

THE HOLE

A GURPS Traveller Adventurer

written for the

Kapcon XIV Scenario Design Competition

by

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Introduction

Firstly, in the interests of full disclosure, this fully detailed scenario is based upon the "Mercenary Ticket" capsule adventure written by the same author for the Starfall Cluster Book, a Traveller d20 campaign book Edited by MArtin Dougherty, and to be released by Quiklink Interactive under license to Marc Miller's Far Future Enterprises.

A copy of the original Mercenary Ticket is reproduced as an Appendix, as are several other items of background colour taken from same publication that can be used as player handouts.

This game is designed to played as a convention scenario in a limited amount of time. Thus there are certain events that will happen at certain times.

The game is also designed to emulate an action movie, so the plot is relatively linear. While a character could die at any stage, it is recommended that character death be reserved for heroic endeavours or dramatically appropriate events. For instance it is perfectly acceptable for at least one character to die when the monster first appears, but dying while abseiling down the elevator chute is probably not an appropriate death

Storyteller's Information

Plot Summary

A mercenary team are sent to investigate loss of communication with a deep sea mining platform that is also used as a dumping ground for political dissidents. The mission is to secure the facility within 5 hours, when the next automated cargo submersible is due to arrive.

On arrival, the characters discover that the surface installation is badly damaged and they are presented with the problem of entering the installation in the midst of an ocean storm.

Once inside, they discover that the upper level of the station contains only the technical and medical staff. The prison officers have all gone to investigate disturbances at the mining level, but have not ben heard from in some hours.

To make matters worse, the base is now operating on emergency power after the Fusion Plus generators shut down due to massive overload about half an hour after the guards left the accommodation level

The team investigate the lower levels, and discover evidence of a fight but far more damage than could conceivably be caused by the sort of weapons carried by the guards.

Finally they locate the surviving guards who are being held hostage by very scared prison inmates who are insisting that they be allowed to go to the upper levels before "it" wakes up.

"It" turns out to be a horrendously oversized "burrrower", a common Lunarmise predator, perhaps driven to shelter here by the storm. It has been stunned by putting the full output of the station;s generators through it, but the safety cutouts prevented it from being completely fried.

It is now up to the team how they are going to resolve the monster and hostage situations with the dual time limits of the monster waking up and the arrival of the cargo sub.

Deep Sea Mining Station 34

DSMS 34 sits in some 1200 metres of water astride an underwater mountain chain rich in rare ores far from the populated centres of Lunarmise.

Most citizens of Lunarmise don't know of its existence, and the majority would be horrified to find that it does. Originally, '34 or "The Hole" as it is referred to by those who know of its existence, was a largely automated deep sea mining platform. But the robots alone could not deal with the instability of the rock in this area, and costs began to sky-rocket as humans miners had to be employed to watch the robots and deal with the things they couldn't handle.

The Luarmise government found it had a dire need to eliminate those dissidents against the Glimmerdrift Trade Consortium who could not be allowed to surface again, but it balked at actually killing them (read the provided Lunarmise library data entry to understand the political situation better). The GTC also wanted cheap labour to operate the mining machinery, which was hard to find on Lunarmise where there are no poor. They solved both problems by turning DSMS34 into a detention centre.

The warders inhabit a way station that is a mere 25 meters below the surface. Below that is the processing plant where the freight submersibles load. The detainees live in the working part of the mine some 200 meters deeper and are left to their own devices. The wardens send food and pipe oxygen to them.

Most of the time the warders do nothing but process prisoners who are on their way down, and receive processed ore back. Every now and then a problem comes up that requires the direct attention of one of the civilian crew, a geologist or an engineer, and can't be handled by one of the remotes. When this happens the warders have to mount an armed expedition down the Hole. Very rarely someone mounts an escape attempt or there is a riot, and the warders cut off the oxygen supply until everyone is subdued.

So far there has only ever been one release of a prisoner, and one successful escape, though the escapee died when he ran out of air during the long journey back to civilization in the hold of an automated freight submersible.

Time-dependant Events

Keep track of elapsed game time once the team is inserted. The following events occur at the stated game times, or at dramatically appropriate times during play at the storyteller's discretion

1. If the g-carrier is not dispatched immediately, it will leave after exactly twenty minutes.
2. After one-and a half hours the monster will awake
3. After two hours the automated cargo submersible will arrive.
4. The g-carrier will return four hours after it leaves

The plot *should* be resolved before the last two events occur. Remember, this game is supposed to be action movie length, so the first half hour to an hour should be spent getting the team inserted, and the remaining two hours should be dealing with the plot in the base.

Scenes

Scene Timeline

This is the suggested order in which the scenes should be played out. Depending on character choices and storyteller whim, the scenes may be re-sequenced.

1. Team Briefing
2. Insertion
3. Relieving the Support Staff
4. Planning the next Step
5. Entering the Depths
6. Hostage Crisis
7. The Monster Wakes!
8. Resolution

Team Briefing

This is held in a briefing room at the Ekaterina Lunarmise Aerospace Force Base. The storyteller should read out something like the following :

The team is hustled off the interface shuttle from the orbital by service hostesses, and are met by a fresh-faced lieutenant in full dress uniform. The lieutenant introduces himself as Harry Marinoto, and says that he will be your assigned liaison for the duration of the mission. He leads you to a briefing room in the base headquarters bunker, a fully reinforced structure which is obviously designed to be capable of resisting orbital bombardment.

Upon reaching the entrance, each member of the team is asked to stand in a booth for several seconds, and place their eyes against a retinal scanner. Thereafter they are handed a small com-dot and told to wear it at all times within the complex. A rather severe grey-haired sergeant, briefs them that the system will only allow them to travel to locations that they are cleared to enter, and they are warned that leaving such areas, or traversing the complex without wearing a com-dot, will result in a security alert. Most doors and elevators they use will register the presence of the dot and allow them access automatically, more secure areas will require them to use the retinal scanners.

The team is led through a confusing maze of clean and brightly lit corridors with colour-coded directional indicators, regular emergency equipment storages centres, and obvious electronic surveillance, descending in a series of elevators, until they enter an area that Lt. Marinoto announces is the Intelligence Service complex. They are led to a briefing room that looks like any other briefing room on a thousand planets. Present in the room is a grizzled Colonel of Intelligence, a bald man in a lab coat with thick spectacles, which to the computer-literate can be seen to be displaying several readouts to their wearer, and an young, snappily dressed and perfectly manicured in the latest Cluster fashion in business suits(a sort of "Chinese" suit in white wool).

Lt. Marinoto intrudes the men present as Colonel Gerald of Intelligence, Doctor Thornton of Technical Services , and a Mr.Sylvester of Glimmerdrift Mineral Extraction (GME), a full member of the Glimmerdrift Trade Consortium (GTC).

At this point, the storyteller can show the diagram of DSMS34 and distribute the descriptions

As Dr Thornton, the storyteller should describe in great technical detail mining station, as in the handout.

He should also brief the team that the current storm is such that it is preventing microwave communications with the station, and for some reason VLF communications have also been disrupted. It is the latter disruption that has resulted in the decision to send a special forces team to investigate.

As Colonel Gerald, the storyteller should explain the fact that DSMS34 is also used to store political detainees. Colonel Gerald should emphasize that this fact is not to be released to anyone outside the team, and that doing so will place the team in breach of contract and leave them open to many charges should they ever be in the power of Lunarmise's government again. Colonel Gerald will say that from his

point of view the most important goal of the mission is to ensure that no detainees escape. The team are to prevent the escape of detainees at any cost. This is why it is imperative the team arrives and secures the station before the automated cargo submersible arrives. The submersible cannot be given new orders until it either docks at the station or the storm front moves on re-enabling satellite communications.

It is the fact that political detainees are held at the station in secret is the primary reason why an external (i.e: mercenary) special ops team have been chosen for this mission, as it is less likely that such a team will ever have cause to interact with Lunarmise citizens and reveal the secret.

As Mr. Sylvester, the storyteller should point out that it is Glimmerdrift Mineral Extraction who own and operate the station facilities, and that GME want the team to ensure that as little damage as possible is done to the station. Also they'd like their employees kept alive if at all possible.

Once the briefings above are complete, the storyteller should hand out the briefing documents that were transferred to the team's PDA's.

Lt. Marinoto will then say *"OK, Ms. Nowacki, the floor is yours. These gentlemen will remain in case there are further questions, but it's pretty much your show now!"*

"A high-speed G-carrier will be provided to insert you and the team into the station, but if there is anything else your team would like to be provided with, now the time to ask."

As the mission is important, the Lunarmise government, or if more appropriate, GME, will provide the team with any reasonable equipment request, though it is likely any damage to such equipment may come out of their bonus.

If the storyteller is feeling generous and the players don't come up with it themselves, she can have Dr. Thornton mention that scuba equipment might come in handy.

Try to ensure the briefing does not take more than the first hour's play, if necessary. Lt. Marinoto can hurry them along because of the short time-frame before the first cargo submersible arrives, and the amount of time it will take to travel there.

Insertion.

The storyteller should read the following

The trip to DSMS 34 is one of the worst flights the team members have ever experienced. Jack is looking decidedly twitchy, it is perhaps reminding her of an event in her past.

The wind roars even above the noise of the screaming thrusters, and the rain impacts the side of the g-carrier like small arms fire. The team and crew have to yell to be heard at all, even when using the com-net

The g-carrier lurches wildly with every new gust, and the mercs are having a hard time keeping their breakfast down.

The flight crew, while still feigning a laconic lack of concern, as expected of military air-lift personnel, are clearly worried.

The flight lasts for two hours, during which nothing is seen except sheeting rain and the occasional glimpse of surging steel grey seas.

Finally, a blip appears on the carrier's nav radar, and then, a few minutes later, a flashing light can be intermittently glimpsed ahead.

The g-carrier's thrusters move into hover mode, as the co-pilot fights the wind to hold the g-carrier stationary and the pilot says "Shit!"

