

**Session/Game:** Space Patrol-3      **Date:** July 20, 2025

**Episode 3: Planetoid, Schmanetoid**

**Campaign Date:** 086-2437–090-2437

**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, absent)

Cynthia Gorgeous, Medic (NPC)

Pablo Van Damm, Security Guard (NPC)

Space Cadet Ramses, Engineering Apprentice (NPC)

**Space Judge:** Dave N.

**With Special Guest Stars:**



Joan Jett as Space Lady Blasto



Grrut Vrug as Red Slasher Space Monster

**LOG**

*088-2437, M15, The Xerplat Belt*

After 2 days' travel, the *Farragut* entered the M15 system to be immediately greeted by a distress call. Space Lady Blasto, captain of the tramp freighter *Space Lady*, was being pursued by 2 Attack Boats on her way toward planetoid 2 to get help. She says that her settlement/trade base on planetoid 8 was under attack by a Spon-Gee squadron. The *Farragut* quickly destroyed both boats, with some help from Blasto, despite the feeble skills of Ramses at the target lock station.

This attack on planetoid 8 was unprecedented according to Space Lady. It seems the group on the base had just recently shipped back to New Dallastown all the ore and pre-collapse tech they had gathered or traded for. All they had on hand was corned beef and Plutonian Nyborg, both of which they were hoping to trade to miners for ore.

The *Farragut* and *Space Lady* immediately raced to the besieged planetoid base and detected 2 more attack boats, 2 invader troop carrier boats and 1 Gatherer warp ship nearby. In another quick engagement, the *Farragut* crushed the Spanky squadron. Scruffy boosted the power of the main laser battery, nearly cooking the drives in the process. Biff blew the

Gatherer, 1 attack boat and 1 invader boat to pieces and wrecked the remaining attack boat and invader.

Realizing that since the attack boats and invader boats did not have warp drive the Spanky squadron must have an in-system base, the crew of the *Farragut* rightly realized that it was at planetoid 10.

Jenkins used the scanner array to completely blind the Spanky Base's detection capability. Vector executed a perfect docking maneuver on the base docking hatches. The crew dragged Wally to the hatches and he used his electric ram to open the hatch undetected. Scruffy entered the docking tube and accessed the computer to open the outer door of the airlock within. Wally again opened the inner airlock door and then fled back to the ship to wait with Ramses. Biff and Vector took point, as they were wearing hard suits, and they were followed by Jenkins, Scruffy, Van Damm and Gorgeous on the rest of the base attack.

The first room beyond the airlock was a guard room with about a dozen Spanky clone guards. The Patrolmen smashed through them like a monkey through the banana aisle. They killed all but one of the guards almost immediately. However, the last guard opened a hatch on the far wall, releasing 8 or so Mutant Ball Freaks. These were round-bodied creatures with stubby legs and eye-stalks that shot out neuro-disruptive energy beams. These beams were meant to stun their victims so the freaks might devour them with the huge maws on the top of their heads.

Jenkins and Scruffy found themselves far forward of the rest of the crew when the freaks tumbled out. They were both struck and stunned by the freak beams. Van Damm rushed forward to protect the captain, as Scruffy shook off the beam and retreated. Vector several but things looked grim. Biff turned the tide by tossing a sonic grenade into the middle of the freaks, injuring, dispiriting and/or stunning most of them. The crew rallied and drove into the freaks. One freak and the one remaining guard fled down the hatch, which the crew sealed behind them.

The crew pressed on to the central storage hold and there they wiped out the Spanky crew and guards posted therein. While Scruffy analyzed the computer systems, the rest looked through the items, finding far too much canned corned beef and some crated up pre-collapse tech, along with various raw materials. Side note, in this fight the captain used his Psi-suggestion powers to keep one Spanky guard idle and out of the action.

The team pushed forward into the laboratory. Biff and Vector charged in deeply and began to massacre the scientist Spankies, followed by Scruffy, Van Damm and Jenkins, while Gorgeous stayed in the hall at first due to space concerns. While all but 2 of the scientists and guards were wiped out quickly, one of them managed to stagger over to a large stasis pod and release the Red Slasher Space Monster held in it. The monster charged out and tore up Vector twice and threw him against a wall, stunned. It then turned on Biff and Van Damm, slightly injuring Biff and killing Van Damm. At this point Jenkins leaped onto a lab table and began to cut chunks out of the monster with his cutting bar aided to some degree by Biff who was punching the beast with his power gauntlets. Gorgeous, having been informed by her medical Quadracorder that Van Damm was dead, but injected with thanatic acid by his suit, made her way into the room and began to drag his corpse out of the room. Seeing that the way was now clear, Vector, who had only been faking his injuries, leaped up and fled from the room. While Jenkins and the monster continued their epic slash fight, Scruffy leaped onto the back of the monster and attached a delta demolition charge between its shoulder blades. At this point the creature was severely wounded and stunned by cutting bar wounds and so Scruffy, Jenkins, and Biff also fled the room. Now Scruffy activates the demolition charge which kills the monster.

The crew re-enters the room and finish off the remaining scientists and Scruffy analyzes the various computers and their data. He discovers that the scientists were almost exclusively working on analyzing and attempting to duplicate various properties of corned beef samples, with no sign of interest in any human samples or probing at all. There is also no data

concerning Plutonian Nyborg or Cobalt-60. The crew gathers data and samples (including chunks of space monster) and leaves the laboratory.

Rather than attempt assaults on the power plant room and the control room, the captain decided it was more prudent to withdraw from the base. They rushed Van Damm's body back to the stasis pods on the Farragut and loaded up their samples and the crates of pre-collapse tech they had found and reactivated their jammers and left.

*089–090 2437: Deep Space*

The Farragut warps back to Hercules Station. While they are traveling, Gorgeous manages to revive Van Damm in the med bay. They report to SPL Roundhouse. While he's pleased with them saving Blasto and the settlement on planetoid 8, and with the data retrieved, he's a little miffed that they didn't complete the system survey nor clear the base. And "shut the goddamn door!"