

Session/Game: Space Patrol-4 **Date:** August 4, 2025

Episode 4: It Was Crab People All Along

Campaign Date: 095-2437 to 098-2437

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 Star:

Javier Bardem as “Killer Judas”



LOG

097-2437, M15, The Xerplat Belt

Scene One: The Mzz gargle Mzz Space Bar

After 2 days' travel, the *Farragut* entered the M15 system and immediately docked at Planetoid 2 (Trade Center Gonx). While waiting for an appointment with the Xerplat Council (a board to settle disputes among the planetoids), they grabbed a brew at the Mzz gargle Mzz Space Bar. There they saw a familiar sight, Space Becky arguing with Rancid Stoddard. While Scruffy has some Sleestak whiskey at the bar and Victor and Biff kept an eye on the bar and the Grundorian Security squad in the tunnel outside, Captain Jenkins went over to talk to Becky and Stoddard. Beck wanted to stay a few more days, looking for clues about the attack on her cousin's ranch, but Stoddard had space trading to do and wanted to leave in a few hours. Becky was perplexed by her reaction to the attack back on Bumford and had hired Stoddard to take her to Xerplat to do some investigation.

The bar itself was filled with folk of different sorts. There were Sleestak, Quidarian, Lupoid, human, Tauceriac and even 1 Stranger as customers. The bar was run by a Gallinoid, helped by an armored Cave Mutant. Velma Dinklage was there too, having a drink with Space Lady Blasto. Scruffy tried to chat them up at one point, but he smelled too much of Sleestak whiskey.

Then, Becky's eyes rolled back into her head, she started to go into a seizure and collapsed to the floor. Biff and Victor both spotted a large crab-like humanoid come out of one of the large number of restrooms in the bar (you need a large number of restroom types in a

multi-species space bar). Biff tried to intercept the Crab Person as it headed out of the doorway, but the Grundorian goons asserted their authority and forced Biff to let it go.

Gorgeous rushed over and gave Becky medical attention and she soon recovered. Becky denied seeing a Crab Person, well, ever. Stoddard says he has seen the creature come in about a half hour earlier, but had never seen one before, or even heard tell of them. Captain Jenkins did some investigating among the crowd members, including “talking” with the Stranger, but didn’t find out much more. He then decided to investigate the horribly smelling restroom whence emerged the Crab Guy. Jenkins found a small carry-pouch on the floor, containing some horrible crab stuff and a human-made pocket watch. The watch had an inscription with the name “Albert” on it.

Jenkins took the watch over to Becky, who identified it as her cousin’s watch. When the Space Patrol seemed to think that chasing the Crab Guy was a job for later, Becky threw a spaz, whipped out 2 revolvers and started stomping toward the door. Realizing where their duty truly lay, the patrolmen calmed Becky down and got to work hunting for the Crab Guy.

Scene Two: The Gonx Transit Hub

Scruffy, using his Environmental Quadracorder, tracked the Crab Guy to the planetoid town’s transit hub station. There were several Tauceriacs, Squidwards and Lupoids waiting for trams, and a Gallinoid tech running the controls and a squad of Grundorian Security jerking it up all over the place. Jenkins tried to get the Grundorians to help, but they responded by demanding bribe money because Karl was holding “stolen property.” Jenkins responded by using a Psi-Suggestion to convince them that they really just wanted to get back to “guarding.” Scruffy went over to chat with the Gallinoid Tech and convinced him to let him look at the monitor tapes. Scuffy managed to narrow down which tube the Crab Guy had taken, and then Biff managed to check its tracks to find that it had gone to Pod 9.

Scene Three: Pod 9

Pod 9 contained the worst dive bar you might ever imagine. It smelled like Ass’s messed up step-child. There were Bugs eating from a giant garbage pile, 2 cave mutants dishing out Sleestak whiskey, some Ratmen, Lupoids, Squidwards hanging out, One of the cave mutants started yelling mutant jibberish at Jenkins, which Killer Judas, a dangerous space outlaw, would shout out brief translations from his corner table where he was drinking with a Red Slasher Space Monster. After Jenkins bought a bucket of Sleestak whiskey and calmed down the mutant, he went over to thank Judas. Judas just said that he just wanted to drink in peace without another brawl breaking out.

Using their quadracorders and tracking skills, Biff and Scruffy tracked the Crab Guy into the back section of the pod, to one of the many rooms, all labelled “Garbage”. The patrol burst into the room, Karl stunned the Crab Guy with a flash-bang. Biff punched it and knocked it down, and Vic punched it hard with his power gauntlet, cracked its shell and killed it.

They discovered it was carrying a Maser pistol and a strange communication device. They tore off one of its claws and shoved it in a sack. They returned to Space Becky at the Mzz gargle Mzz and gave her the claw as proof that the murderer had met his Space Justice. The mutants had fed the rest of the Crab Guy to the Bugs.

