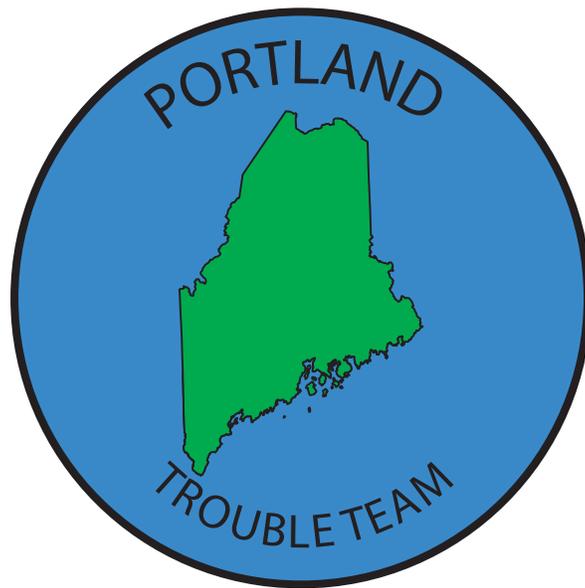


Dust & The Ship That Waits Players' Kit



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“Dust” & “The Ship That Waits” Players’ Kit

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Introduction

This players’ kit is for the future setting adventures “Dust” and “The Ship That Waits.” This kit provides the players with pre-generated characters, background material, equipment information and deck plans. The keeper will need a copy of these adventures to play. These adventures are part of *Once Men*, which is available at www.chaosium.com

The Second Era

The following provides some general background for the second era. The second era began about fifty years after the Kesser returned. The era was defined by the massive expansion of humanity into space. The two adventures for this era (Dust and The Ship That Waits) are set roughly 250 years in the future (about 200 years after the Kesser returned). Both begin on the colony world of Vanguard.

The Time

After the secret of the Markelson gate system was recovered from the Kesser, humanity surged into space. Suitable worlds were found for colonies and those that did not prove suitable were tapped for resources.

To provide some order and coherence to the expansion of the race, the leaders of humanity created the Colonial Authorities. The Colonial Governmental Authority provided a multi-world coalition of governments and passed laws over matters that affected the entire race. Sensibly, the CGA was

granted little authority over local affairs. For the most part, each world has its own governmental bodies (or bodies) and has political autonomy.

The Colonial Military Authority provided a (somewhat) unified military structure for human forces. While each world retained its own autonomous forces, they also provided military units to serve the general needs of mankind. The CMA resembles, in many ways, NATO or the UN Peacekeeping forces of today. The CMA’s main purpose is to deal with possible threats to the human race and to help maintain political order among the colonies.

Humans do continue to make war against each other, but the conflicts tend to be limited affairs over ideology. With a vast universe open for exploitation, the economic motivations for war are significantly reduced. However, there have been and continues to be some unfortunate exceptions. Civil wars tend to be the most common form of conflict, mainly because of the expense of waging war across space and the fact that the CMA does not take such matters lightly.

The CMA generally stays out of purely internal conflicts, unless the conflict is excessively disruptive or is especially vicious.

The Colonial Exploration Authority is in nominal charge of human exploration. While the CEA does have a fleet of scout vessels, it serves primarily as an organizational body that assists colonies in launching and monitoring exploration missions. Most colonies operate within the guidelines of the CEA, mainly because some of those who violated these rather sensible guidelines ended up dead (or worse).

There are some other authorities, but the CGA, CMA and CEA are the best known and most powerful.

While the technology used by humanity has advanced since the 21st century, people remain, for good or bad, basically the same. Most humans retain cultural ties to the nation states of the 21st century and preserve various traditions, such as holidays, dress and foods. The colonies have also created some of their own traditions, holidays and foods as well.

Much to the dismay of the scientific atheists, religion still remains a strong force in the lives of many. Politics is still as popular as ever.

In short, humanity is thriving among the stars and life, as always, goes on.

Vanguard

The investigators begin the two adventures for this era on the colony world of Vanguard. Although Vanguard was colonized only 150 years ago, it has grown to become an influential economic and political force among the colony worlds.

