

**Session/Game:** Space Patrol-6      **Date:** August 31, 2025

**Episode 6: Meet the RPGU**

**Campaign Date:** 118-2437 to 124-2437

**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, absent)

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)

Hilda Amazing, Intelligence, Junior Analyst (NPC)

**Space Judge:** Dave N.

**With Special Guest Star: Space Velma**



**And: Killer Judas**



**LOG**

*121-2437, Outer Space in the M9 system*

The Farragut entered the M9 system on the third day of travel. They are warned by traffic control that as a foreign vessel they must dock at Space Station Q5 for customs and clearances. The presence of a Heavy Destroyer and some torpedo boats made the suggestion something to be taken seriously. The name of the world is Habibistan and it is indeed a human colony. However, the transmission surprisingly announces that the planet is part of something called the Restored Pan Galactic Union (RPGU).

The ship flies to the station, where Victor embarrasses himself by scraping the hull during docking. Jenkins, Victor, Scruffy, Wally and Gorgeous enter the station. They are questioned by a clerk named Ishmael Ran and his Grundorian guards. When the captain says he'd like to scan the planet, Ishmael says that that would likely be considered espionage and that Jenkins needed to talk to the ~~Uncle Sanjay~~ Station Manager Sanjay Manchev.

Jenkins and Victor talk to Manager Manchev about the planet and the possibility of conducting the scan. Jenkins uses some PSI-suggestion to loosen up Manchev and speak freely. He reveals that Habibistan's southern continent, including its primary trade port Ramanatrup, has been swept by a massive epidemic. A scout vessel from the RPGU came by, promised to return with help. Soon an aid flotilla arrived and provided key assistance in righting the economic crisis and establishing a quarantine. Habibistan quickly joined the RPGU, which

stationed a Tauceriak destroyer in system and placed Ambassador Menzak-8535 in charge of RPGU affairs in system. Manchev reveals that he is unable to grant permission for the Farragut to scan the planet, only Ambassador Menzak-8535 has the power to do so. In fact, the Farragut as a foreign warship is not permitted to orbit or land on the planet. If the captain wishes to visit the surface, he and any crew members must submit to biometric scan for identification and take the Fonzarelli down to the capital city, New Vanduk.

The crew also spent some time in the station bar where they saw Space Velma and Spunky Cold Medina drinking with Fix-it Steve. They also saw Killer Judas and his Red Slasher Space Monster pal in the corner. They found some information from Velma, but Fix-it Steve revealed that the RPGU embassy was on floors 12-15 of a 15-floor building in New Vanduk. Steve had done some work in the building fixing things. Jenkins tried to talk with Killer Judas, but he wasn't really forthcoming.

Eventually, Ishmael gave them biometric identity scans and scanned their equipment and the Fonzarelli. He then handed them their landing permit and they flew down to New Vanduk.

#### *122-123-2437 New Vanduk, Habibistan*

The team spent 24 hours spying on the comings and goings at the embassy building. They come up with a rough plan whereby Wally and Jenkins would distract the 2 Grundorian security in the lobby while Scruffy creeps over to the computer in the corner and do something or other. Wally pisses off one Grundorian who slaps him. Jenkins engages the Grundorian at the security console and manages to get him to contact the embassy staff and set up an appointment (8 days from now). Scruffy discovers that the computer panel was strictly utility and environmental control, so he drops the HVAC down 20 degrees and walks out.

Scruffy returns in few minutes, bluffs the lobby Grundorians that he's there to fix the temperature controls. They send him up to the Embassy Control Floor where he bluffs the Tauceriak troopers there that he needs to access the Security Console. Scruffy plants a demolition charge in the security computer, set to explode at 100 AM the next morning. He then fixes the heating and shuffles off.

#### *124-2437—RPGU Embassy, Habibistan*

Leaving Gorgeous in the Fonzarelli, Wally, Scruffy, Victor and Jenkins use their flying belts to reach the roof at 12:45, 15 minutes before the bomb is set to explode. Scruffy smashes the lone Grundorian guard on the roof and Victor hacks his helmet comm so he can listen for alarms.

After bluffing the guards on the comms, Victor and Jenkins drop down the stairs to floor 15 and kill 2 guards. The whole team kills 2 more Grundorian guards who rush in from the main conference room.

Scruffy then gets to some serious work. He uses the utility computer to disable the elevators and then goes to the library computer in the data room behind the conference room and downloads planetary data to his Environmental Quadracorder, eliminating the need for a planetary scan. However, the bomb in the security computer one floor below explodes before the download is complete. Luckily, the explosion does not interrupt the download and they get the information intact.

The landing party flees back to the roof and flies off into the night before the Tuaceriak Embassy security team can get the elevators working again. They rush back to the Fonzarelli, but decide to wait until after sunrise during peak space traffic time to depart.

**BUT WAIT!**

As the Fonzarelli lifts off, they receive the following transmission:

“S.O.S... city of Ramanatrup, Habibistan, City is nightly raided by freakish monsters, planetary government and RPGU have simply isolated us and left us to our fate...HELP in the name of humanity”

Tune in 2 weeks from now for Episode 7: THE FREAKS COME OUT AT NIGHT!