

Session/Game: Space Patrol-15 **Date:** February 1, 2026
Episode 15: Night of Conquest
Campaign Date: 239, 2437 AD

The Crew of the Fonzarelli:

Assistant Patrol Leader (Number 2) Victor Vector, Pilot (Craig)
Scruffy, Engineer (Bob)
Pablo Van Damm, Security Guard (NPC)

Space Judge: Dave N.

Special Guest Star
Andy Dick as “Fancy Filbert”



LOG

239-2437, M24

Before Captain Jenkins took the rest of the crew off in the Farragut to survey a radioactive planet on the far edge of the M24 system, he ordered Scruffy, Victor, Van Damm to land in Fonzarelli at Redjudya, the capital city of the main planet of M24, Gaajpadje. They were to attend a formal reception in the central palace to formalize a trade deal between the New Earth League and the J'aadje, who are a branch of the Sleestaks and the dominant people of the planet. Aided by an interpreter named Fancy Filbert, they met Sleestak big wigs, and enjoyed epic drink and dance.

At the height of the festivities, just after the dirty radish-whisky was served, the city came under surprise attack. The nation named the K'tring, descendants of Squidward spaceship-wreck survivors in the western islands, had made a broad based assault using airships and gliders. At first, the Fonzarelli crew thought to aid in defending the palace, but soon realized that there was no real defense. A half dozen Sleestak sentries with muskets were immediately overwhelmed by scores of Squidwards with assault rifles and tac vests.

Victor, Scruffy, Van Damm were dressed in their flight suits (being their formal uniforms) and while they had side arms, flying belts and small devices, did not have rifles or other main weapons. Seeing that the city was likely to fall, they decided to go to the riverside boat docks, steal a boat and take it up the river to the airship port where the Fonzarelli was parked to escape.

The three space patrol men rushed toward the back of the palace, accompanied by Fancy Filbert. However, they were heard by three Squidwards as they entered a side room of the corridor. The raiders burst in and killed Filbert by hitting him with a launcher grenade, which also wounded Victor. Van Damm and Scruffy were also wounded by automatic weapon fire. The patrol summoned up their heroic spirit and shook off their injuries and killed the three Squidwards. Scruffy snatched up an SMG from one, Van Damm an assault rifle from another and Victor the grenade launcher from the last.

The team hurried to the boat docks, finding 9 Squidward troopers on guard. Van Damm took position at a building corner and Scruffy and Victor leaped onto a roof, using their flying belts. Victor, who was wearing a stealth suit also blended into the darkness. When they opened fire on the Squidwards, they did some minor damage. However, since the Squidwards were in totally exposed positions, half of them fled to the nearby boats for cover, the others raced into the buildings near where the team was positioned. The patrolmen gradually defeated the Squidwards on the boats, but the ones in the buildings could not shoot or be shot. Eventually, the Squidwards rushed out of the buildings and reached the side of the one building that the Fonz crew were positioned. The squids tried to throw 2 grenades onto the roof at Scruffy and Vic, but they both badly missed and the grenades fell back and injured several of the Squidwards. The patrolmen rushed and wiped out the disoriented Squidwards.

The team finds 2 large row boats, 1 small sailboat and a small steam-powered launch. Scruffy powers up steam launch in about 15 minutes. They set off up the river for the 3km trip to the airship port. While Victor is a trained boat-guy, his unfamiliarity with primitive Sleestak technology causes him to crash the boat into a concrete piling about a third of the way to the port. Scruffy manages to clear and patch the boat before any Squidward patrols wander by.

They find the *Fonzarelli* parked in the section closest to the river. The access from the river was easy, since there was no fence on the river side. However, the Fonz was heavily guarded by 20 Squidwards and brightly illuminated by several large spot lights and a search light on an airship mooring tower.

Scruffy whipped out his demolition charge and set it on the launch. The three patrolmen hustled up along the river bank until they were lined up with the Fonz. Victor in his stealth suit began a long, slow crawl across the landing field. Scruffy then activated the bomb, blowing up the steam launch. This turned the search light onto the boat and 16 of the 20 guards rushed to boat as well, while the last 4 kept close watch on the Fonz. When he had crawled close enough (he was very nearly spotted at one point), Victor leaped forward in 2 bounds to the Fonz. The Squidwards couldn't see him since they were on the opposite side of the ship. Victor quickly entered the Fonz and powered it up. He then flipped it over and blasted 2 Squidwards with the pulse turret. The Squidwards fired upon the Fonz, but could do no damage. Victor flew the lander over to the river bank and picked up Scruffy and Van Damm. They took off to rendezvous with the Farragut in deep space.