

Session/Game: Space Patrol-9 **Date:** October 12, 2025
Episode 9: Are You Ready for the Mystery Zone
Campaign Date: 142-159, 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 Stars:
Dr. Clayton Forester
as Dr. Marvin Van Craven



Space Ghost
as Space Phantom



LOG

142 2437, Bumford System

Captain Jenkins has some conversations with Dr. Craven, learning a few things about his dealings with the Strangers and about his home world, New Jackville (M25). The Farragut arrives at the Bumford space station, and greet their old pal "Two Couches" who mans the airlock.

However, there is a squad of 9 Grundorian mercenaries acting as security in the main concourse. As charming as ever, the Grundorians heap scorn and abuse on the Space Patrol, but Jenkins has had enough of their crap and neck pinches their leader. The situation explodes into a deadly fight leaving 7 Grundorians dead and 2 escaped to the lower decks.

The bloody carnage got the attention of station administrator Perkins and a Tauceriak ambassador from the RPGU with his bodyguard. An argument broke out between Jenkins and the ambassador but when the ambassador called Jenkins a liar, Jenkins killed him. The bodyguard throws a thermal grenade at the patrolmen, but misses wildly, killing a Sleestak traveler instead. Then Jenkins kills the bodyguard.

Perkins is stunned by the violence and angry about the money wasted on the Grundorian guards. The captain gives him 35 Space Bucks from the ship's store to cover the

expenses (approximately \$35000 in today's money). He then warns Perkins not to get involved with the RPGU and to consider Bumford to be under Space Patrol protection.

The team then entered the space bar and saw Space Lady Blasto at one table and Spunky Cold Medina with Brenda at another. Blasto told them that M11 system is a wasteland frequented by pirates and sometimes by the mysterious Space Phantom. Scruffy was chatting up Brenda when the Plumber arrived and whisked her away. They convinced Spunky to transport Dr. Craven back to New Jackville for the expense packet SPL Roundhouse had provided. The crew returned to the Farragut and set out for M11.

144-2437 M11 System

After a day and a third of transit, the Farragut arrived at the M11 main world where they spotted a Grundorian POKER pirate vessel attacking a Sleestak freighter. The Farragut quickly destroyed the pirates and bid the Sleestaks farewell.

But then the Farragut's scanners go crazy and the ship disappears into a gigantic black void. The crew can barely spot a single black object with a small purple light. They also detect a binary communication beam circling through every direction. At Victor's suggestion they repeat the signal back. The object then beams a second binary transmission to which they respond "We're the Space Patrol, really friendly and shit." This causes the object to open a port and fire an intense energy beam that barely misses the vessel. Biff's tactical analysis indicates that if they close to contact, the enemy gun will not be able to target them.

Victor attempts to land on top of the purple light, but smashes a gunnery antenna on the attempt. He tries again and succeeds. Scruffy uses the repair drones to fix the antenna.

Judging correctly that the purple light was a teleportational entrance, Biff leaped onto it and vanished. Jenkins, Scruffy, Victor, Van Damm and Gorgeous leaped in after him. They found themselves in a chamber guarded by 3 automated missile launchers. Van Damm and Scruffy were both wounded by missiles. Scruffy perilously so. Jenkins and Victor rushed through the room onto another transmat and vanished. Gorgeous saved Scruffy's life and patched up Van Damm while Biff methodically eliminated the missile launchers by using an Emper carbine to scramble their foul AI control units.

Victor and Jenkins found themselves facing a half dozen mechano-nautiloids with evil brain powers and bunch of wicked tentacles. Victor leaped through the next transmat into a room full of humanoid kill-bots, while Jenkins was mind blasted. Jenkins shook off his mental fog and both he and Victor fled back to the rest of the landing party.

The reunited landing party jointly assaulted the cyborg-nautiloids and destroyed them, with Biff's Emper carbine proving very useful. They then immediately attacked the 9 kill-bots that Victor had spotted earlier. They wiped out the robots and Van Damm was wounded again, but soldiered on. Biff used his Emper to destroy an AI computer that the kill-bots were guarding. The party passed through two power generator rooms, one of which was empty and another has 2 more cyborg-nautiloids who ambushed Biff, but who were then destroyed.

In the chamber that held the central control computer and the exit transmat they were faced by 5 cobra-headed androids. The androids proved difficult to kill because they had some sort of personal shield devices and proved dangerous due to their armor-bypassing ray staffs. The battle was dangerous and difficult. Van Damm continued to be wounded again and again. Gorgeous grew angry when the disposable rocket launcher she took from Van Damm was foiled by the shield. Scruffy, meanwhile planted a time bomb on the central computer. Eventually, the landing party destroyed all 5 androids.

The Captain shoved an android wreck through the exit transmat and Victor rang back and dragged down a cyborg-nautiloid as well. The entire landing party exited through the transmat, finding themselves on the surface but opposite side of the structure from the ship. Scruffy's bomb then exploded and the transmat winked off. Hilda brought the ship around and retrieved the landing party and robo-samples.

The Farragut, however, was just as stuck in the black Mystery Zone. The crew finally figured that if the structure had been using normal communications, then normal communication must be able to be received outside the mystery zone. Then for some baffling reason they thought that original transmission that the structure was emitting would get them out, when it hadn't gotten the structure out. Therefore, they broadcast a recording of that signal several times. Then they rebroadcast their original greeting which only had gotten them shot at before. Then they rebroadcast the challenge signal that the structure had emitted, why? I don't know. Then they broadcast "We wish to return." A little better, I guess. Finally, Biff suggests that the broadcast an S.O.S. signal to try to get help. This does bear fruit, when Space Phantom in his ultra-ship opens a portal in the void and leads the Farragut back to normal space in M11 system.

143-2437—M11 system

The Farragut surveys the M11 main world.

144-146, 2437—Deep Space

The Farragut returns to Hercules Station and delivers the samples of robot wrecks.

147-159, 2437—Hercules Station

The Farragut is placed under electronic quarantine and its electronic memory systems are purged lest they be contaminated by AI or virus.