Vanguard was colonized mainly by Americans and still retains American culture, language and politics. American English is the main language, but most people also speak at least one other language.

Having learned valuable lessons from the Americans of the 21st century, Vanguard has a well trained and active diplomatic corps and maintains excellent relations with other colony worlds.

Like most colonies, the world has a republican form of government in which authority rests with elected representatives. For the most part, Vanguard has been well managed.

The world has an excellent mix of natural resources as well as a creative population. It enjoys a strong economy and is actively involved in trade with numerous other colonies. Some social scientists predict that Vanguard will eclipse earth as the center of political power among the human worlds.

It hosts the sector offices for the CGA, CMA and CEA. While Vanguard devotes most of its resources to economic operations, the world maintains a significant military force. This force was most recently employed in peacekeeping operations on Clarkston.

Clarkston was colonized one hundred years ago and got off to a promising start when valuable minerals were found in abundance. There was some initial worry because the world was colonized by two different groups, but the two seemed to get along well.

But, as so often happens, the wealth from the minerals quickly became a bone of contention between the two groups. Each group believed that it had a better claim to the lion's share of the wealth and this led to social unrest. The two groups might have been able to work things out, but a charismatic leader arose to fan the flames. Like many such leaders, Hillary Cosento was at first dismissed as a crack pot. However, she was able to gather a group of core loyalists and eventually tapped into old fears and hatreds. Despite the best efforts of CGA mediators, the world plunged into a civil war.

The great mineral wealth of the world enabled it to field significant fleets and armies, thus leading to devastation on a massive scale. Eventually, the war ground to a halt, but not before many people perished. At the request of the two factions, CMA peacekeeping forces were brought in. While the peace was often shattered by acts of violence, eventually the people of Clarkston found their way back to the right path. Vanguard and Clarkston are now very closely allied.

The Portland Team

The following characters are the Portland Team. Each player can select which character s/he wishes to play. Naturally, the players can change the names, personalities and genders as they see fit. Alternatively the players can generate their own characters for the adventure. They should, of course, create characters that can fulfill the required rolls. If there are more players than pre-generated characters, then additional characters will have to be generated and assigned rolls.

Jeff Dresden 37, Captain

STR: 14 CON: 14 SIZ: 14 INT: 13 POW: 15 DEX: 14

APP: 13 EDU: 15 SAN: 75 HP:14 DB: +1D4

Important Skills: Astronomy 31%, Bargain 35%, Fast Talk 25%, Computer Use 51%, Electrical Repair 30%, Electronics 21%, Low/Zero Gravity Operations 40%, Mechanical Repair 50%, Navigation 60%, Persuade 55%, Pilot Space Ship 71%, Pilot Shuttle 31%, Pilot Jet 31%

Weapons: Handgun 30%

Description: Dresden is a solidly built man of average height. He has black hair and a short beard. He was a scout pilot and served as a peacekeeper for the CMA after the Clarkston Civil War. He is calm under pressure and very concerned about the safety of his team members. While he does understand the need to operate a profitable business, he is in it for the excitement and adrenal rush provided by missions to exotic places. He still holds the reserve rank of Lieutenant Commander in the Navy and takes his responsibility to the military seriously. As such, he will act decisively against any possible threats to humanity. His wife, Ashleigh, was also a peacekeeper after the war. She was killed during a resurgence of the fighting. Since then, Dresden has remained single.

Danielle Hussein 34, Co-Pilot & Navigator

STR: 16 CON: 14 SIZ: 8 INT: 13 POW: 14 DEX: 17

APP: 15 EDU: 14 SAN: 70 HP: 11 DB: +1D4

Skills: Astronomy 31%, Computer Use 21%, Electrical Repair 30%, Electronics 21%, Jump 35%, Low/Zero Gravity Operations 50%, Mechanical Repair 40%, Navigation 85%, Pilot Space Ship 71%, Swim 85%

Weapons: Handgun 40%, Rifle 45%

Description: Hussein is a short, extremely strong woman. She is an amateur tri athlete and has competed on several worlds. She keeps her bike on board, just in case the chance to train or compete arises. She served with Dresden during the Clarkston civil war and is quite loyal to him. She is much more financially focused than Dresden, but generally thinks in terms of how extra income can help her get an even better competition bike. She has had experience in combat and hence is accustomed to danger. She regards life as a challenge that needs to be overcome. She secretly collects antique horse miniatures and thinks that no one knows about this hobby.