:"Major, you'd better have a look at this"

On arrival at the surface installation it will become immediately apparent why communication has been lost. The surface installation is badly damaged, perhaps by the storm. Normally the air-raft deck should be several metres above the sea surface, but it is on an angle and one end is almost continually underwater, with waves regularly breaking over the landing surface.

The pilot states that he cannot land on that, but that he's willing to try hovering a couple of metres above it. It's up to the team whether they want to try and drop onto the platform and risk landing badly or drop into the water and risk being lost on the storm.

The pilot also says that he only has about twenty minutes loiter time, the intention had been to land, and if the team haven't done what they came for by then he'll have to leave and refuel. Alternatively he can leave immediately, refuel, and come back as soon as possible, thus reducing the time they'll have to wait by that twenty minutes. He'd be back in about four and half hours if he really pushed it. The g-carrier is fitted with a winch so they can recover people from the ocean or the platform without landing if necessary.

Once a decision has been made, the team will hopefully find themselves on the damaged surface platform. There they will find that the elevator shaft, though designed to be flexible, has been buckled badly enough that there is no way that the elevator could be used but a cable can be used, though it is still largely watertight, and it is possible to climb or abseil down the shaft .

Relieving the Support Staff

The storyteller should attempt to emphasize the eerie aspects of entering an underwater habitat through a broken elevator shaft, dripping water from possible minor breaches, with only emergency power. Once in the accommodation level, the team should be told that there is no-one about.

In fact the remaining support staff are all holed up in the command centre watching the approaching combat team with some trepidation. As they have had no communications with the outside world, they have no way of knowing whether the team is a relief team or somebody trying to break out a prisoner. That the team are mercs and not government troops or coast guard makes this worry even greater.

One of the team will notice that some surveillance cameras are still operating and tracking them. If the team is smart they will realize that they can use this to communicate with the support staff and perhaps try and convince them of their bona fides.

If not, the team should realize that the command center is the place to go, and they will have to breach the command center and try and pacify the terrified support staff.

The support staff have one pistol between them and are not combatants so will be easy meat, but any unnecessary deaths or injuries will of course look bad on the team's record and open the potential for criminal charges by the Lunarmise government.

Planning the next Step

Once inside, the team discovers that the upper level of the station contains only the technical and medical staff. The prison officers have all gone to investigate disturbances at the mining level, but have not been heard from in some hours.

To make matters worse, the base is now operating on emergency power after the Fusion Plus generators shut down due to massive overload about half an hour after the guards left the accommodation level

Station technician, Clive Saunders, will explain that approximately six hours ago a major seismic disturbance was registered on the station's sensors. Shortly afterwards the first distress calls were received from the prisoners. Communication became unreliable, a burst of hysterical calls for help talking about flooding and some sort of killer on the loose, a calm voice saying that emergency measures should be implemented, and then no responses.

After some discussion, during which there were those guards who felt they should leave the prisoners to rot, at least until communications with the shore were re-established, and those that said it was their job to look after the prisoners, and if all the prisoners had died and someone discovered the guards hadn't done anything for hours, they'd all be in a lot of trouble at the inquiry,

So, the guards armed themselves and descended into the depths.

The guard team reached the processing plant level with no incident and did a quick sweep, finding some damage consistent with the earlier tremor, but nothing significant.

As they descended to the working faces, communication became patchy, obviously the cell repeaters in the lower parts of the station were damaged or malfunctioning. The guard team resorted to the emergency cable system, but it was discovered that this had been cut beyond a certain point. Leaving a pair of guards at the last working cable access point, the rest of the team continued on using persacoms to relay through the team at the cable end.

The support team on the surface spent some time wondering what was going on when they finally got a call from the cable team saying that the guards were about to use the power system to attempt to disable

some sort of creature that had breached one of the working faces. Shortly thereafter the safety interlocks on the Fusion Plus generators tripped, and all communication was lost.

The station has been running on battery power since then, about three hours ago. Saunders has been trying to restart the generators, but whatever caused the interlocks to cut-in must still be shorting the feed as the safeties refuse to disengage. He could try and override the safeties, but without someone to check what was happening down below, that could just result in the generators themselves burning out.

The support team, used to following the instructions of the guard detachment commander, William Hobbs, have been completely unable to deal with their current predicament

Entering the Depths

The team investigate the lower levels, and discover evidence of a fight but far more damage than could conceivably be caused by the sort of weapons carried by the guards.

The team reach the point where the two guards were using the cable system but discover only remains.

This is the bit where the storyteller should take every opportunity to introduce creepiness and tension. There's something out there, they don't know what it is, and they can't find anyone.

There will be the evidence of people being consumed, and evidence of damage.

Finally they will locate the surviving guards and prisoners and run into a

Hostage Crisis

The surviving guards are being held hostage by very scared prison inmates who are insisting that they be allowed to go to the upper levels before "it" wakes up.

It is now up to the team how they are going to resolve the hostage situation with the dual time limits of the monster waking up and the arrival of the cargo sub.

None of the inmates are really hard-cases (see sample NPCs), and if the team do not handle the situation well, there is the potential for a bloodbath that could cause the team trouble when they get out.

The guards will be keen on a peaceful resolution (obviously), as they are the hostages), but more they will try and convince the team that it is a good idea to evacuate the prisoners anyway, as they are aware of the creature. The team will be barraged by a confusion of descriptions of the monster and claims that .

One calm prisoner, Levon Welles, a well known name in Lunarmise politics, will try to convince the team that there is a peaceful resolution to the situation, and will even try to convince the prisoners to surrender if he can get the team to agree to evacuate the prisoners. He will also identify the creature as a giant burrower.

Once the crisis has been resolved, if any are left alive, they will tell the team how Hobbs, after realizing the small arms he had available were just annoying the monster, got one of the inmates who was technically able to rig a makeshift cattle prod. He then attempted to drive the monster out. Unfortunately, the monster was a better ambusher than Hobbs was a herder. It attacked Hobbs, but miscalculated by doing so on a large metal catwalk. As the prods fell from Hobbs' lifeless hands, they shorted across the catwalk, the power surge stunning the monster, causing the generator safety interlocks to cut in and plunging the complex into darkness

Once emergency battery power came on-line, guards and inmates rested and tried to deal with their injuries when one prisoner took the opportunity to grab a guards weapon. Everyone was shocked at first, but the guards realized they were alone and out numbered, and with Hobbs gone they too were unsure what to do, so have not really tried to escape yet.

The Monster Wakes!

When it wakes it will let out a noise, and move. This will shake the sea mount. The storyteller is encouraged to make the monster seem much harder to defeat than it really is.

"It" turns out to be a horrendously oversized "burrower", a common Lunarmise predator, perhaps driven to shelter here by the storm. It has been stunned by putting the full output of the station's generators through it, but the safety cutouts prevented it from being completely fried.

Hopefully the hostage crisis is resolved by the time the monster awakes , but if this is taking too long it can be hurried up by the monster waking.

Also hopefully, the team will realize that the primary requirement is to get the guard's and prisoners to safety, though if they don't you can have a prisoner or a guard suggest it.

Resolution

Once people are safe the team can go on a bug hunt.

Final resolution will depend largely on what the characters do, but it is likely to involve the heavy weapons and demolitions specialists. The final resolution is designed to be relatively easy, once the characters have discovered what is going on and have dealt with the hostage situation, a simple monster hunt should be easy.

The complications are finding the monster again and destroying it without flooding the entire complex

Another possibility is that the team will locate the power cables are preventing the restart of the Fusion Plus generators. If the cables are insulated or just lifted off the metal decking they are currently laid upon the generators can be restarted and the monster may be driven off using the makeshift cattle prods already created by the

Characters

The following characters are provided for tournament or one-off play, though obviously any competent mercenary characters could be employed for the mission.

The scenario assumes that the team has practice in working together as a team, it is likely that a group of untrusting loners will not be able to deal with the situation as presented

Major (retd.) Madeline Nowacki

Maddy or "Mad" Nowacki (pronounced "Nevaski") is a career soldier who became disillusioned with the government she was working for, and had noth

Sergeant Alistair Reeve (Marksman).

Sergeant Reeve has been with Major Nowacki for her entire career in the Imperial Marines. He is a hard man who is intensely loyal to the major and is probably the most competent soldier in the group.

Corporal James "Jamie" Stewart (Medic)

Stewart seems like completely the wrong man to be in a mercenary unit. To hear him talk, you'd think he was a pacifist, and whenever asked for an opinion he always goes for options that minimize casualties on both sides.

Private Kira "Jack" Williams (Close Combat and Stealth Specialist)

"Jack" is the least stable of the group. In direct contrast to Stewart she talks about her "favourite game" which is "to see who is the better killer"

Private Tom "Thud" Collins (Heavy Weapons Specialist)

"Thud", as in it for the thrill of firing big, destructive weapons. He just likes seeing (and feeling) big bangs. The team joke that if he ever fell in love it would be with a nuke or fuel-air explosive.

Private Carl "Mother" Makepeace (Technical Specialist)

"Mother" provides technical support ensuring the team net remains sync'd and secure and that everyone is in com and getting the pure tac.

Additional Characters

These characters may allow the addition of extra players or maybe run as NPCs

Private Karen Wilson (Demolitions)

A small mousy woman, who can at best be called "plain", she nevertheless gets on well with big "Thud" Collins due to their mutual love of destruction.

Private Muamar "Gold" Alhroud (Acquisitions)

Small, and remarkably well-turned out for a combat soldier, "Gold" is so named because of his fetish for that substance. In an age of re-grown teeth, he has a gold filling. In an age of subdermal biorhythmic time pieces, he wears an antique gold watch.. He also is an expert at "acquiring" things, so is the teams quartermaster.



Major (retd.) Madeline Nowacki

You are Major “Mad” Nowacki (pronounced “Nevaski”). You were a career soldier in the Imperial Marines but became disillusioned with the Imperium after being involved in too many “dirty wars” on the Solomani Rim.