Scene Four: *Business*

After a shower, the patrol took their meeting with Administrator Bungo, the planetoid’s mayor. He filled the team in about the Xerplat Council, the population and business dealings of the system and so forth. Victor collected the data and prepared the Survey Report to file when they returned to Hercules Station. Scruffy examined the Crab Guy communicator and was able to determine that the Crab was in communication with a site deep in the lower levels of Gonx which the map they got from Bungo labeled as Sub Pod-38. Biff then did a tactical analysis and

discovered that there were 2 means of getting there. The first was to take the elevator down from the Transit Hub. The advantage to that was that it was a nice, easy elevator ride. The disadvantage was that they'd have to go through station security (Grundorian jerks) and that meant no hard suits and no long guns. The other way was to enter through a long twisting tunnel used for venting all sorts of nasty stuff. The advantage of this route was that they could carry whatever they wanted and didn't have to talk to Grundorians. The disadvantage was that the tunnel was vacuum and was probably filled with all manner of nasty, destructive substances blasting at them at random. By general agreement, they decided to take the tunnel.

Scene Five: Tunnel!

Leaving the cadets Wally and Ramses to watch the ship, Jenkins had everyone else load up for serious work. They entered the tunnel, where almost immediately Van Damm was hit by a massive electrical discharge, wounding him, knocking him unconscious, and putting a hole in his suit which leaked out air everywhere. Jenkins rushed over and tried to patch the hole, however he was really, really terrible at it, constantly failing to the point that there was less than 10 minutes of oxygen left in Van Damm's tank after 2-3 minutes of patch attempts. Finally, Jenkins patched the hole and they dragged Van Damm back to the ship for some rest.

The long, twisting tunnel was filled with vent after vent that shot out various sorts of danger. Biff managed to miraculously dodge a jet of super-heated water and steam. Victor swerved at the right time to avoid a burst of dangerous radiation. Scruffy, however, was hit by a second burst from the same radiation vent and suffered rad burns. Gorgeous has him patched up in a jiffy with a quick injection of Spear Bear.

They found a room in the middle of the tunnels but were ambushed there by some Bugs from the vents while they were spread out. Jenkins managed to spot the ambush in time to prevent a surprise. The Bugs managed to mess up Scruff with their acid spitting and managed to damage Jenkins' armor. Gorgeous, however, took care of two of the 6 Bugs with her shock carbine. Jenkins chopped one in half with his cutting bar. Biff punched one to death. The remaining Bugs fled back into the vents in terror. Gorgeous patched Scruffy's suit and his wound.

The team moved forward through the tunnel. Jenkins was torn when they saw a door on one side of the tunnel. After soul-searching, he succumbed and opened the door. It turned out to be a maintenance closet holding tunnel cleaning equipment. Farther down Victor barely avoided an electrical discharge. But finally they reached the end of the long nightmare.

Scene Six: The Crab Lair

What followed was a quick series of extremely violent fights. They broke into the tunnel-access room of Sub-Pod 38 and killed 3 Crab People. In this fight Jenkins and Biff were knocked around pretty seriously by one ornery Crab Guy. They then broke into a storage room and killed 2 more Crab Guys. Then they entered Pod Storage and killed 3 more Crab Guys. Finally, they entered the control room where Gorgeous shocked the Crab at the control panel and Biff and Victor shot down the two at the monitoring machines.

In one side room they found a pile of bodies. The pile contained humans, Squidwards, Gallinoids and Sleestaks. Jenkins told Gorgeous to search through the bodies and do a medical analysis to perhaps see if Albert were one of the humans. She said that that was too gross and she wouldn't do it. Jenkins let it go, wishing that Van Damm were here to do it. Scruffy, meanwhile, looked at the alien computer files to find out what he could. He found evidence that the Crab People had gone to Bumford, but not why. He couldn't discover anything about the Crab People planet of origin or space ship capability.

Scene Seven: Wrap Up

Feeling that they had the evidence proving who had done the Bumford murders, they took the elevator back to the transit hub. Jenkins, covered with Crab blood and stink, once again used Psi-Suggestion to convince the Grundorian guards to leave them alone. They all thought, not for the first time, how much simpler it would have been to deal with Grundorians and take the elevator down and so avoid the tunnel. They filled in Bungo about the Crab Lair and the bodies and reembarked onto the Farragut. They spent some time getting patched-up, doing some equipment repairs, and seeing to Van Damm. The Farragut arrived back at Hercules Station on 098-2437 where they filed their report and had a taunting match with Dash Buffington.

THE PATROL EXITS THE ELEVATOR AT THE TRANSIT HUB AND CONFRONTS THE GRUNDORIAN SECURITY SQUAD

