

Session/Game: Space Patrol-7 **Date:** September 14, 2025
Episode 7: The Freaks Come Out at Night
Campaign Date: 124-2437 to 130-2437

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)
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: Steve Feratu



LOG

124-2437, Habibistan

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”

Captain Jenkins ordered the Fonzarelli to return to the Farragut to regroup and plan. The action plan was to tell the RPGU forces that the Farragut was leaving the system, but when they get out of scanner range to turn around, go dark and make a stealth landing at Ramanatrup.

Scruffy manages to keep the drives dark and undetected and Victor glides the Farragut into the atmosphere toward Ramanatrup. However, Jenkins scans 4 aerial interceptors patrolling near the city: 1 advanced Tauceriac (RPGU) and 3 local Habibistan craft. Wally, Ramses and Van Damm get into the Fonzarelli, drop out of the Farragut and shoot down one of the local planes. Hilda target locks the other 3 interceptors and Biff shoots all three down before any of them gets a chance to scan for the Farragut.

The Farragut recollects the Fonzarelli and lands in Ramanatrup near the source of the distress transmission after nightfall. Jenkins, Scruffy, Victor, Wally, Biff and Gorgeous disembark, leaving Hilda, Ramses and Van Damm in the ship. They find 3 civilians who had sent the distress call in one building. They have Wally go fetch one of the skimmers to fly the civilians back to the Farragut.

The rest of the landing party goes to the next building to rescue another band of survivors. This activity, however, alerted a horde of mutants nearby. A large pack of Skinny Brute mutants nearly overrun the landing party, before they were driven back by grenades. Ramses, Scruffy and Van Damm jet the jitney into action and manage to devastate the Skinny Brutes and the Ball Freak Mutants that were backing them up. Ramses ran over many of them and Van Damm shot the living crap out of others using the laser machine gun. Scruffy jumped out and helped the rest of the landing party wipe out stragglers.

With the horde all dead or fled, they are told by the civilians that the various freaks had taken a group of children and some adults into a subterranean complex nearby. The landing party pushes down the stairs, leaving Van Damm and Ramses in the jitney to guard the exit. In the first chamber underground they find a large nest of Feratu mutants and have Gorgeous do a quick medical scan, determining that the Feratu are humans with significant levels of Plutonian Nyborg and other chemicals in their systems.

Pressing forward, they open a hatch and find 2 Crab People guarding it. Wally and Biff manage to kill both of them quickly and they advance farther. They reach a 2-way junction and using their tracking skill and environmental quadracorder, they determine that captive children had been led in both directions. They decided to just go to the left and marched onward.

Eventually, they reach another chamber. Here they find another large group of Feratu and a Red Slasher Space Monster. In a brutal battle they kill all the enemies with both Jenkins and Gorgeous being wounded in the process. Biff ends up using a disposable anti-tank rocket to completely destroy the Red Slasher. Captain Jenkins uses the last dose of space bear to heal his wound. They free captive children and adults and send them up to the jitney.

The landing party back tracks and takes the second path toward the second batch of captives. They reach the chamber, but have come too late and all the captives are dead and harvested for tissue samples. They attack the batch of Feratu and 4 crab people in the chamber. The battle was quick and brutal, and Scruffy ended up succumbing to a mortal wound (his Thanatic Acid) injector stabilized his body for possible revival).

Gorgeous and Wally rush Scruffy's body back to the ship while the rest of the landing party collect 1 crab people, 1 feratu, 1 brute, 1 freak, 1 slasher, and some of the tissue samples taken from the dead captives all to be taken back to base for further analysis. Jenkins filled the ship with as many civilians from Ramanatrup as he possibly could (over 120) for an uncomfortable return to base (women and children first).

Gorgeous fails to revive Scruffy on board, but the doctors at Hercules Station succeeded in the last ditch attempt and returned him to life.