Unfortunately the only thing you knew how to do was fight, so you very quickly became a mercenary soldier, and your capabilities meant that before too long you had attracted a group of very competent, if slightly eccentric, professional soldiers which with the help of Sergeant Reeve (who followed you into civvy street) you have molded into a crack special ops mercenary team.

Marine, 4 terms, 3 terms in Special Ops, Final Rank: O4

Special Assignments: OCS, Special Ops School twice, Military Attache

Decorations: 4 combat service ribbons, 3 combat command ribbons, 1 MCUFs, 1 Purple Heart

Equipment: Cr20,000 (personal) Cr230,000 (team funds) Cutlass , Pistol , Machine Pistol

Attributes	
12	Strength
14	Dexterity
13	Intelligence
13	Health
13	Will
12	Fatigue
13	Hit Points
6.75	Speed
8	Move
7	Dodge
13	Vision
13	Hearing
13	Taste/Smell
0	Swim
Encumbrance	
24	None
48	Light
72	Medium
144	Heavy
240	X-Heavy
0	PD
0	DR
1	Parry
1	Block
15	Fright Check

Encumbered Move	
8	None
7	Light
6	Medium
5	Heavy
4	Extra-Heavy
Advantages	
15	Combat Reflexes
10	Former Rank (+2)
10	Traveller's Aid Society
Disadvantages	
-10	Code of Honor (-2)
-5	Sense of Duty
-5	Workaholic
Quirks	

Skills		
12	1.0	Battlesuit
13	1.0	Cutlass
12	0.5	Camouflage
11	0.5	Carousing
12	0.5	Computer Operation
10	0.5	Computer Programming
13	0.5	Darts
15	6.0	Demolition
11	0.5	Sensor Operation
14	0.5	Fast-Draw (Pistol)
14	0.5	Fast-Draw (Rifle)
12	0.5	First Aid
14	2.0	Free Fall
12	0.5	Gesture
14	0.5	Gunner (Flamer)
14	0.5	Gunner (Laser)
15	0.5	Guns (Machine Pistol)
15	0.5	Guns (Pistol)
17	2.0	Guns (Rifle)
13	2.0	Karate
10	1.0	Lifting
11	0.5	Mechanic (ATV)
10	0.5	Running
13	1.0	Savoir-Faire (Military)
14	2.0	Stealth
12	1.0	Survival (forest)
12	1.0	Vacc Suit

The Rest of Your Team

Sergeant Alistair Reeve (Marksman).

Sergeant Reeve has been with for almost your entire career.. He is a hard man who is intensely loyal and is probably the most competent soldier in the group. Everyone calls him Sarge. to such an extent that many people think he doesn't have a real name. You are careful to use his full rank however (sergeant).

Corporal James “Jamie” Stewart (Medic)

Stewart seems like completely the wrong man to be in a mercenary unit. To hear him talk, you'd think he was a pacifist, and whenever asked for an opinion he always goes for options that minimize casualties on both sides. However you know he is very professional and efficient, and his minimization of casualties is based on that efficiency.

Private Kira “Jack” Williams (Close Combat and Stealth Specialist)

“Jack” is the least stable of the group. In direct contrast to Stewart she talks about her “favourite game” which is “to see who is the better killer”. However. she's damn good at her game and you trust Reeve to keep her in line.

Private Tom “Thud” Collins (Heavy Weapons Specialist)

“Collins is in it for the thrill of firing big, destructive weapons. The team joke that if he ever fell in love it would be with a nuke or fuel-air explosive, but he gets on well with Wilson.

Private Carl “Mother” Makepeace (Technical Specialist)

Makepeace provides technical support ensuring the team net remains sync'd and secure, and that everyone is in com and getting the pure tac. Likes to pretend he;s rouger than he really is

Private Karen “Big Bang” Wilson (Demolitions)

Wilson is a big-hearted type. You never use the rather crude epithet the team have for Karen, but she seems to relish it, so you haven't stamped on it. She's a competent soldier, though you think she exposes a bit too much skin, and flirts too much to be properly professional.

Private Muamar “Gold” Alhroud (Acquisitions)

Small, and remarkably well-turned out for a combat soldier, Alhroud is so named because of his fetish for that substance. In an age of re-grown teeth, he has a gold filling. In an age of subdermal biorhythmic time pieces, he wears an antique gold watch.. He also is an expert at “acquiring” things, so is the teams quartermaster.

Sergeant Alistair “Ice” Reeve (NCO - Marksman).

You are a career soldier. You have been with the Major for her entire career in the Imperial Marines., and when she had had enough of the Imperium you followed her into civvy street and then into being a soldier of fortune.

You did this because you love her. Of course you are completely a professional and you would *never* let her even suspect this, as it is against regulations. This is not a sexual love, it is what you imagine to be a pure love. You will do anything you can to help her, you will listen to her fears and wants, you will try to give her advice, you will comfort her if needed, you will lay down your life for her if you have to, but you will never let her know, as you know that such a love could never be, and she, being a professional, would tell you to leave if she ever found out, because she would quite rightly say that it would affect your efficiency.

To avoid being discovered, and to make yourself indispensable to her, you have ensured you are the most competent all-round soldier in the group, and are an expert marksman with long weapons. Everyone calls you Sarge, except the Major who calls you Sergeant. But you’ve heard them refer to you as “Ice” when they thought you weren’t listening, You appear to be ice-cold on the surface, because you have long since had to master your emotions in the Major’s presence ,

Career: Marine, 5 terms, 4 terms in Special Ops: E5

Special Assignments: Special Ops thrice

Decorations: 8 combat service ribbons, 4 combat command ribbons, 1 MCUFs, 2 MCGs, 2 Purple Hearts

Equipment: Cr59,000 Cutlass , Pistol, Commando Knife, Assault Rifle, underslung grenade launcher, Sniper Rifle

Attributes	
12	Strength
14	Dexterity
13	Intelligence
13	Health
13	Will
12	Fatigue
13	Hit Points
6.75	Speed
8	Move
7	Dodge
13	Vision
13	Hearing
13	Taste/Smell
0	Swim
Encumbrance	
24	None
48	Light
72	Medium
144	Heavy
240	X-Heavy
0	PD
0	DR
1	Parry
1	Block
15	Fright Check

Encumbered Move	
8	None
7	Light
6	Medium
5	Heavy
4	Extra-Heavy
Advantages	
15	Combat Reflexes
Disadvantages	
-10	Code of Honor (-2)
-10	Overconfidence
-5	Sense of Duty
-5	Workaholic
Quirks	

Skills		
12	1.0	Battlesuit
13	1.0	Broadsword
12	0.5	Camouflage
11	0.5	Carousing
12	0.5	Computer Operation
10	0.5	Computer Programming
13	0.5	Darts
15	6.0	Demolition
11	0.5	Sensor Operation
14	0.5	Fast-Draw (Pistol)
14	0.5	Fast-Draw (Rifle)
12	0.5	First Aid
14	2.0	Free Fall
12	0.5	Gesture
14	0.5	Gunner (Flamer)
14	0.5	Gunner (Laser)
15	0.5	Guns (Machine Pistol)
15	0.5	Guns (Pistol)
17	2.0	Guns (Rifle)
13	2.0	Karate
10	1.0	Lifting
11	0.5	Mechanic (ATV)
10	0.5	Running
13	1.0	Savoir-Faire (Military)
14	2.0	Stealth
12	1.0	Survival (forest)
12	1.0	Vacc Suit

The Rest of Your Team

Major (retd.) Madeline Nowacki

The Major, or “Mad” Nowacki (pronounced “Nevaski”). See above.

Corporal James “Jamie” Stewart (Medic)

Stewart seems like completely the wrong man to be in a mercenary unit. To hear him talk, you'd think he was a pacifist, and whenever asked for an opinion he always goes for options that minimize casualties on both sides. He says that's because he's a professional, but you have your doubts.

Private Kira “Jack” Williams (Close Combat and Stealth Specialist)

“Jack” is a crazy psycho bitch. But she's *your* crazy psycho bitch, and is very useful, so as long as you and the Major keep her respect, you'll be OK. You beat her up once when it became obvious it was the only way to get her under control, you know the type. But you may have to kill her one day

Private Tom “Thud” Collins (Heavy Weapons Specialist)

“Thud” is in it for the thrill of firing big, destructive weapons. The team joke is that if he ever fell in love it would be with a nuke or fuel-air explosive. Gets on well with Karen.

Private Carl “Mother” Makepeace (Technical Specialist)

“Mother” provides technical support ensuring the team net remains sync'd and secure and that everyone is in com and getting the pure tac. He's touchy about being considered a geek, so of course you all rib him mercilessly about it.

Private Karen “Big Bang” Wilson (Demolitions)

A large, “big-hearted” woman, who flirts with all the male team members, though everyone knows her heart belongs to big “Thud” Collins due to their mutual love of destruction.

Private Muamar “Gold” Alhroud (Acquisitions)

Small, and remarkably well-turned out for a combat soldier, “Gold” is so named because of his fetish for that substance. In an age of re-grown teeth, he has a gold filling. In an age of subderrmal biorhythmic time pieces, he wears an antique gold watch.. He also is an expert at “acquiring” things, so is the teams quartermaster.

Skills		
12	1.0	Battlesuit
13	1.0	Broadsword
12	0.5	Camouflage
11	0.5	Carousing
12	0.5	Computer Operation
10	1.0	Demolition
11	0.5	Sensor Operation
14	0.5	Fast-Draw (Pistol)
14	0.5	Fast-Draw (Rifle)
17	2.5	First Aid
10	1.0	Advanced Medical
15	0.5	Guns (Machine Pistol)
15	0.5	Guns (Pistol)
17	2.0	Guns (Rifle)
13	2.0	Karate
10	1.0	Lifting
10	0.5	Running
13	1.0	Savoir-Faire (Military)
14	2.0	Stealth
12	1.0	Survival (sea)
12	1.0	Vacc Suit

The Rest of Your Team

Major (retd.) Madeline Nowacki

The Major, or “Mad” Nowacki (pronounced “Nevaski”) as she is called, is an ideal officer, and she understands where you are coming from , unlike the sergeant,

Sergeant Alistair Reeve (Marksman).

