

Session/Game: Space Patrol-14 **Date:** January 18, 2026
Episode 14: Sky Pods of Phoom
Campaign Date: 225, 2437 AD

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)
Cousin Oliver, Intern (NPC)

Space Judge: Dave N.

Special Guest Star
Cousin Oliver “The Intern”



LOG

225 2437, M35

The *Farragut* arrives at M35 to conduct a standard survey. Near the main world, the ship receives a warning not to approach the planet, which is called Phoom. A scanner sweep proves useless as a strange jamming field engulfs the planet. A sweep with the ship's telescope discovers a huge atmospheric vortex which is circled by 9 flying sky pod structures.

As the *Farragut* approached the sky pods, two of them fired powerful plasma bolts causing severe damage to the ship. One of them had damaged the main space drive dangerously, but Cadet Wally grabbed his EVA suit, got out of the ship and managed to thread a connecting power cable through hull holes, saving the ship. Victor and Jenkins sensed that while the jamming system prevented The *Farragut* from locking on to fire, the pods were using a PSI scanner method of some sort to detect metallic objects.

Realizing that the *Farragut*, *Fonzarelli* or even the skimmers would be blasted to atoms if they approached again, Jenkins ordered the crew to put on their flying belts and nav helmets for an assault. They left only the intern, Cousin Oliver, aboard and launched themselves against the pod constellation. As they approached the pods. They spotted flocks of the Dreaded Bat

Men of Space (henceforth DBMOS) flying about. While the crew's flying belts were faster than the DBMOS, they nevertheless had to plot their courses wisely during their whole raid.

Attack on Sky Pod 1

The landing party opened the port side security door, but managed to trip the alarm. They entered the guard room and destroyed 3 guard robots. Scruffy decided to open his helmet to see if the atmosphere were breathable, but it wasn't. Gorgeous managed to keep him from choking to death on methane.

The storage room nearby was infested with 6 Space Feratu, who had piled up some boxes of supplies in front of the door when the alarm had been activated. After a difficult battle, they killed all of the Feratu. They then easily cleared out the robot in the Power room, the robot in the control room and 2 DBMOS in the starboard access chamber.

Attack on Sky Pod 9

When the landing party left pod 1, they flew immediately to pod 1, with two flocks of DBMOS following at a distance. Wally, wearing a stealth suit, sneaks into the cargo hatch and spots a single DBMOS nesting there. He summons up the rest of the party. Victor kills the DBMOS. The party rampages through the rest of the pod. They catch 5 space feratu in the supply room by surprise and wipe them out. They kill 3 guard bots in the control room and 2 in the guard room. As Scruffy, Biff and Jenkins attack the last bot in the power room, Victor blasts the central control console with his rocket rifle. This causes the entire pod to fail and begin to plummet toward the surface of the planet. The landing party attempts to escape the pod, but Cadet Ramses manages to trip himself up repeatedly and ends up being killed when the pod crashes to the ground and explodes.

Attack on Sky Pod 8

After the landing party left pod 9, they proceeded to pod 8. The supply hatch in this pod had been replaced by one of the 2 plasma cannons that had damaged the Farragut. Wally attempted to open the roof hatch instead, but was shocked by a defensive system. The party shifted to the security door, which Victor opened. Scruffy destroyed the one guard bot in the guardroom and the party advanced to the central hallway. Victor opened the roof hatch from the inside, just as one of the flying DBMOS flocks landed at the open security door behind the crew and 6 of the beasts entered the pod. Scruffy used his emper carbine to deactivate the control system, causing the pod to plummet planet-ward. The landing party killed 2 of the DBMOS and all escaped the falling pod.

Attack on Sky Pod 6

The landing party left pod 8 and dodged several flocks of DBMOS and arrived at pod 6. After destroying 5 DBMOS in the supply room, they advanced to the control room where 2 guard robots and 2 large tentacloids were stationed. Jenkins disintegrated one tentacloid and killed the other. Biff, Scruffy, Vic, and Wally disposed of the guard bots. Victor then PSI probed the device that the tentacloids were crewing. This turned out to be a PSI scanner, which allowed the pods to detect and lock onto their enemies, despite the EM jamming system. The crew realized that if they could destroy the 2nd scanner or the second plasma cannon or both jammers, then they could bring the Farragut into close contact safely and destroy all the pods. After the rest of the landing party withdrew, Scruffy deactivated the control system and sent the pod plummeting to the ground.

Attack on Sky Pod 4

The landing party left pod 6 and headed for pod 4 which contained the second plasma cannon. They had to dodge 3 converging sets of DBMOS on the way. Scruffy flew alone to the plasma gun mount, set a timed demolition charge and flew off. The charge destroyed the cannon and the party escaped the pod-vortex area, returning to the Farragut.

Endgame

After spending several hours patching up the battle-damage to the *Farragut* and holding a memorial service for Ramses, the crew piloted the ship into contact with the remaining pods. They destroyed all of the pods without any return fire. They then did the standard planetary survey and returned to base.

POD LAYOUT