Rachel Li 28, Engineer

STR: 12 CON: 13 SIZ: 12 INT: 15 POW: 14 DEX: 12

APP: 13 EDU: 16 SAN: 70 HP: 13 DB: +0

Skills: Biology 41%, Computer Use 61%, Draw 15%, Electrical Repair 81%, Electronics 81%, Gate System Operation 71, Library Use 55%, Mechanical Repair 80%, Medicine 21%, Physics 31%.

Weapons: Handgun 30%

Description: Li is an average sized woman who has long brown hair, one blue eye and one green eye. She is learning how to draw and expects the other team members to pose for her, preferably without clothes on. She is rather quirky, but is an expert in her field. She served with Dresden's wife during the peacekeeping operation and was with her when she was killed in action. Since they were best friends, Ashleigh told Li to keep an eye on her husband, and she has been with him ever since.

Dr. Rico Mendez 35, Medical Doctor

STR: 12 CON: 12 SIZ: 13 INT: 16 POW: 13 DEX: 15

APP: 12 EDU: 19 SAN: 60 HP: 13 DB: +1D4

Skills: Accounting 30%, Biology 61%, Chemistry 41%, Drive 30%, First Aid 60%, Hide 30%, Law 25%, Library Use 65%, Medicine 86%, Latin 11%, Pharmacy 71%, Psychoanalysis 61%, Psychology 45%,

Weapons: Pistol 35%, Rifle 45%

Description: Dr. Mendez served during the Clarkston civil war as a combat doctor. Although he tried to stick with the Hippocratic oath, he was occasionally forced to shoot people. But, as he always says, he was always able to save their lives afterwards. Mendez met Dresden after the war and the two men became friends. Eager to get away from the site of so much pain and suffering, he signed on with Dresden as the ship's doctor. Mendez is a good doctor in the classic sense-he is dedicated to the well being of his patients and is very empathetic. He enjoys working as part of Dresden's team and the opportunity it gives him to help people.

Rufus Ruck 29, Gunner

STR: 14 CON: 14 SIZ: 15 INT: 11 POW: 12 DEX: 12

APP: 10 EDU: 12 SAN: 60 HP: 15 DB: +1D4

Skills: Dodge 34%, First Aid 50%, Hide 40%, Listen 55%, Mechanical Repair 70%, Sneak 40%, Low/Zero Gravity Operations 60%, Gunnery 85%

Weapons: Rifle 55%, SMG 45%

Description: Ruck is a quiet man who enjoys watching videos of old operas. He has red hair and brown eyes. He served as a gunner with Dresden and stuck with him after mustering out. While he professes a peaceful disposition, he is rather fond of "pushing the button and making things go away." Before taking a position as a gunner, he served as a combat specialist. While he is skilled with the smaller guns, he much prefers the big ones. Plus, as he says, "you get to sit down when you use the big guns."

Henry Dakota 25, Combat Specialist

STR: 14 CON: 15 SIZ: 15 INT: 11 POW: 13 DEX: 13
APP: 14 EDU: 12 SAN: 65 HP:15 DB: +1D4

Skills Dodge 36%, First Aid 40%, Hide 50%, Listen 65%, Mechanical Repair 30%, Sneak 50%, Low/Zero Gravity Operations 40%, Martial Arts 21%

Weapons: Rifle 85%, Pistol 40%, SMG 65%, Fist 70% 1D3+1D4

Description: When his head is not shaved, he has light brown hair. He has brown eyes. During the Clarkston civil war he served in a Special Forces unit and had a very impressive service record. When the war ended, he tried to go back to school and return to civilian life. However, he found school boring and civilian life far too constraining. He saw an advertisement placed by Dresden for a combat specialist and took the job. Dakota is somewhat prone to solving problems with violence. But, as he points out, “sometimes violence is the answer.” While nominally a civilian, Dakota refers to Dresden as his CO and acts accordingly.