Sergeant Reeve has been with Major Nowacki for her entire career in the Imperial Marines. He is a hard man who is intensely loyal to the major and is probably the most competent soldier in the group. Everyone calls him Sarge. to such an extent that many people think he doesn't have a real name

Private Kira “Jack” Williams (Close Combat and Stealth Specialist)

“Jack” is the least stable of the group. In direct contrast to Stewart she talks about her “favourite game” which is “to see who is the better killer”. However. she's damn good at her game and her healthy respect for The Major

Private Tom “Thud” Collins (Heavy Weapons Specialist)

“Thud” is in it for the thrill of firing big, destructive weapons. The team joke that if he ever fell in love it would be with a nuke or fuel-air explosive

Private Carl “Mother” Makepeace (Technical Specialist)

“Mother” provides technical support ensuring the team net remains sync'd and secure and that everyone is in com and getting the pure tac. He's touchy about being considered a geek, so of course you all rib him mercilessly about it.

Private Karen “Big Bang” Wilson (Demolitions)

A large, “big-hearted” woman, who flirts with all the male team members, though everyone knows her heart belongs to big “Thud” Collins due to their mutual love of destruction.

Private Muamar “Gold” Alhroud (Acquisitions)

Small, and remarkably well-turned out for a combat soldier, “Gold” is so named because of his fetish for that substance. In an age of re-grown teeth, he has a gold filling. In an age of subderrmal biorhythmic time pieces, he wears an antique gold watch.. He also is an expert at “acquiring” things, so is the teams quartermaster.



Private Kira “Jack” Williams (Close Combat and Stealth Specialist)

You are a female orphan, and one of only three survivors of a starship crash on a feral world. What happened to you there has turned you into one of the deadliest un-amped close combat machines in the Cluster as well as making you an effective “ghost”. But it has also affected you mentally.

You are tolerated by the others because you are so damn useful, but you know they all look on you with mixtures of fear and loathing, especially when you start playing your favourite game, which you announce by saying “let’s see who is the better killer”. They all know that when you say that, someone is going to die, and although they are mercenaries, it still gets to some of them, especially Corporal Stewart . You don’t play this game with your team, that would be stupid, but that you do it all makes them all uneasy.

All, that is except for Reeve. He is ice cold, and the hardest bastard you have ever known. You could almost begin to like this man, as he has never been flustered by or reacted to your flirting, even though by the way he sometimes looks at the Major, you’re pretty sure he does actually like women. He has also never cut you any slack, either because of your sex or because of your past, and showed no hesitation in taking you down when you tested him once. In some ways, he’s why you’re still with this team, he reminds you of the guy who helped you survive the crash....

Career: Mercenary, 2 terms,

Equipment: \$10,000, Knife Pistol , Machine Pistol

Attributes	
12	Strength
16	Dexterity
13	Intelligence
13	Health
16	Will
12	Fatigue
13	Hit Points
6.75	Speed
8	Move
7	Dodge
13	Vision
13	Hearing
13	Taste/Smell
0	Swim
Encumbrance	
24	None
48	Light
72	Medium
144	Heavy
240	X-Heavy
0	PD
0	DR
1	Parry
1	Block
15	Fright Check

Encumbered Move	
8	None
7	Light
6	Medium
5	Heavy
4	Extra-Heavy
Advantages	
20	Combat Reflexes
10	Dodge
Disadvantages	
-10	Bad Temper
-10	Bloodlust
Quirks	

Skills		
15	2.0	Knife
13	1.5	Camouflage
12	0.5	Computer Operation
14	0.5	Fast-Draw (Pistol)
14	0.5	Fast-Draw (Rifle)
12	0.5	First Aid
15	0.5	Guns (Machine Pistol)
17	2.0	Guns (Pistol)
15	0.5	Guns (Rifle)
15	2.0	Brawling
12	1.0	Running
15	2.0	Stealth
12	1.0	Survival (urban)
12	1.0	Vacc Suit

The Rest of Your Team

Major (retd.) Madeline Nowacki

The Major, or “Mad” Nowacki (pronounced “Nevaski”) as she is called, is worthy of respect,

Sergeant Alistair Reeve (Marksman).

Sergeant Reeve has been with Major Nowacki for her entire career in the Imperial Marines. He is a hard man who is intensely loyal to the major and is probably the most competent soldier in the group. Everyone calls him Sarge. to such an extent that many people think he doesn't have a real name

Corporal James “Jamie” Stewart (Medic)

Stewart is a wimp. He keeps coming up with reasons not to kill.

Private Tom “Thud” Collins (Heavy Weapons Specialist)

“Thud” is in it for the thrill of firing big, destructive weapons. Probably has a small dick

Private Carl “Mother” Makepeace (Technical Specialist)

“Mother” provides technical support ensuring the team net remains sync'd and secure and that everyone is in com and getting the pure tac. He's touchy about being considered a geek, and tries to be tough to make up for it. Probably the nicest of the team, but not a survivor.

Private Karen “Big Bang” Wilson (Demolitions)

A slut and a tart, who flirts with all the male team members. As long as she does her job you'll ignore, but you won't like her. You heard her say once that you don't like her because you're jealous of her tits.

Private Muamar “Gold” Alhroud (Acquisitions)

Dresses like a pimp, and you wouldn't trust him as far as you can throw him. He's called :“Gold” because he has a fetish for it. He's also a slimy little weasel. You'll cut his dick off if he tries to grope you again.



Private Tom “Thud” Collins (Heavy Weapons Specialist)

You're in it for the thrill of firing big, destructive weapons. What other job can you get to play with toys like this and be paid well to do it?

The team joke that if you ever fell in love it would be with a nuke or fuel-air explosive, but the nearest you've found to that is Karen, or “Bang-Bang”: as everyone calls her, the team's demolitions expert.

Marine, 3 terms, 1 terms in Commandos, Final Rank: E1

Special Assignments: Commando School twice, Cross-training in Army Infantry, OCS, Military Attache

Decorations: 8 combat service ribbons, 4 combat command ribbons, 4 MCUFs, 2 MCGs, 2 Purple Hearts

Equipment: \$20,000 Cutlass Pistol

Attributes	
16	Strength
10	Dexterity
11	Intelligence
15	Health
13	Will
12	Fatigue
13	Hit Points
6.75	Speed
8	Move
7	Dodge
13	Vision
13	Hearing
13	Taste/Smell
0	Swim
Encumbrance	
24	None
48	Light
72	Medium
144	Heavy
240	X-Heavy
0	PD
0	DR
1	Parry
1	Block
15	Fright Check

Encumbered Move	
8	None
7	Light
6	Medium
5	Heavy
4	Extra-Heavy
Advantages	
15	Combat Reflexes
Disadvantages	
-10	Code of Honor (-2)
-10	Overconfidence
Quirks	
-1	Unused Quirk 1
-1	Unused Quirk 2
-1	Unused Quirk 3
-1	Unused Quirk 4
-1	Unused Quirk 5

Skills		
12	1.0	Battlesuit
12	0.5	Camouflage
14	1.0	Carousing
12	0.5	Computer Operation
10	2.0	Demolition
11	0.5	Sensor Operation
14	0.5	Fast-Draw (Pistol)
14	0.5	Fast-Draw (Rifle)
12	0.5	First Aid
14	2.0	Free Fall
14	0.5	Gunner (Flamer)
14	0.5	Gunner (Autocannon)
15	0.5	Guns (Machine Pistol)
15	0.5	Guns (Pistol)
17	2.0	Guns (Rifle)
13	2.0	Karate
10	1.0	Lifting
10	0.5	Running
10	1.0	Stealth
12	1.0	Survival (forest)
12	1.0	Vacc Suit

The Rest of Your Team

Major (retd.) Madeline Nowacki

You respect the Major, she leads from the front, and won't sell you out. For an officer she's a good sort.

Sergeant Alistair Reeve (Marksman).

Sergeant Reeve has been with Major Nowacki for her entire career in the Imperial Marines. He is a hard man who is intensely loyal to the major and is probably the most competent soldier in the group. Everyone calls him Sarge. to such an extent that many people think he doesn't have a real name

Corporal James "Jamie" Stewart (Medic)

Stewart seems like completely the wrong man to be in a mercenary unit. To hear him talk, you'd think he was a pacifist, and whenever asked for an opinion he always goes for options that minimize casualties on both sides.

Private Kira "Jack" Williams (Close Combat and Stealth Specialist)

A psycho bitch, but a useful one., She talks about her "favourite game" which is "to see who is the better killer". You wouldn't want to let her get close to you.

Private Carl "Mother" Makepeace (Technical Specialist)

"Mother" provides technical support ensuring the team net remains sync'd and secure and that everyone is in com and getting the pure tac. He's touchy about being considered a geek, so of course you all rib him mercilessly about it.

Private Karen "Big Bang" Wilson (Demolitions)

The best damn partner you could ever have! Reliable, likes big guns and does a mean Molotov. It must be love!.

Private Muamar "Gold" Alhroud (Acquisitions)

Small, and remarkably well-turned out for a combat soldier, "Gold" is so named because of his fetish for that substance. In an age of re-grown teeth, he has a gold filling. In an age of subderrmal biorhythmic time pieces, he wears an antique gold watch.. He also is an expert at "acquiring" things, so is the teams quartermaster.



Private Carl "Mother" Makepeace (Technical Specialist)

You provide technical support and ensure the team net remains sync'd and secure and that everyone is in com and getting the pure tac.

Of course in such a small team you still need to know how to handle yourself in a scrap, so though they all treat you like a geek, you are a top notch soldier as well.

They call you "Mother" as a term of endearment, as you watch over them electronically, though you tell everyone else it's short for "mother-fucker". On high tech worlds such as Lunarmise you access tactical surveillance satellites and GPS systems to give them live top-down sit-reps. Where such feeds are unavailable you use inertial nav and interpolation on their com signals to give similar results. Where active links are a bad idea, you manually tap local surveillance nets.

