

Session/Game: Space Patrol-1 **Date:** June 22, 2025
Episode 1: Bumford, Gateway to Adventure!
Campaign Date: 054-2437 to 056-2437

The Crew of the Farragut:

Patrol Leader (Captain) Karl Jenkins, Intelligence Operative (Pete)
Assistant Patrol Leader (Number 2) Victor Vector, Pilot (Craig)
Biff Brannigan, Gunner (Adam)
Scruffy, Engineer (Bob)
Space Cadet Wally Sparkenson, Astrogator (Andrew)
Cynthia Gorgeous, Medic (NPC)
Pablo Van Damm, Security Guard (NPC)
Space Cadet Ramses, Engineering Apprentice (NPC)

Space Judge: Dave N.

With Special Guest Stars:

Cameron Mitchel as
Shouting Bill Roundhouse

Lorenzo “Renegade” Lamas as
Rancid Stoddard



PROLOGUE: Hercules Station 054-2347

The day had come. Hercules Station was completely operational and all 6 Exploration Frigates assigned to survey duty were ready. Senior Patrol Leader Roundhouse stepped to the podium and shouted “Whoever is in the back there, shut the goddamn door!” He announced to all the crews their assigned sectors and ordered them off to survey the first planet in each. He also announced that the crew who completed their survey first, with allowance for travel time, would receive a unit commendation. Patrol Leader Dash Buffington of the LSS Chadford belted out “Cha, Right. Eat our dust, losers.” at which Roundhouse shouted out “Shut the goddamn door and you mouth, Buffington,” and dismissed the crews to their ships.

LOG

055-2347: Maciste 8 System—Part One—Welcome to Bumford

The Farragut exits warp outside the no-warp radius of the main world of the M8 system. In transit, Captain Jenkins came down with a mystery illness and was confined to his cabin when they arrived. Number 2, Vector took command and began contact. Cadet Ramses used the scanners to detect that there were several ships in orbit around the planet, a POKER without a functioning S-Drive, a Light Escort, an unknown alien vessel, and a cargo boat.

Cadet Sparkenson answered a hail that came from the POKER, which identified itself as Zebulon Station, the orbital port of the planet, which was called Bumford by the inhabitants. Young Wally talked with both Administrator Perkins and his assistant Miss Gump and got some basic information about the planet and the ships at the station. Perkins invited the ship to the station to discuss matters further. However, Number 2 decided that it was more important to begin the planetary scan immediately.

055-2347: Maciste 8 System—Part Two—Squidward Showdown

While the crew of the Farragut began the planetary scan, with Cadet Ramses running the scanner station for the bed-ridden Jenkins, they spotted a Heavy Assault Boat dropping into the planetary atmosphere, heading for one of the hi-radiation zones around a bombed out pre-crisis city on the surface. Zebulon Station had informed them that Quidirian scavengers commonly landed in these zones, but what they were up to was unknown. Sparkenson was unable to get a Target Lock on the boat before it made landfall.

Number 2 decided that getting the planetary survey done as quickly as possible was of high priority, but the assault boat also needed to be dealt with. With the captain still incapacitated, Vector decided that he would stay aboard the Farragut and control the polar orbits with Cadet Ramses running the scanners. He ordered Scruffy to fly the lander Fonzarelli to the surface and lead Brannigan, Gorgeous, Van Damm, and Sparkenson to root out the lander.

Unfortunately, Scruffy was not a particularly skilled air pilot and managed to crash the Fonzarelli into some trees, damaging its flight controls. They got the Jitney out of the lander, and sealed their suits against radiation exposure. Gorgeous stayed at the lander site. Van Damm drove the Jitney and Brannigan manned its weapon station. Scruffy and Wally armed up and sat at the rear hatch.

Driving into the radioactive ruins, Wally spots a Quidirian Armored Fighting Vehicle and a squad of Quidirian Rifle Squids. Biff uses one of the Jitney's 2 anti-tank missiles to completely destroy the armored vehicle. Wally and Scruffy jump out of the back hatch and begin a fire fight with the Rifle Squids. A team of Quidirians with sonic weapons rush up to support the other Squidwards. After shredding some of them with the laser machine gun, Biff jumps out to fire from the rear of the jitney next to Scruffy, as Wally had re-positioned himself behind a ruin nearby. Although there were some near misses and miraculous escapes, the Squidwards were all killed or fled.

Scruffy then heard the sound of the assault boat's engines cycling up behind some nearby buildings. The patrolmen piled back into the jitney and Van Damm drove around the corner. Brannigan launched the second anti-tank missile at the assault boat as it came into view, but it missed its target. The assault boat, in turn, fired its Rail Gun Turret into the jitney, damaging it severely. Van Damm backed it out of the way frantically, crashing it and wrecking it, but nevertheless avoided a second barrage from the rail gun. The boat took off and the patrolmen called Gorgeous to ferry them back to the lander in the air skimmer, leaving the damaged jitney in the rad zone.