Andrea Sloan 33, Agent

STR: 14 CON: 15 SIZ: 13 INT: 16 POW: 16 DEX: 15
APP: 14 EDU: 16 SAN: 80 HP:14 DB: +1D4

Important Skills: Bargain 35%, Dodge 40%, Fast Talk 45%, First Aid 50%, Geology 11%, Hide 30%, Library Use 45%, Listen 45%, Mechanical Repair 40%, Sneak 30%, Low/Zero Gravity Operations 40%, Martial Arts 31%, Persuade 55%, Psychology 35%, Xeno-archeology 51%
Weapons: Handgun 50%, Rifle 45%, SMG 45%, Fist 70% 1D3+1D4, Kick 45% 1D6+1D4, Grapple 45%

Description: Sloan has short blonde hair and blue eyes. She received a B.S. in xeno-archeology and then joined the military during the civil war on Clarkston. Her parents, older brother and younger sister were killed during the fighting, leaving her alone and with a deep hatred of war. She was decorated several times and was promoted to the rank of Captain. After the war ended, she returned to school and completed her M.S. She was then hired by Lee Industries and has been involved with several successful expeditions. She is still on reserve status with the Colonial Military Authority. Having been shot at on numerous occasions, she always wears Overarmor armored clothing and carries a silenced Sig Sauer pistol. While it is natural to suspect that she is a corporate loyalist who will do anything, sell out anyone and act with out any compuncions for the profit of Lee Industries, this is not the case. While she is loyal to her employer, she has always acted in accord with her excellent principles and will continue to do so throughout her career.

Equipment

Mission Equipment

1 Medical Kit per person.
1 Com per person
1 Rebreather Mask per person and 4 spares.
1 Vistech A23 iEnhance System per person and 2 spares.
1 Light Vacuum Suit per person.
1 Vacuum Operations Suit per person.
1 Maneuver Rod per person.
1 pair Sticky Boots per person
1 ShieldTech Combat Vest per person
4 ShieldTech Combat Armor suits
1 Smart Targeting System per person
10 BP Ammunition Packs (adaptive bullets) per BP weapon
1 Berretta LP-24 and 2 extra magazines per person.
1 HK LP-5 per and 3 extra magazines per person
1 Constitution Arms BP-42 Assault Rifle and 4 extra magazines per person
1 HK BP-15 SMG and 4 extra magazines per person.
1 Sig Sauer 465 and 2 extra magazines per person.

Personal Equipment

Medical Kit

A medical kit is a briefcase size container that holds a diverse selection of medical equipment and medicine. The case also contains a medical computer. Use of the medical kit confers a +10% bonus to First Aid or Medical skill and increases the amount of hit points healed with each use by 1D3.

Com

A com, which clips to the user's ear, is a combination of a personal computer and communication system. In addition to providing a speaker and a microphone, a com can also protect images in front of the user's eyes-thus creating an interactive monitor of adjustable size. The com can also generate a virtual keyboard. Naturally, a com is equipped with a camera system, thus allowing two way video communications.

A com, like ancient mobile phones, can tap into commercial networks. They also are equipped with radio systems (20 kilometer range) for direct communication. Military versions are equipped with more channels as well as military grade encryption.

Rebreather Mask

A rebreather mask provides the user with eight hours of breathable air. The unit has an oxygen supply as well as a CO2 scrubber system (it removes the carbon, thus freeing up the oxygen). These masks

are used when an air supply is needed but a vacuum or pressure suit is not.

Vistech A23 iEnhance System

These goggles provide a variety of vision enhancements. In addition to protecting the eyes from particle and glare, they also provide light intensification and thermal imaging functions. They also provide binocular magnification and basic range finding capacity.

Vacuum Suits

Vacuum suits (or space suits) are designed to protect humans from the hostile environment of space. In addition to providing protection against the effects of vacuum, they also provide breathable air and temperature regulation. While archaic designs are used by some, the modern vacuum suits of this time are comfortable to wear, light and strong.

