to pump money back into the franchise. The Bastards believe that Tolhurst has lost favor with the Contraband Alliance following the attack from POWERCORP, and those four totally unknown operatives who stormed the casino and stole all the credits.

The bastards travel to Redwind to meet with Jezri. He has a black market Star Navy fighter craft for George. It is a little "scratch and dent" but functional and cheap. They are scanned and hassled by the Space Cops, but the Space Bastards manage to lose the fuzz.

They meet with Jezri. He offers a black market plasma gun, which Fargus purchases. The fixer shows off the fighter craft as promised. Despite non-functional shields and point defense, the ship still flies and has the transponder code of an official Space Cops vehicle. The Space Bastards spend some money from their joint fund to purchase the ship. They load it into the hold of the Bastarda to make the return trip to Bastard Station.

Star Navy Light Interceptor

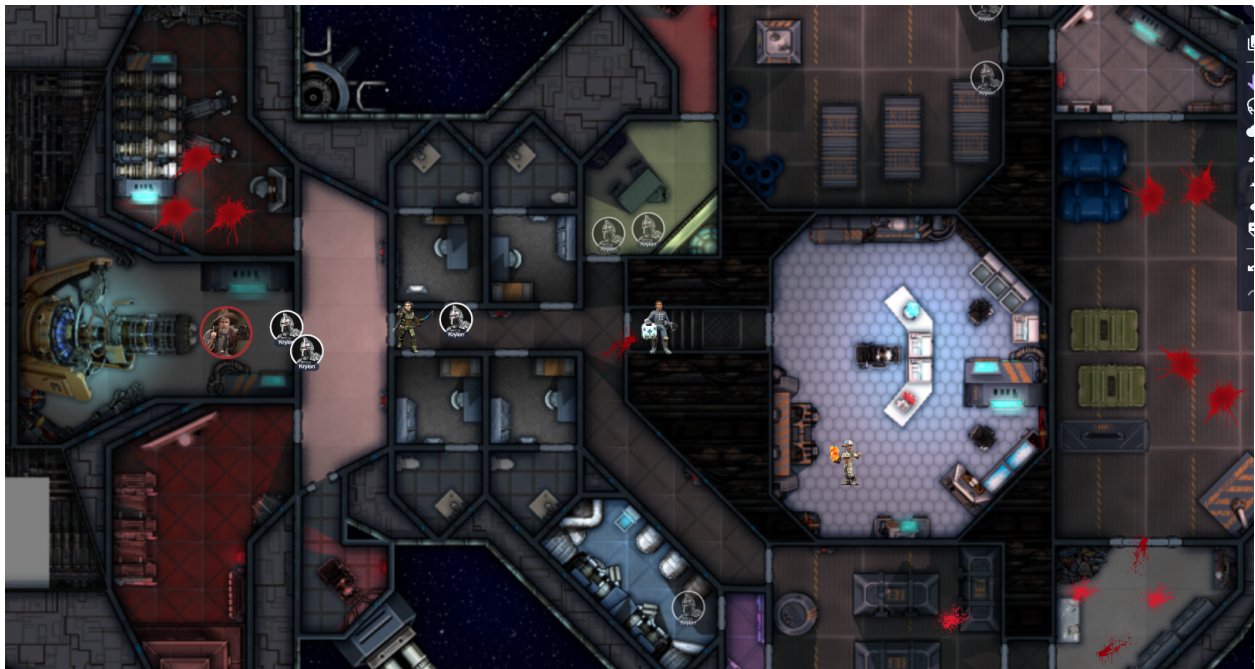
Size 0, Agility: D10, Smarts: D6, Spirit: D4, Strength: D6, Vigor: D4 Primary Beam, ~~Shields~~, ~~Point Defense~~

They realize that the reason why they were hassled approaching Redwind is because the Space Cops are surrounding the planet for their regular shake down. Jezri makes some quick introductions, and the Space Bastards gain some easy coin transporting a shady woman named Huda Dood back to Bastard Station.

The Bastards decide to make another trip to their hidden transport in the asteroids of XZ-243. Once again, they detect the automated distress signal coming from a nearby ship. The Space Bastards move to investigate. They find a TransStellar Venture sitting dead in space. They board the ship, looking for valuables and ship's logs only to find bloody bodies riddled with laser fire.

The ship is floating lifeless, completely out of power cubes. Fargus heads aft to the engines while the rest of the Bastards head to the bridge where Infinity tries to restart the computers. He is immediately assaulted by the power of Robot Satan, and is nearly overwhelmed by the urge to kill the fleshlings he calls friends. Infinity breaks away just in time and warns the others, "It's a trap!"

Fargus is attacked by the alien Krylon robots, just as they were several cycles ago when they dropped off the scientist Pip Cola at the Watrel Belt¹. With the Space Bastards all spread out, the well-armed robots were quite formidable. Fargus was gravely wounded, shot in the gut by the shiny metallic drones. Johnny was hard pressed to blast them with psionic lightning. Infinity struggled to ignite his stun baton, but George managed to find some luck with his laser pistol and power sword. Luckily, the Space Bastards prevailed. Fearing the consequences of interacting further with a ship cursed by Robot Satan, they scuttled the crippled vessel rather than try to recover it for salvage.



¹ There has been a rumor of a deadly space battle that happened in the Watrel Belt soon after the Space Bastards dropped off Pip Cola. The conflict destroyed an entire Interdiction Squadron and left the navy with more questions than answers about their fate.

Krylon Drone

Agi d6, Sm d8, Spir d8, Str d6, Vig d6;
Fighting d8, Shooting d8, Security d6, Piloting d6, Notice d4.
Parry 6, Toughness 5 (13)
Krylon Laser Rifle (3D8), Krylon Laser Knife (STR+D6 AP6)



During the downtime, Infinity helps SGJ refit the Star Navy fighter with a newly fabricated FTL drive, shields, and point defense guns. One of Bastard Station's fighter launch tubes in Section Two is repaired, and the entire ready room suite is reclaimed from space for SGJ's use.

Death's Light; ex-Star Navy Light Interceptor

Size 0, Agility: D10, Smarts: D6, Spirit: D4,
Strength: D6, Vigor: D4 Primary Beam,
Shields, Point Defense, Jump Drive



Travel Log

BSS Bastarda

Bastard Station > Redwind > Bastard Station > XZ-243 > Bastard Station

Ending Credit Position

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

- George - 4
- Johnny - 0
- Fargus - 1
- Pete - 8 + character raise
- Infinity - 13

- Space Bastards Shared Kitty = 13 + 2 Banks of Power Cubes