Marine, 5 terms, 4 terms in Commandos, Final Rank: O4

Special Assignments: Commando School twice, Cross-training in Army Infantry, OCS, Military Attache

Decorations: 8 combat service ribbons, 4 combat command ribbons, 4 MCUFs, 2 MCGs, 2 Purple Hearts

Equipment: \$20,000 Cutlass Pistol

Attributes	
11	Strength
14	Dexterity
16	Intelligence
12	Health
12	Will
12	Fatigue
12	Hit Points
6.75	Speed
8	Move
7	Dodge
13	Vision
13	Hearing
13	Taste/Smell
0	Swim
Encumbrance	
24	None
48	Light
72	Medium
144	Heavy
240	X-Heavy
0	PD
0	DR
1	Parry
1	Block
15	Fright Check

Encumbered Move	
8	None
7	Light
6	Medium
5	Heavy
4	Extra-Heavy
Advantages	
Disadvantages	
-10	Code of Honor (-2)
Quirks	

Skills		
12	1.0	Battlesuit
12	0.5	Camouflage
11	0.5	Carousing
17	2.0	Computer Operation
15	1.5	Computer Programming
15	1.5	Sensor Operation
12	0.5	First Aid
14	2.0	Free Fall
15	0.5	Guns (Machine Pistol)
15	0.5	Guns (Pistol)
17	2.0	Guns (Rifle)
13	2.0	Karate
11	0.5	Mechanic (ATV)
10	0.5	Running
13	1.0	Savoir-Faire (Military)
14	2.0	Stealth
12	1.0	Vacc Suit

The Rest of Your Team

Major (retd.) Madeline Nowacki

Maddy or “Mad” Nowacki (pronounced “Nevaski”) is a career soldier who became disillusioned with the government she was working for, and had noth

Sergeant Alistair Reeve (Marksman).

Sergeant Reeve has been with Major Nowacki for her entire career in the Imperial Marines. He is a hard man who is intensely loyal to the major and is probably the most competent soldier in the group. Everyone calls him Sarge. to such an extent that many people think he doesn't have a real name

Corporal James “Jamie” Stewart (Medic)

Stewart seems like completely the wrong man to be in a mercenary unit. To hear him talk, you'd think he was a pacifist, and whenever asked for an opinion he always goes for options that minimize casualties on both sides.

Private Kira “Jack” Williams (Close Combat and Stealth Specialist)

“Jack” is the least stable of the group. In direct contrast to Stewart she talks about her “favourite game” which is “to see who is the better killer”. However, she's damn good at her game and her healthy respect for The Major

Private Tom “Thud” Collins (Heavy Weapons Specialist)

“Thud” is in it for the thrill of firing big, destructive weapons. The team joke that if he ever fell in love it would be with a nuke or fuel-air explosive

Private Karen “Big Bang” Wilson (Demolitions)

A large, “big-hearted” woman, who flirts with all the male team members, though everyone knows her heart belongs to big “Thud” Collins due to their mutual love of destruction.

Private Muamar “Gold” Alhroud (Acquisitions)

Small, and remarkably well-turned out for a combat soldier, “Gold” is so named because of his fetish for that substance. In an age of re-grown teeth, he has a gold filling. In an age of subdermal biorhythmic time pieces, he wears an antique gold watch.. He also is an expert at “acquiring” things, so is the teams quartermaster.



Private Karen “Bang-Bang” Wilson (Demolitions & Heavy Weapons)

A large, big-hearted woman with an appetite for destruction, you get on extremely well with “Thud” Collins, who shares your interest in heavy weapons and can appreciate what you do with explosives.

Marine, 5 terms, 4 terms in Commandos, Final Rank: O4

Special Assignments: Commando School twice, Cross-training in Army Infantry, OCS, Military Attache

Decorations: 8 combat service ribbons, 4 combat command ribbons, 4 MCUFs, 2 MCGs, 2 Purple Hearts

Equipment: \$20,000 Cutlass Pistol

Attributes	
12	Strength
14	Dexterity
13	Intelligence
13	Health
13	Will
12	Fatigue
13	Hit Points
6.75	Speed
8	Move
7	Dodge
13	Vision
13	Hearing
13	Taste/Smell
0	Swim
Encumbrance	
24	None
48	Light
72	Medium
144	Heavy
240	X-Heavy
0	PD
0	DR
1	Parry
1	Block
15	Fright Check

Encumbered Move	
8	None
7	Light
6	Medium
5	Heavy
4	Extra-Heavy
Advantages	
15	Combat Reflexes
10	Charisma (+2)
Disadvantages	
-10	Code of Honor (-2)
-10	Overconfidence
-5	Flirt
Quirks	

Skills		
12	1.0	Battlesuit
12	0.5	Camouflage
11	0.5	Carousing
12	0.5	Computer Operation
15	6.0	Demolition
11	0.5	Sensor Operation
14	0.5	Fast-Draw (Pistol)
14	0.5	Fast-Draw (Rifle)
12	0.5	First Aid
14	0.5	Gunner (Flamer)
14	0.5	Gunner (Autocannon)
15	0.5	Guns (Machine Pistol)
15	0.5	Guns (Pistol)
17	2.0	Guns (Rifle)
13	2.0	Brawling
10	1.0	Lifting
11	0.5	Mechanic (ATV)
10	0.5	Running
13	1.0	Savoir-Faire (Military)
14	2.0	Stealth
12	1.0	Survival (forest)
12	1.0	Vacc Suit

The Rest of Your Team

Major (retd.) Madeline Nowacki

The Major is a bit of a square, and she seems to look down on you a bit, but then she is an officer and she's got Reeve., the only other man here.

Sergeant Alistair Reeve (Marksman).

Sergeant Reeve has been with Major Nowacki for her entire career in the Imperial Marines. He is a hard man who is intensely loyal to the major and is probably the most competent soldier in the group.

Everyone calls him Sarge. to such an extent that many people think he doesn't have a real name. He's almost as hunky as Thud!.Corporal James "Jamie" Stewart (Medic)

Stewart seems like completely the wrong man to be in a mercenary unit. To hear him talk, you'd think he was a pacifist, and whenever asked for an opinion he always goes for options that minimize casualties on both sides.

Private Kira "Jack" Williams (Close Combat and Stealth Specialist)

"Jack" is a psycho. She doesn't seem to like you for some reason, and you think it's probably because she's jealous of your tits, not having any herself.

Private Tom "Thud" Collins (Heavy Weapons Specialist)

"Thud" is your perfect man. He's here because he gets of firing big, destructive weapons, just like you!.

Private Carl "Mother" Makepeace (Technical Specialist)

"Mother" provides technical support ensuring the team net remains sync'd and secure and that everyone is in com and getting the pure tac. He's touchy about being considered a geek, so of course you all rib him mercilessly about it.

Private Muamar "Gold" Alhroud (Acquisitions)

"Gold" dresses as much like a pimp as a soldier can and still be practical.. "Gold" is so named because of his fetish for that substance. In an age of re-grown teeth, he has a gold filling. In an age of subderrmal biorhythmic time pieces, he wears an antique gold watch.. He also is an expert at "acquiring" things, so is the teams quartermaster.

Private Muamar “Gold” Alhroud (Acquisitions)

You are small and remarkably well-turned out for a mercenary soldier,

You are called “Gold” because of your love fetish for that substance. In an age of re-grown teeth, you have a gold filling. In an age of subdermal biorhythmic time pieces, you wear an antique gold watch. Gold chains are of course a necessity.

You support your habit, and everyone tolerates your dress, because you are an expert at “acquiring” things. Because of your skills, the Major made you her the team’s quartermaster, in other words the person who ensures the ammo is available when needed, food is available,,etc.

The Major trusts that your loyalty to the team will be such that you won’t rip her off, but in fact it’s that scary bastard Reeve, that everyone calls “Sarge” that keeps you more or less honest Shortly after the major brought you on board Reeve made it plain what he would do to you if he ever caught you shorting the team.

Marine, 5 terms, 4 terms in Commandos, Final Rank: O4

Special Assignments: Commando School twice, Cross-training in Army Infantry, OCS, Military Attache

Decorations: 8 combat service ribbons, 4 combat command ribbons, 4 MCUFs, 2 MCGs, 2 Purple Hearts

Equipment: \$20,000 Cutlass Pistol

Attributes	
12	Strength
12	Dexterity
15	Intelligence
13	Health
13	Will
12	Fatigue
13	Hit Points
6.75	Speed
8	Move
7	Dodge
13	Vision
13	Hearing
13	Taste/Smell
0	Swim
Encumbrance	
24	None
48	Light
72	Medium
144	Heavy
240	X-Heavy
0	PD
0	DR
1	Parry
1	Block
15	Fright Check

Encumbered Move	
8	None
7	Light
6	Medium
5	Heavy
4	Extra-Heavy
Advantages	
10	Charisma
Disadvantages	
-10	Greed
-10	Gold Fetish
Quirks	

Skills		
12	1.0	Battlesuit
12	0.5	Camouflage
11	0.5	Carousing
12	0.5	Computer Operation
10	0.5	Computer Programming
11	0.5	Sensor Operation
14	0.5	Fast-Draw (Pistol)
12	0.5	First Aid
14	0.5	Gunner (Laser)
15	0.5	Guns (Machine Pistol)
15	0.5	Guns (Pistol)
17	2.0	Guns (Rifle)
13	2.0	Karate
10	0.5	Running
13	1.0	Savoir-Faire (Military)
10	1.0	Stealth
12	1.0	Survival (forest)
12	1.0	Vacc Suit

The Rest of Your Team

Major (retd.) Madeline Nowacki

The Major know you have a problem with theft, and she also knows that Reeve will cut your heart if you cheat her, so you have an understanding

Sergeant Alistair Reeve (Marksman).

Sergeant Reeve has been with Major Nowacki for her entire career in the Imperial Marines. He is a hard bastard who is intensely loyal to the major and is probably the most competent soldier in the group. He scares you, but not as much as "Jack:" does.