Light Vacuum Suit

Light vacuum suit is designed for light use and as a safety measure for vehicle crews. The suit designed for comfort and mobility. A LVS protects its wearer from moderate radiation, heat, cold and vacuum. Each suit is equipped with a small chest unit that keeps the user alive. A LVS uses an advanced oxygen recycling system that can sustain the user for twelve hours, less if the wearer is engaged in stressful activities or if the environmental conditions severely tax the suit. The suit helmet is equipped with an audio and video transmitter-receiver (800 km range in space), a reactive faceplate, and lights. A LVS provides the wearer with four points of armor and is self sealing. A maneuver rod is usually attached to a LVS.

Vacuum Operations Suit

A VOS is designed for extended operations in space. It supports its wearer for twenty four hours. The suit is specially designed for work provides the user with excellent mobility. A VOS is designed to protect the user from various hazards and provides twelve points of armor. A VOS is equipped with a maneuver pack that allows the user to move about freely and also achieve speeds of up to 300 kilometers per hour. A built in power supply for tools is standard as is an onboard computer.

Maneuver Rod

A maneuver rod is mostly intended for emergency use in space. It is a rod about the size of a track baton. One end is a CO2 "gun" that can be used to push the user. The rod holds a CO2 cartridge good

for 30 one second bursts. The other end of the rod has a controllable gripping system (based on the gecko's foot) that is attached to 20 meters of ultra strong wire.

Sticky Boots

Sticky boots have specially designed soles that can firmly grip any surface, yet let go when the wearer needs to move. While it takes some time to get accustomed to the boots, they are fairly easy to use once they are mastered. The boots are used in low/zero gravity situations to enable the wearer to walk on a surface. They are also useful in dealing with weapon recoil. If the wearer can place her feet on a stable surface, she is treated as braced when making attacks.

Weapons & Armor

Overarmor Defensive Wear

Overarmor manufactures normal looking clothing that provides armor protection for the wearer. The clothing combines ballistic materials that can stop bullets, ablative material that protects against lasers and a kinetic dispersion web. The clothing provides 4 armor points.

ShieldTech Combat Vest

This vest is the modern version of the 21st century armored vest. It is lighter and considerably more effective than its predecessors. It provides 10 points of armor protection to the torso of the wearer.

ShieldTech Combat Armor

This armor set provides full body protection while permitting the wearer full mobility. It incorporates a temperature control system to keep the wearer more comfortable in hot and cold climates. Most importantly, the armor provides 15 points of protection. The armor is available with an optional chameleon covering. This enables the armor to change its camouflage pattern and color to better match the environment. While this is not even close to providing invisibility, it does provide the user with a 10% bonus on Hide skill rolls.

Smart Targeting System

A smart targeting system consists of a sensor array that is attached to and configured to match a specific firearm. The sensor array gathers a wide range of data such as wind, atmosphere density, gravity and range to the designated target. It then feeds the data to an optical readout (typically integrated into a helmet, goggles or glasses). Rather than flooding the user with data, the system provides only essential

information and a clear indicator of where a fired shot (or shots) will go. A STS provides the user with a +20 bonus on attack rolls using the firearm in question.

Adaptive Bullets

Adaptive bullets are bullets made from "smart" materials. When striking a target, they react instantly to optimize their performance. When striking a hard or armored surface, they configure for armor penetration (half the armor value of the target). When hitting soft material (such as internal organs) they configure to maximize damage (+2 damage). The extra damage from adaptive bullets does not increase the recoil penalty for a weapon. Most human militaries follow the tradition of using only armor piercing ammunition (which halves the armor points of the target) against other humans. Non-humans, in general, do not enjoy the benefits of that tradition. Police generally use adaptive bullets.

Adaptive bullets are available for most slug throwing firearms.

Berretta LP-24

Starting Skill: 30%

Damage Done: 1D10 Base Range: 60 yards Attacks

Per Round: 3 Ammunition: 30

HPs resistance: 8 Malfunction: 00

The Berretta LP-24 is a standard laser pistol used by many human military forces and civilians. It is well liked because of its reliable design, resistance to damage and removable battery magazine. Some users like it because it looks like a proper pistol, rather than some sort of silly ray gun. Like all lasers, the LP-24 has no recoil and hence imposes no penalty when used in low or zero gravity. As such, it is often carried by starship crew members. The weapon fires a single high energy pulse with each pull of the trigger.

