

Session/Game: Space Patrol-2 **Date:** July 6, 2025

Episode 2: Slaves of the Squid Pits

Campaign Date: 068-2437 to XXX-2437

The Crew of the Farragut:

Patrol Leader (Captain) Karl Jenkins, Intelligence Operative (Pete, absent)

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:

Malcolm-Jamal Warner as
Skunky Cold Medina

Velma Dinkley as
Velma Dinklage



PROLOGUE: 068--069-2437

The Farragut's next mission was to survey the main world of M5, a reportedly barren planet close to Hercules Station. While the planet, known as Hunkos, seemed to be free of any permanent settlements, with no water and a thin CO2 atmosphere, there were signs of landed spacecraft and temporary camps around the planet. There were several ships either in orbit, lurking nearby, or landed on the surface.

As the crew were completing the survey scanning, they received a message saying "Attention Patrol Vessel, I just heard that a group of 8 human miners were taken captive from their diggings just west of The Crulvax Trading Post. Your pal, Skunky Cold Medina, Captain of the Freighter "Busta." [Special Guest Star Malcolm-Jamal Warner]

The captain ordered Vector, Brannigan, Scruffy, Wally, Gorgeous and Ramses down to the Trading Post in the Fonzarelli and they found that it was a multi-species dump where nobody knew nothing. They managed to pick up scan signatures of mine crawlers heading NE. At first they tried to follow in the Fonzarelli, but it was damaged by an anti-aircraft missile and

so, following Patrol doctrine, the captain ordered them to debark the jitney and follow on the ground. Ramses flew the Fonzarelli back to the Farragut.

LOG

070-2437: Crater Ridge, Hunkos-M5

The jitney reached an imposing ridge, the only way over which was through an impact crater. However, as they approached, the crew detected gunfire between what turned out to be a party of Lupoids and a party of Quidarians. The only way across the ridge was through the crater and the Lupoids were stuck in a corner to the NW which had no access down. The Quidarians were to the NE and the Patrolmen were coming from the south.

Wally does some probing with the quantum scanner and determines that the Quidarians' crawler is armed with Anti-aircraft missiles and so they are likely the ones who damaged the Fonzarelli. Vector orders a general engagement against the squids, ignoring the Lupoid squad. All three sides had parked their vehicles below the crater ridge line and sent their riflemen among the ridge rocks. Both the Lupoids and the Patrol were shooting at the Quidarians, ignoring each other. The Lupoids were largely ineffective during the battle, finishing off 1 wounded Quidarian by the use of mortar fire. Scruffy attempted to communicate with the Lupoids using his comm, but was unsuccessful in parleying in their woof-woof gibberish (speak Space English, dammit!).

Wally, Biff, Scruffy and Vector killed 2 and seriously wounded 2 of the 6 Quidarians. The Lupoids finished off one of the wounded ones and the other was retrieved by the 2 remaining squids in their crawler. The Quidarians drove off. Biff's tactical analysis, based on Scruffy's tracking, determined that the Quidarian crawler was one of several that had kidnapped the miners and was waiting at the crater to slow down any pursuit.

Vector gathered up the rest of the patrol and they got in the jitney. He drove it across the crater and began to follow the Quidarians. He kept the jitney at the edge of scanner range to avoid detection. Since the jitney was faster and had more advanced scanners, he was able to follow the crawler undetected to its base, a mine complex on the edge of a mountain range.

070-2437: Cobalt Mine, Hunkos-M5

Realizing that they were likely free of the danger of anti-aircraft missiles and that they needed heavier equipment to assault the mine, the crew decided to call for the Fonzarelli. Ramses landed the lander and they reloaded the jitney onto it. They all returned to the Farragut and re-equipped themselves for assault work.

Landing nearby, Vector, Biff, Wally, Scruffy and Gorgeous noticed that there were 3 entrances to the mine, a northern hatch-way, a southern hatch-way and a large vehicle door in the center. Vector ordered the team to the southern hatch-way where Wally effortlessly opened the electronic lock without triggering the alarm.

Biff, now wearing a sturdy Hard Suit, crept into the tunnel beyond. He advanced until he encountered a huge, ferocious, armored mutant. The team poured fire into the mutant and it seemed that twice they had it nearly defeated, but it shook off the injuries and kept coming. It managed to land a powerful blow on Biff, wounding his arm and throwing him back. Finally, after another avalanche of laser shots the creature died. Biff's wound turned out to be more superficial than it first seemed, so the crew continued their advance.