Corporal James "Jamie" Stewart (Medic)

Stewart seems like completely the wrong man to be in a mercenary unit. To hear him talk, you'd think he was a pacifist, and whenever asked for an opinion he always goes for options that minimize casualties on both sides. Still you can understand the desire to minimize loss and maximize profit

Private Kira "Jack" Williams (Close Combat and Stealth Specialist)

"Jack" is a psycho bitch who you would like to see dead. She cut you just for groping her nice tight ass! You'd smack her up, only she's scarier than Reeve in the dark, and has promised to cut your dick off if you get in her way

Private Tom "Thud" Collins (Heavy Weapons Specialist)

"Thud" is in it for the thrill of firing big, destructive weapons. The team joke that if he ever fell in love it would be with a nuke or fuel-air explosive. He gets on well with "Bang-Bang"

Private Carl "Mother" Makepeace (Technical Specialist)

"Mother" provides technical support ensuring the team net remains sync'd and secure and that everyone is in com and getting the pure tac. He's touchy about being considered a geek, so of course you all rib him mercilessly about it.

Private Karen "Big Bang" Wilson (Demolitions)

A large, "big-hearted" woman, who flirts with all the male team members, though everyone knows her heart belongs to big "Thud" Collins due to their mutual love of destruction.

Generic Prison Guard

Attributes	
13	Strength
12	Dexterity
13	Intelligence
13	Health
13	Will
12	Fatigue
13	Hit Points
6.75	Speed
8	Move
7	Dodge
13	Vision
13	Hearing
13	Taste/Smell
0	Swim
Encumbrance	
24	None
48	Light
72	Medium
144	Heavy
240	X-Heavy
0	PD
0	DR
1	Parry
1	Block
15	Fright Check

Encumbered Move	
8	None
7	Light
6	Medium
5	Heavy
4	Extra-Heavy
Advantages	
Disadvantages	
-10	Bad Temper
-5	Sense of Duty
Quirks	

Skills		
11	0.5	Carousing
12	0.5	Computer Operation
11	0.5	Sensor Operation
12	0.5	First Aid
15	0.5	Guns (Machine Pistol)
15	0.5	Guns (Pistol)
13	1.0	Guns (Rifle)
13	2.0	Brawling
10	1.0	Lifting
12	1.0	Vacc Suit

GME Deep Sea Mining Station 34

This Glimmerdrift Mineral Extraction production and processing installation consists a floating surface platform for embarkation of the crew and their supplies, a submerged crew accommodation module supported by steel-jackets, attached to the top of the seamount known as Goldie's Castle, an automated production plant with integral docking and loading facilities for cargo submersibles attached to the side of the seamount at then optimal operating depth for the automated submersibles, and a deep site staging area allowing personnel access to the working faces.

Surface Platform – Systems

Air-Raft Deck: The Air-Raft Deck is built in accordance with Transport Lunarmise Recommended Practice TP4414 to accommodate a Sikorski 61N or similar commercial grav-rafts. The deck will be heat-traced to prevent ice buildup, and slightly cambered to allow water to run off it.



Elevator Head A gravitic elevator tube terminates at the side of the air-raft deck. This is attached to the accommodation complex by a telescoping flexible shaft which also supports communications and air conduits

Communications Array: Microwave and VLF telecommunications arrays are mounted on this platform and connected to the accommodation complex via conduits mounted on the elevator shat

Air Intakes : While the submerged facilities can safely operate for over 40 hours on recycled air, and for longer periods in an emergency, recycled air is stale and uncomfortable so a facility for drawing in air form the surface is included.

Accommodation Facilities - Overview

The accommodations facility is located in a submerged facility on the sea mount peak. It can accommodate up to 40 people. The production facilities are located separately.

Accommodation Facilities - Systems

Living Quarters: Most are be two-bed rooms. Facilities on board include a recreational area, cafeteria and galley, locker area, office areas, laundry room, and a medical facility. Storage Areas: Bulk storage is provided for safety equipment and spare parts. Separate storage is provided for food supplies.

Emergency Power: Emergency power is provided by Half-Life™ Nuclear Storage Batteries

Potable Water System: Potable water is provided by seawater desalination.

Sewage Treatment System: The system is designed to meet Lunarmise Guidelines for the Treatment and Disposal of Wastes from Deep Sea Petroleum Drilling and Mineral Production Installations.

Fire Protection and Safety Systems: A primary safe haven will be built into the complex where occupants can take shelter. See the safety section of this site for a more detailed explanation.

Heating, Ventilation, and Air Conditioning: The living quarters will have separate heating and air conditioning systems.

Central Production Platform - Overview

The production complex's main function is the production and separation of hydrocarbons for plastics production, and lanthanum ore used in jump-space grids. Gas brought is cooled by an inlet cooler, and separated in a three-phase inlet group separator into water, condensate, and gas. Two of these separators are installed on the platform

The combined gas stream is fed into two triethylene glycol gas dehydration contractor trains, whose function is to remove most of the water vapour from the gas. The triethylene glycol used to separate the water will then be recovered by boiling the water off, and sending the triethylene glycol back to the contractor. However, another chemical called monoethylene glycol is injected at the well head and recovered by the inlet separators of the gas from the satellite fields, and a separate regenerator will remove it. The boiled water vapour from these regenerators will be vented into the atmosphere. Though traces of triethylene glycol and monoethylene glycol may still be in the water vapour, it is expected to pose absolutely no risk to the environment.

The condensate, which was removed back at the inlet separators, is then combined and sent through a condensate coalescer and stripper to remove the water. De-watered condensate is pumped back into the gas downstream of the triethylene glycol contractors. This final product of dewatered gas and condensate is then stored until collected by cargo submersibles and delivery to the plant at Goldboro.

Water vapour is vented, and any liquid water is sent to a water separation and treatment system, then discharged into the sea.

The production complex has been designed with space for another processing plant, should additional production become necessary.

Central Production Platform - Systems

Electrical Power Generation and Distribution: Multiple redundant Fusion Plus generators are installed. by Half-Life™ Nuclear Storage Batteries are in place for emergencies.

Service Water Supply: All water used on the platforms is filtered seawater.

Produced Water Treatment System: Water used in and removed from the production faces must meet the Lunarmise Guidelines for the Treatment and Disposal of Wastes from Deep Sea Petroleum Drilling and Mineral Production Installations. Continuous monitoring is done to ensure water quality is acceptable before it is discharged. Hydrocarbon liquids and other production wastes are not dumped, they are delivered to a port processing facility by cargo submersible.

Closed Drain and Open Drain Effluent: Closed Drain Effluent is pumped to a separate hydrocyclone treatment system. Open Drain Effluent is treated by a Corrugated Plate Interceptor (CPI) Unit.

Relief and Blowdown Systems: Pressure relief and blowdown systems are provided by emergency venting systems. When activated, hydrocarbons are directed at a controlled rate to a cold vent, and routed to a high or low pressure knockout drum, as appropriate. A flare for burning off these ventings is also installed. Vents are designed so the expelled gases will not affect the air-raft deck or living quarters. Visual alarms are installed on the air-raft deck to warn incoming vehicles.

Inert Gas System: An Inert (Non-combustible) Gas System may be used on startup to purge air from vessels and piping. The nitrogen may also be used as a blanket in glycol and other storage tanks to provide pressurization, or reduce corrosion effects at the liquid-vapour interface.

Compressed Air for Instrument/Utility Use: Electric air compressors provide compressed air for instruments and other uses. Backups are installed.

Fire Protection and Safety Systems: Physical barriers, ventilation and pressurization, detection systems, overpressure protection, temperature and pressure monitoring and control, extinguishers, lifeboats, survival suits, refuge locations, seawater deluge system, foam firefighting system, inert gas fire suppression system, and fixed-extinguishment system.

Automated Docking and Loading Facilities: These can service up to two Tristar submersible tankers at any one time, though normally only one will be docked. As it is a fully automated facility the loading and docking station is off-limits to biological personnel at all times during its operation. The facility should be placed into standby or shutdown mode before any servicing is attempted. This is for your own safety.

Operating Face Facilities - Overview

These facilities are designed to be unmanned, and contain as little processing equipment as possible. This enables most of the machinery, and therefore most of the cost, to be centered in the production facility. Each well head facility is inspected on a two week schedule. These platforms contain emergency shelters in case inspectors have to stay longer than expected

Slurry produced at the operating face facilities is separated in a three-phase group separator, into gas, water, liquid, condensate, and ore. Produced water is treated in a hydrocyclone separator, then discharged. Gas and condensate is then recombined and sent to the production facility for further processing. Monoethylene glycol and corrosion inhibitors is injected into the flow to prevent hydrates and corrosion. A small methonal injector and pump deals with the infrequent formation of hydrates.

Operating Face - Systems

Electric Power Generation and Distribution: Electrical power will be provided by multiple Fusion Plus generators, with battery back-up for essential services.

Service Water Supply: Service water for wash water will be filtered seawater.

Treatment of Produced Water: Produced water is treated through a hydrocyclone separator to meet Lunarmise Guidelines for the Treatment and Disposal of Wastes from Deep Sea Petroleum Drilling and Mineral Production Installations. A hydrocyclone uses centrifugal force to separate water and hydrocarbons, and they have no moving parts. In addition, monitoring is performed to ensure water quality.

Closed Drain and Open Drain Effluent: These effluents are pumped to a hydrocyclone separator.