Armtech LR 475

Starting Skill: 35%

Damage Done: 2D6 Base Range: 200 yards Attacks

Per Round: 2 Ammunition: 60

HPs resistance: 10 Malfunction: 00

The Armtech LR 475 is a standard civilian grade laser rifle. Because their removable battery packs can be recharged from a wide variety of energy sources, they are very popular weapons on newer colonies. This is because the user does not have to worry about finding the right ammunition. Like all lasers, the LR475 has no recoil and hence imposes no penalty when used in low or zero gravity. Because of its long range, some colonial forces employ it as a sniper rifle.

HK LP-5

Starting Skill: 20%
 Damage Done: 2D6 Base Range: 90 yards Attacks Per Round: 2 or burst
 Ammunition: 60 HPs resistance: 8 Malfunction: 98/00

The HK-LP5 is a rapid fire military laser. It is considered a submachinegun class weapon. It uses a rapid pulse modulator to generate bursts. When fired in burst mode, the weapon is put under considerable stress and the pulse modulator might fail (malfunction 98).

This weapon is often used in close boarding actions in zero gravity situations. Like all laser weapons, it has no recoil and hence imposes no penalties when used in low or zero gravity.

Constitution Arms BP-42 Assault Rifle

Starting Skill: 30%
 Damage Done: 3D6+4 Base Range: 150 yards
 Attacks Per Round: 2 or burst Ammunition: 40 HPs resistance: 14 Malfunction: 00

The BP-42 is a military grade assault rifle that commonly sees service with colonial military units. It is a binary propellant weapon. Rather than relying on a single propellant (like gunpowder) the weapon works by the mixture of two propellants in the firing chamber. The propellants react violently with each other, throwing a projectile down the barrel. The weapon's magazine contains the bullets as well as the propellants, thus allowing for rapid reloads. The weapon is optimized for rapid fire and has an integrated stabilization and recoil control system. This reduces the weapon's penalty in low/zero gravity to -34% (-17% when braced). Because of the powerful recoil, the weapon is generally not used in low/zero gravity combat.

HK BP-15 SMG

Starting Skill: 20%
 Damage Done: 2D8 Base Range: 60 yards
 Attacks Per Round: 3 or burst
 Ammunition: 20/40 HPs resistance: 12 Malfunction: 00

The BP-15 is a military submachinegun and is popular with colonial military and police forces. Like the BP-42, it is a binary propellant weapon and has integrated stabilization and recoil control. This reduces the weapon's penalty in low/zero gravity to -24% (-12% when braced). Because of its recoil, the weapon is generally not used in low/zero gravity combat.

The BP-15 can be fitted with a silencer.

Sig Sauer 465

Starting Skill: 25% Damage Done: 2D8 Base Range: 30 yards Attacks Per Round: 3 Ammunition: 20 HPs resistance: 8 Malfunction: 00

The 465 is a military pistol and is popular with colonial military and police forces. It is also available for civilian purchase. Like the BP-42, it is a binary propellant weapon and has integrated stabilization and recoil control. This reduces the weapon's penalty in low/zero gravity to -24% (-12% when braced). Because of its recoil, the weapon is generally not used in low/zero gravity combat.

The 465 can be equipped with a special barrel that supports the attachment of a silencer.

BP Ammunition Pack

Binary propellant weapon magazines obviously cannot be reloaded like conventional firearm magazines from boxes of rounds. Instead, they are reloaded from ammunition packs. The packs reload the bullets (the projectile) and refill the propellant canisters in the magazine. This is done by pushing the magazine into the reload slot (much like docking an iPod). Ammunition packs vary in size, but typically hold 4 full magazines worth of bullets and propellant. The ammunition for each pack is of a specific type. For example, a pack might contain adaptive ammunition for a Sig Sauer 465.

Matok LC-17

Starting Skill: 25% Damage Done: 1D10 Base Range: 60 yards Attacks Per Round: 2 Ammunition: 40 HPs resistance: 10 Malfunction: 00

The Matok LC-17 is a laser carbine (use rifle skill). It was originally developed as a light weapon for second line military personal, but quickly spread into the civilian market. The most popular feature of the Matok LC-17 is the fact that its power output can be adjusted. While this significantly increases its power usage and the chance of a modulator burn out, it does enable the weapon to inflict considerable damage. The following chart shows the effects of increasing the power output. If the weapon malfunctions, the modulator burns out. It can be replaced, but doing so requires the use of mechanical repair.