At the end of the tunnel, they spy three human workers at a control panel in a large alcove off of the main mine chamber. Biff hurries them down the tunnel, unnoticed by the Quidarian guards on the south end of the chamber. Scruffy takes a look at the control panel and realizes that it operates a remote-control tunnel borer [mole machine] in the nearby shaft. He gains control of the machine and uses it to chase another mine mutant up the shaft. The mutant bursts into the main chamber, to the alarm of everyone but then is run over and crushed to death by the mole machine in Scruffy's capable hands.

Vector uses a disposable rocket launcher to destroy one of the 3 transport mine crawlers in the main chamber. Biff and Wally begin an advance into the main chamber, exchanging fire with the squads of Quidarian guards therein. The guard squad takes cover behind the wrecked transport crawler, but are slowly whittled down by Biff, Wally and Vector.

Scruffy maneuvers the mole machine across the main chamber toward a heavily armed Raid Crawler and its rifle squad that are guarding the vehicle tunnel to the large vehicle hatch to the outside. The Quidarians launch an anti-tank missile from the raid crawler and it strikes the mole machine. The mole machine is completely wrecked by the missile, however, the wreckage makes it completely impossible for the raid crawler to enter the main chamber, making its deployment in the rest of the battle limited and awkward.

Scruffy takes up position at the corner of the alcove entrance to the main chamber. He has good cover, but the Quidarian rifle squads with the raid crawler, who have taken up cover behind the wrecked mole machine, use careful aim to wound him and knock him out. You'd think that having a Gorgeous medic right next to the injured Scruffy would be helpful, but you'd be wrong. She just couldn't seem to get her act together and it took an immensely long time to get Scruffy back on his feet.

Meanwhile, Wally leaps onto a transport crawler that was lining up to run over Biff and enters the crawler from the roof. He shocks the driver and then shoots the shock squid to death using his laser pistol. Then he manages to back up the crawler and run over the third and last huge mine mutant.

After mopping up a few guards in the north end of the chamber, Vector and Biff jump onto another transport crawler and kill its crew. They begin to move this crawler into action, but drive it into the line of fire of the raid crawler that was blocked by the mole wreck. The raid crawler rakes Vector and Biff's crawler with auto-cannon fire, causing some structural and control damage. Before Vector can drive out of danger, the raid crawler launches another anti-tank missile and totally wrecks the Vec and Biff's ride.

Scruffy, now on his feet again at last, and Wally and Biff use their flying belts to leap over to the entrance to the command center of the mine complex. Wally opens the hatch with his electronic ram and the three burst in and wipe out the commanders and guards inside. The entire team is discussing how best to get their explosive charge close enough to the still dangerous raid crawler without being shot to pieces by its auto-cannon. Then, the problem solves itself, when the Quidarian captain in the vehicle gathers together the remaining rifle squads, opens the vehicle hatch, and drives off.

After finishing off the few remaining Quidarians in the main chamber, Scruffy uses mime and his leadership talent to convince the half dozen or so guards in the human-slave bunkroom and mine machine control room to surrender. He then lets the prisoners kill the guards. The prisoners report that they are all getting gradually ill from radiation poisoning. Then, with the help of one of the prisoners, Velma Dinklage, they analyze the Quidarian main computer and discover the following:

- Cobolt-60 is the ore being mined
- The ore is picked up once every 37.56 days by a cargo ship escorted by a space pirate called Killer Judas.
- The Mine operation is supported by a POKER vessel in system, which was the same one that was sending landers into the bomber-out cities on Bumford.
- The Cobolt Mining is part of Project P.N

Later, on the ship, when Scruffy wasn't able to glean information on Cobolt-60 from the library computer, Velma pitched in and dug up the following information:

- Cobalt-60 is extremely rare in nature, on Earth it can only be made artificially.

- It is radioactive.
- It can be found in places that were hit by Zinthaz Bombs in the AI crisis
- It is used for creating various magnetic alloys, monitoring gamma rays, and as an ingredient in a substance called Plutonian Nyborg, which is mostly used as an intoxicant.

When all of the prisoners are either returned to their own mining camps or ships or are safely brought to the Farragut, the crew destroy the mine complex with a barrage of Space Torps from orbit.

072-2437: Space!

After a day of clean up and preparation, the Farragut warps out of M5 and returns safely to Hercules Station.