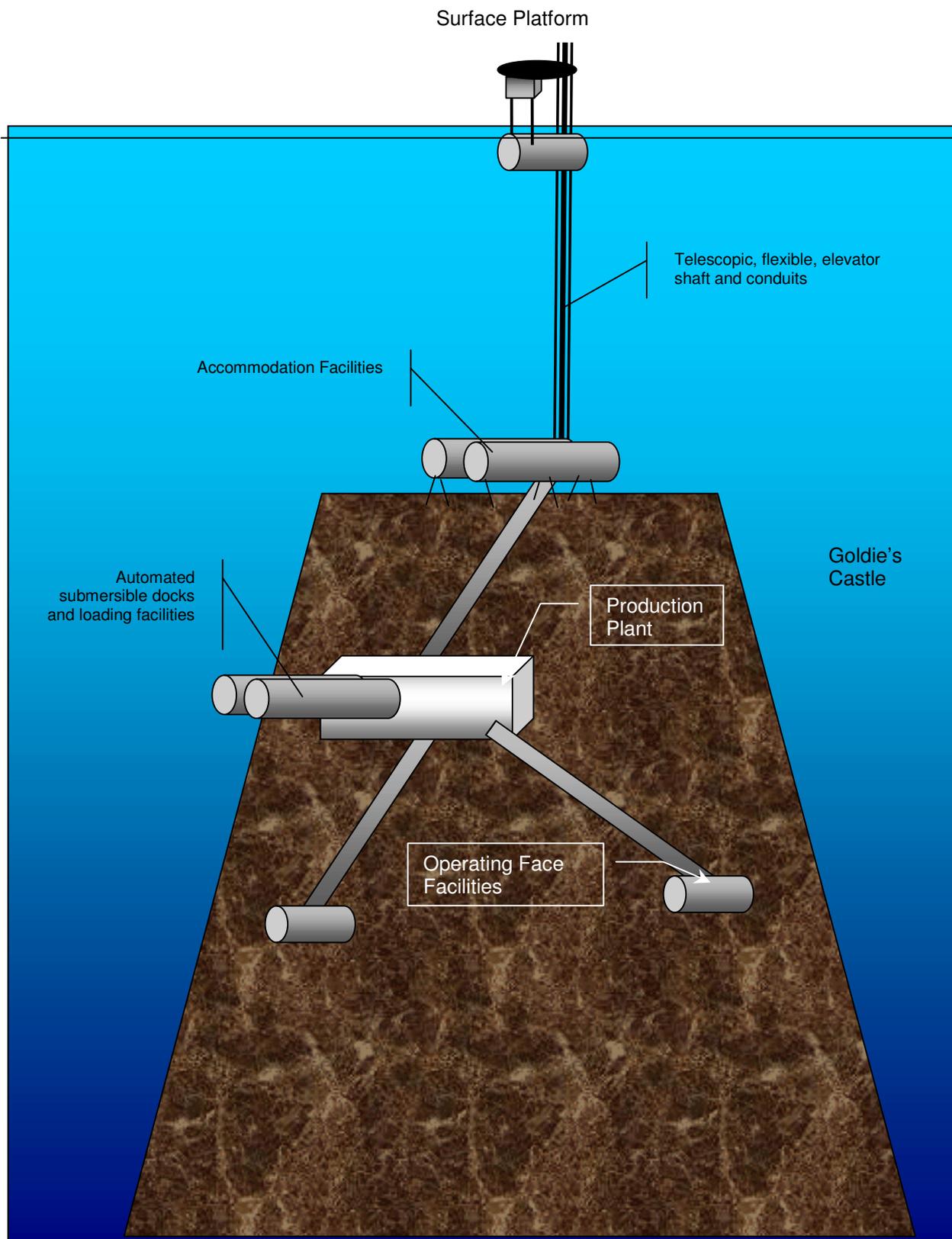
Relief and Blowdown Systems: Pressure relief and blowdown systems are provided by emergency venting systems. When activated, hydrocarbons will be directed at a controlled rate to a cold vent, and routed to a high or low pressure knockout drum, as appropriate. Vents are sited so the expelled gases will not affect the air-raft deck. Visual alarms are installed on the air-raft deck to warn incoming vehicles.

Compressed Air for Instrument / Utility Use: Electric air compressors will provide compressed air for instruments and other uses. Backups are installed.

Fire Protection and Safety Systems: Physical barriers, ventilation and pressurization, detection systems, overpressure protection, temperature and pressure monitoring and control, extinguishers, lifeboats, survival suits, and refuge locations..

Potable Water and Sewage System: Potable water supplies is delivered to a closed storage area by pipeline. Sewage treatment is performed via chemical degradation. Disposal follows Lunarmise Guidelines for the Treatment and Disposal of Wastes from Deep Sea Petroleum Drilling and Mineral Production Installations.

GME Deep Sea Mining Station 34



Appendix A – Library Data

Bordered entries in this section may be handed to the players if they ask for specific library data

The following entries are included for reference, and taken largely from the Starfall Cluster Book published by Quiklink Interactive.

Library Entry - Burrower

Native to Lunarmise, the Burrower is a major threat to anyone going near the water. It exists in both salt and smaller fresh water species, and is adept at mimicking coastal or wetland vegetation. As its

The stats given here are for a mature Freshwater burrower.

Mature Freshwater burrower

Size:	Large (600 kg)
Type:	Aquatic scavenger/trapper
Stamina:	5d8+5 (27)
Lifeblood:	13
Initiative:	+2 (+2 Dex)
To Attack:	If possible
To Flee:	Special

Speed:	0m, swim 3m (when not in burrow)
AC:	13 (-1 size, +2 Dex, +2 AR)
AR:	2
Attacks:	Tentacle +6 melee, bite +1 melee
Damage:	Tentacle (1d4+4/20), bite (2d6+2/20)
Saves:	Fort +5, Ref +4, Will +4
Abilities:	Str 18, Dex 15, Con 13, Int 4, Edu --, Wis 3, Cha 7, Soc --
Skills:	Hide +4, Swim +13
Feats:	Skill focus (hide)
Special Abilities:	Improved grab, swallow whole
Climate/Terrain:	Coastal waters
Organization:	Individual (1), clutch (1d6)

Library Entry - LUNARMISE

Lunarmise

2611 A659868-D

824 GT M1 V

Physical

Despite its thin atmosphere, Lunarmise is covered with deep oceans. Not quite a water world, the planet nevertheless has a tremendous amount of water, and even on land there is a great deal of swamp; it rains almost constantly everywhere but the polar ice caps.

The landscape of Lunarmise's small continents (what can be seen of them through the cloud base) is rounded and grooved deep, both by rivers and a recent ice age. Much of the land lies low and floods regularly. The underwater landscape is rather more spectacular; vast abyssal plains are cut by stupendous trenches, with chains of seamounts rising almost to the surface in some areas.

The rest of the Lunarmise system is quite full. There are four gas giants (one of which Lunarmise itself orbits as one of seven moons) and two planetoid belts, plus several other rocky planets. One such world, named Marisha, is marginally habitable and lies on the inner edge of the life zone. Although battered by asteroids and somewhat scorched, Marisha offers significant mineral wealth from its volcanic plains.

Flora And Fauna

The great majority of life on Lunarmise is of course to be found in the oceans. A vast range of fish and stranger creatures dwell in the relatively shallow waters off the coasts of the continents. Twelve-tentacled squid-like predators occupy a number of niches in the food chain, and some species grow to colossal size.

A relative of these creatures is the Burrower, a large creature which excavates a short vertical tunnel to conceal its body and waits for passing prey. Its tentacles, which are disguised by plant-like fronds and often hidden in seabed vegetation, can grab quite large prey (larger than a human) and drag it in to the maw.

A smaller, freshwater version of the Burrower exists in the rivers and shallow swamps, and some species have learned to extend their tentacles out of the water to grab prey from nearby land. They have infrared sensors on their tentacles for this purpose, but these are in an early stage of evolutionary development and as such are not very sensitive. The swamp-burrower must get a tentacle quite close to the target to sense it. A common way to achieve this is to leave a few tentacles spread out in shallow water or across small areas of dry land, and wait for something to wander by.

Land-dwelling creatures are mainly confined to the swamps and the wetlands around them, though a number of Terran species (and a few from other worlds) dwell in the dryer lands of the continental interior.

World Overview

Lunarmise was the site of an early Rule of Man colony, which achieved subsistence but little more, and was thus of little consequence in the early years of the cluster. Eventually, second-wave colonists (mainly from Starfall) arrived and settled the available land masses. Those that joined existing colonies were the most successful, building on a stable if small base to create what became the dominant culture on Lunarmise.

The colonies were widely scattered, with little communication between them at first. As sustainable technology levels rose, outlying colonies were integrated into the expanding world-state. This process was not without conflict, and provided impetus for technological growth.

By -700, Lunarmise was more or less unified, and began launching its own starships shortly thereafter. Lunarmise merchants plied the spacelanes and set up enclaves on the various worlds of the cluster including Starfall, where they became a dominant partner in the development of the offworld economy of First Landing Starport.

Many of the firms involved in opening up Idam Lee (around -200) were based out of Lunarmise, which at that time was the dominant economy of the entire cluster. This pre-eminence was shaken in year 67, when some of the outlying colonies decided that they could do better on their own. The secession of the Broad Straits Alliance from the world government of Lunarmise came as a complete surprise, and it took 75 years of economic pressure and limited military action to bring the rebellion to a close.

Over the next 400 years, Lunarmise became the unofficial "capital" of the Starfall cluster, and by the mid 500s was able to re-colonize the world of 569-519. The Lunarmise colonies on Hidamae (as the world

became unofficially known) grew steadily but remained directly-ruled possessions of Lunarmise for centuries.

Within 200 years of colonizing Hidamae, Lunarmise reached TL D, one of the highest technology levels recorded in the sector. Life was good in the cities of Lunarmise and inevitably, complacency set in, followed by stagnation.

From 750 onwards, there has been little in the way of progress on Lunarmise. Research has taken the form of minor improvements rather than large, expensive blue-sky projects. Citizens are comfortable and assured of their superiority over all rivals. So sure of this were the people of Lunarmise that they sowed the seeds of their own eclipse.

Lunarmise had traded for many decades with the corporations of the Glimmerdrift Trade Consortium, and many of its firms maintained offices on Lunarmise. As the people of Lunarmise became less vigilant and competitive, so the offworld corporations gradually became more important in the economy of the world, buying out small firms and gaining shareholder percentages in larger ones.