As Jenkins stumbled out of the cabin, they gave up the first attempt to do the planetary scan. Jenkins achieved target lock and Ramses blasted the assault boat to atoms with the main laser battery.

055-2347: Maciste 8 System—Part Three—Meetings and Mechanics IN SPACE!

Jenkins ordered the landing party to return to the ship in the lander, and Scruffy manages to fly it up and dock it. They restart the planetary scan and successfully collect the

data in 12 hours, without further interruption. While the scan is taking place, Scruffy manages to repair the damage to the Fonzarelli.

The scan completed, Jenkins orders an approach to Zebulon Station. The Farragut docks and several crew enter the main concourse. Scruffy and Wally talk to a trio of Sleestack corned beef purchasing agents, on station to trade for famous Bumford canned corned beef. Jenkins and Biff talk to Administrator Perkins and Miss Gump, finding out some general information about Quidarian landings in the radiation zones and a series of bizarre cattle mutilations across ranch country. He says that a rancher named Becky Ranchette, aka Space Becky, is over at the bar demanding help against an alien attack.

Meanwhile, Scruffy and Wally go over to a concourse table where 4 aliens known as "Strangers" are sitting. They attempt to talk with the Strangers, but find that they don't speak. The aliens begin to communicate with mental images, until their leader "First Modality" proves to be very skilled in word-based telepathy and has a conversation with Scruffy.

Jenkins and Brannigan walk past the Strangers and Scruffy and enter the bar. They spot Rancid Stoddard, captain of The Renegade, arguing with Space Becky, while his crew look on amused from across the room. Stoddard tells Jenkins to buzz off and that Jenkins and his lot aren't allowed to talk to him. Jenkins, however, turns his attention to Space Becky, who is almost frantically angry. She tells them that her cousin Egbert's ranch was attacked and most of the people there were murdered. Two ranch hands and Egbert's daughter are missing. The sheriffs won't do anything, so she's looking for spacemen who will. Jenkins swears he'll do the Space Patrolman's duty and sort this out.

Leaving the bar, Jenkins goes to collect Scruffy, but Wally tells him that Scruffy had gone to visit the Strangers' ship with one of the Stranger crew. First Modality telepathically contacts Jenkins and the two have a conversation. First Modality is sympathetic with the Space Patrol's mission and offers to help by using his power of remote viewing to locate the ship of the cattle mutilators. He reveals that these are the Spon-Gee, an enigmatic and amoral species who often use animal mutilation and then sapient abduction as a prelude to invasion. He divines the coordinates of the Spon-Gee Gatherer Ship. Then, as soon as Scruffy returns, the crew re-boards the ship and they prepare for Spanky hunting.

Wally is sent with the repaired Fonzarelli to retrieve the Jitney from the rad zone, which he does successfully. Then Biff and Scruffy get to work on repairing the Jitney, which, while Scruffy just fumbles around, Biff fixes with amazing dispatch.

055-2347: Maciste 8 System—Part Four—Die, Spanky, Die

Leaving Ramses and Van Damm on the Farragut, the remaining crew land near the Spon-Gee Gatherer in the Fonzarelli. They find that the Gatherer has a large cargo door on the port side lower deck, and an airlock on the starboard upper deck. They decide to have Wally and Biff use flying belts to approach the airlock and get the door open, while Jenkins, Scruffy, Vector and Gorgeous back them up in one of the air skimmers.

Wally fails at the first attempt at opening the airlock hatch, activating the alarm. He succeeds in at the second and Biff begins to shoot his way in. A nasty, close quarters battle erupts, featuring sonic grenades, smoke, laser carbine fire, HE grenades, shock batons and explosives. At one point Wally is mortally wounded by sonic pistol fire but is rescued by Gorgeous' fine medical skill. Gorgeous does some fine work with a shock carbine too. Scruffy begins to panic and recommend escape when he hears the engines power up. However, when he sees that they are right next to the drive room, he tosses in a medium delta charge which partially damages the drives and kills the engineers wounded by a previous grenade. Scruffy then is ganged by 4 Spon-Gee clone guards who beat him like a rented red-haired step-mule with their shock batons. Everyone feared he was dead, but he was only faking. When the Spon

Gee in that area were wiped out, Scruffy plants another charge, which disables the drives completely and then explodes the ship, after the patrolmen have evacuated.

056-2347: Hercules Station—Epilogue

The Farragut returns a scant 3 hours before Buffington's Chadford, earning Jenkins and his crew a unit citation, and a boost on the promotion list, and a hearty handshake from Shouting Bill Roundhouse, just as soon as they shut the goddamn door.