

Session/Game: Space Patrol-8 **Date:** September 28, 2025
Episode 8: The Slaymax Plague
Campaign Date: 135-136, 2437 AD

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)
Hilda Amazing, Intelligence, Junior Analyst (NPC)

Space Judge: Dave N.

With Special Guest Star:

Dr. Clayton Forester as Dr. Marvin Van Craven



LOG

135-136, 2437, M16 System

The Farragut was completing a survey of M16's main world when they spotted a Stranger Science vessel approaching. A scan showed it was the same vessel that they had encountered at the station around Bumford. They exchanged text communications with First Modality, the Stranger expedition leader, who asked for help in locating their human-contractor vessel which was overdue for a rendezvous. The Farragut detected an ion trail from a POKER class vessel that had left the vicinity of the planet roughly 20 hours earlier. After spending a final 20 minutes completing the survey, they agreed to locate the missing ship. The ship was named Deep Space-13 and was a POKER modified for scientific survey and was owned by a human scientist named Dr. Marvin Van Craven, who was currently hired by the Strangers to help with their scientific survey of the Maciste Sector.

Survey Data: Since M16 turned out to be uninhabited, Captain Jenkins named it I-Got-A-Rock.

Chart Designation: M16—Maciste Sector 16 “Main World”

Local Name I-Got-A-Rock

Planet Code: Code Yellow: Terrestrial planet, barren

Atmosphere: none

Size: 140% Earth

Water: none

Population: none

Development Index: none

Economy: none

Government: none

Capital: none

Ports: none

It took about 6 hours for the Farragut to catch up with Deep Space-13. A scan indicated that the ship had been hulled and atmosphere, gravity and power had all failed. There were, however, abundant life signs aboard. There was also a heavy assault boat docked with the rear airlock. There were several plans proposed by the crew, but Captain Jenkins decided that Scruffy, Jenkins, Victor, Biff, Gorgeous and Van Damm would avoid the boat and enter the front airlock of Deep Space-13.

The boarding party wiped out 3 Quidarian (Squidward) scavengers in the guard room and locker (to be fair, one Squidward blew himself up with a grenade). The boarding party then took the bridge, killing 7 Squidwards. Victor attempted to use a demolition charge to breach the Security Room, but failed. The party then rushed to the engine room and, led by a totally sick house Jenkins, killed another half dozen scavengers there. The Squidwards in the Security Room panicked and got into the assault boat and fled, abandoning the last squad of Squidwards who were hunted down and wiped out in the bunk rooms and mess.

However, as the boarding party was securing the med bay, they were attacked by 6 spider-like creatures, the Slaymax. These proved dangerous and difficult to kill. But, Security Guard Van Damm, gave himself an injection of Blitz and began to steadily shoot them down. Jenkins was stunned by one of the Slaymax, but Gorgeous rushed forward and cleared his condition. The party eventually killed all six, but the acid attacks of the creatures damaged the armor of several of them.

In the adjacent Stasis Tube Room, the party found the only human survivor of the Deep Space-13, Dr. Marvin Van Craven. However, he was sealed in a stasis tube, and a monstrous Death Worm was crawling around the room. Gorgeous subdued the beast with her shock carbine.

While Scruffy got the life support back on line, so that they could safely get Van Craven out of the tube, the rest of the party used their hand scanners to determine that the life support room and main hangar were crawling with Slaymax.

When Van Craven was revived, he explained that the Squidwards had attacked the ship and killed the rest of the crew. When they broke open various survey samples, it released the Slaymax and Death Worms. He himself hid in stasis when life support failed, and last he knew the Slaymax and Squidwards were battling it out for the ship.

Jenkins ordered that Death Worm and Slaymax samples be taken; that Craven be taken to the Farragut. Then they destroyed the Deep Space-13, informed the Strangers that they were taking Craven back to base, and departed.