By 950, GTC firms dominated several key market areas, and in some cases had gained a secret monopoly by taking control of rivals through dummy shareholder groups. The influence wielded by these firms was such that the government was increasingly beholden to big business.

At the same time, unification and secession movements were gaining pace in the colonies at Hidamae. Attempting to regain some public confidence and reassert its authority, the government of Lunarmise ordered an intervention in the Hidamae situation, and played right into the hands of the GTC.

The intervention became a bloody struggle with little glory or prestige to be gained, and drained both resources and will. It became apparent that Lunarmise must disengage as gracefully as possible and turn its attention to problems closer to home. The peace settlement on Hidamae was welcomed (though Lunarmise went through the motions of making demands and holding out for a better agreement, for a variety of reasons).

However, the government escaped the Hidamae situation too late. The GTC corporations had by this time become firmly entrenched, and were working to reshape the government in a more pleasing form. By 990, the world government of Lunarmise was basically owned by offworld firms.

There is still some resistance to GTC rule, and the government has considerable latitude to run the planet as it sees fit. The GTC does not want to be bothered with the minutiae of world administration, so merely dictates broad policy and vetoes any unacceptable actions.

Ironically, the GTC takeover may actually free Lunarmise resources to bring the colonists on Hidamae back into the fold, though whether this will help the citizens of Lunarmise counterbalance the overwhelming influence of the GTC, or simply give GTC another planet, remains to be seen.

Society and Culture

The 800 million people of Lunarmise mainly dwell in medium-sized cities situated on high ground and surrounded by swampy lowlands. A few seabed arcologies and even a couple of free-floating "ship-cities" exist, but by and large the people of Lunarmise are land-dwellers.

Government is bureaucratic, and the current government can trace its origins back through many centuries. However, it is extremely corrupt, being almost wholly in the pocket of offworld firms based out of the GST. The world recently declared membership of the Trade Consortium, which causes nary a ripple among the bulk of the population.

The people of Lunarmise are overwhelmingly complacent and comfortable. The GTC takeover has affected the lives of citizens very little, and the effects are deliberately kept to a minimum. Coupled with a drive towards greater consumerism and subtle propaganda in the media, the GTC has convinced most citizens that they live in a golden age of prosperity and prestige. One of those two is actually true for most citizens.

A segment of the population knows the real situation and resents it. These individuals can now see that Lunarmise has been sliding into decadence for centuries, and that they have woken up too late to do much about it. However, they are trying.

Resistance to GTC rule is fragmented. It very rarely takes the form of open protest, let alone violence, but is more a matter of individuals and small groups going about their normal business but with an increasing sense of dissatisfaction with the situation; that they should be doing something about it. Most have no

idea what could be done, while a few have half-baked or ineffective ideas about kicking the offworlders out and reclaiming Lunarmise for its own people. There is thus the makings of an underground resistance on Lunarmise, but as yet it has no form and no leaders.

The exception is in what used to be the Broad Straits Alliance, where open dissatisfaction takes the form of protests and attempts at – legal and illegal – economic measures such as stock manipulation and bank fraud. These problems are easily squashed by the GTC, which has vastly more money to throw at economic wars, or by the central government, which maintains its dignity by being seen to keep good order in its territory.

However, the Broad Straits region is beginning to cause some problems for the GTC, and contact has been made with Hidamae in the hope of coordinating resistance. On Lunarmise, the people of the Broad Straits are seen as ungrateful troublemakers by the bulk of the world population, who don't want to know about anything that might upset their comfortable lifestyle.

Military and Security

Lunarmise has always maintained a small security force and a reasonable system-protection fleet with a few jump-capable ships for commerce protection. These forces were extremely complacent and what can only be described as “flabby” – over-officered, over-managed and underprepared – at the time of the Hidamae Intervention. Combat experience caused a few changes to be made, but for the most part the lessons learned in the intervention were more about finding effective scapegoats than actually improving the military's efficiency.

Thus while the patrol ships of Lunarmise are efficient enough in conducting searches of merchant vessels (except GTC-registered ships, which are subjected to a sketchy inspection at best) and chasing off pirates, their actual military effectiveness is rather low. Business is the career for decisive, talented individuals, while the military gets whatever is left over. The exception is in the field of well-paid staff or managerial jobs, which are generally given as favors, or to keep important but incompetent individuals busy and out of the critical financial arena.

Personnel in the armed forces are as concerned with following regulations and not being blamed if anything goes wrong as with actually doing a good job. The few who actually try to improve standards are struggling against a mass of corruption, entrenched favoritism and sheer complacency, topped with a good helping of inertia.

Trade, Commerce and Interstellar Relations

Lunarmise is a member of the GTC, and friendly to all other member worlds. Relations with other worlds are fairly neutral but characterized by a certain arrogance on the part of Lunarmise citizens. As a rule, Lunarmise wishes to maintain a reputation for dealing within the letter of its contracts. Open rapacity and clever double-dealing are frowned upon, but hard bargaining is the accepted norm. Other worlds used to see Lunarmise as an arrogant, high-handed power, but one that was secure behind the bastions of its fleet and its economic strength and thus able to do as it pleased.

Recent events have shaken this belief, and there is a growing conviction that Lunarmise is nothing but a puppet for the GTC, the thin end of a wedge being driven into the Starfall Cluster.

Lunarmise exports high-technology manufactures goods for the most part, including starships and small craft. Complex restrictions make arms sales difficult to organize, but small quantities of military equipment are sold each year. Imports include raw materials such as ore, and foodstuffs that cannot be grown in any quantity on Lunarmise.

Appendix - The Original Source

MERCENARY TICKET: THE HOLE

Mission Type: Recon

Unit Size: Squad

Background:

Deep Sea Mining Station 34 sits in some 1200 metres of water astride an underwater mountain chain rich in rare ores far from the populated centres of Lunarmise. Most citizens of Lunarmise don't know of its existence, and the majority would be horrified to find that it does. Originally, '34 or "The Hole" as it is referred to by those who know of its existence, was a largely automated deep sea mining platform. But the robots alone could not deal with the instability of the rock in this area, and costs began to sky-rocket as humans miners had to be employed to watch the robots and deal with the things they couldn't handle.

At this stage the Lunarmise government found it had a dire need of a place to send those dissidents against the GTC who could not be allowed to surface again, but it balked at actually killing them. The GTC also wanted cheap labour to operate the mining machinery, which was hard to find on Lunarmise where there are no poor. They solved both problems by turning DSMS34 into a detention centre.

The warders inhabit a way station that is a mere 25 meters below the surface, where the freight submersibles load. The detainees live in the working part of the mine some 200 meters deeper and are left to their own devices. The wardens send food and pipe oxygen to the mine.

Most of the time the warders do nothing but process prisoners who are on their way down, and receive processed ore back. Every now and then a problem comes up that requires the direct attention of one of the civilian crew, a geologist or an engineer, and can't be handled by one of the remotes. When this happens the warders have to mount an armed expedition down the Hole. Very rarely someone mounts an escape attempt or there is a riot, and the warders cut off the oxygen supply until everyone is subdued.

So far there has only ever been one release of a prisoner, and one successful escape, though the escapee died when he ran out of air during the long journey back to civilization in the hold of an automated freight submersible.

Mission:

A GTC representative approaches the unit commander personally, claiming to have been given his name by a former employer. The GTC rep states that this is an emergency reconnaissance mission to determine the status of a Deep Sea Mining Station. Contact has been lost with the station during a severe storm. The continuing storm makes effective orbital surveillance impossible.

No regular units are currently available for the operation, and the reconnaissance must occur before the next automated freight submersible arrives at the station in four hours. The representative will not reveal that '34 is in fact a detention centre.

The GTC representative will provide a G-Carrier if the unit is not already equipped with one, and will arrange any reasonable other (non-weapon) equipment as requested, such as diving equipment, and the like.

When the recon team arrives the storm will not have blown itself out, so the G-Carrier driver will require a Formidable skill roll to make a successful landing on the platform's surface pad.

Resolution: 1d6 (1D)

- 1 There is nothing wrong at the mining station, other than that the fierce storm has destroyed the station's long-range communication systems beyond local repair.
However, the warders will be *very* wary of unexpected visitors with a G-carrier, treating them as possible accomplices for an attempted escape. The mercs will have to be careful to avoid a disastrous firefight.
- 2-3 The storm has severely damaged the surface part of the mining station. The surface pad is destroyed, oxygen-pumping equipment is non-functional and there is no obvious means of accessing the station other than dropping into the ocean.
If the mercs have had enough foresight to bring diving equipment they can reach the upper module relatively easily. Once there, they face the same issues as in 1, plus, once they convince the wardens of their bona fides, they will have to consider what they can do to get air back to the base or the occupants out.
Additionally, the g-carrier only has a loiter time over the mine of forty minutes before it must return to base and leave any dropped mercs to the sea.
- 4-5. There has been a successful revolt at the station. The miners/detainees have managed to gain control of the upper module during the storm, have several hostages and are waiting the arrival of the freight submersible to escape. When the mercs arrive the escapees will try to pretend that nothing is wrong and that they are the wardens. Of course, *someone* in the merc unit is bound to notice something is wrong...
6. The "Aliens" Scenario. After a brief burst of hysterical comms from the criminals far below, all contact is lost with the mining platform. The warders flood the complex with enough nitrogen to make all the prisoners fall unconscious, fearing a revolt or attempted jail-break, but somebody has to go down and see what really happened. When the merc unit arrives, only the civilian personnel are left in the upper module, and they are *very* twitchy, having heard nothing but screams from the warders who went down to investigate....

Note that the 'The Hole' could just as easily be located on Dhuku or Hidamae if the referee wants to isolate the players even more.

References & Sources

Starfall Cluster Book

Martin Dougherty, et al,

Quiklink Interactive, 2005?

Energy From Beneath the Sea - Sable Offshore Energy Project - Canada

<http://collections.ic.gc.ca/sable/scidrill.htm>

This provided useful colour for the DSMS 34 description. I used the textual description of the Central Thebaud complex more or less intact with just some technology and name changes.