Ammunition Expended	Damage	Malfunction
4	2D10	95
8	3D10	85
16	4D10	75

Vehicles

Maine Class Scout Ship

The Portland is a Maine class scout ship. Large numbers of this class were constructed for the Colonial Expedition Authority. As the ships were replaced by newer models, many of them were sold as surplus or provided to retired scout personnel.

While the Maine class scouts are relatively small vessels, they have well designed crew staterooms and are extremely reliable. They are also well loved by their crews for their capacity to survive alarming amounts of damage.

A Maine class scout is armed with two Class II pulse lasers, equipped with artificial gravity systems and a Markelson Gateway System. The hatches on the ship are, of course, air tight and manually operated. There are automated safety systems to prevent the airlocks and hatches from exposing the interior of the ship to vacuum. Maine class scouts are capable of atmospheric flight and can even operate, for a limited time, in fluids.

Deck Plans

Deck One Cargo Deck

1. Gunnery: This is the access area for the ship's offensive armament: two Class II pulse lasers. The lasers can be directed from the bridge or controlled from here. A hatch provides access to this area.

While some ships have been stripped of their armament, the Portland retains her guns.

2. Cargo Bay: The ship's modest cargo bay. It is mostly used to carry supplies for the crew but can be used to transport other items as well. Some scout owners have been able to make a living transporting small, but valuable cargoes.

3. Vehicle Bay/Cargo Lift: This area contains a cargo lift for loading heavier cargo. Most scouts are equipped with a small vehicle. The Portland carries a Rugged Rover ATV.

Deck Two: Main Deck

1. Ship Systems: This area provides access to the ship's computer and control systems. The hatch has a security lock on it to prevent unauthorized access.

2. Corridor: This is the main corridor. A hatch in the floor provides access to the gunnery section.

3. Stateroom: A stateroom that can be setup for dual or single occupancy. Each room is equipped with basic bathroom facilities.

4. Head: The ship's bathroom facilities.

5. Stateroom

6. Stateroom

7. Common Area/Medical: This is the common area of the ship. It can be quickly converted into a

workout area or a medical area. It is normally set up like a lounge area.

8. Engineering: This is the ship's engineering section. Access to key systems for repairs and maintenance is via this area.

9. Ship's Locker: The ship's equipment locker. Weapons, vacuum suits and other such equipment are stored here.

10. Airlock: The ship's airlock. The airlock is manually operated but has an automated safety system that prevents both doors from being opened at once when there is a significant pressure difference between the exterior and the interior.

Deck Three: Command Deck

1. Bridge: This is the bridge of the ship. There are stations for the pilot, gunner, navigator and captain. The ship can be operated by one person by reconfiguring the controls to provide helm, gunnery and navigation control at one station.

2. Operations: This is the operations room and provides stations for two sensor operators. It can also be used a conference room.

3. Corridor

4-7. Staterooms

8. Gateway Engineering: This area provides access to the ship's Markelson Gateway System. The door is security locked and reinforced. The drive system is, as all such drives are, with a destruction system intended to keep the drive technology from falling into alien hands.

Tonya Wei Class Drone Carrier

The Edgar J. Reed is a Tonya Wei class drone carrier. Drone carriers of varying sizes were constructed in large numbers to serve as cheap and simple warships. As their name implies, they relied on armed drones as their offensive weapons. During the Clarkston Civil War both sides employed large numbers of the small Wei class vessels. After the war ended, most of the surviving vessels were stripped of their drones and sold as surplus. These ships are now commonly seen as small cargo vessels and support ships.

While a Wei class ship is of moderate size, they are generally disliked because of their cramped crew quarters. Since the ships were designed to carry and repair drones, most of the ship was given over to those functions. Most of the surplus vessels had their storage areas turned into cargo bays and their repair area converted into additional crew space (or even more cargo area).

A Wei class drone carrier is typically unarmed. They were not built with any hardpoints and hence cannot safely mount weapons. Some owners do purchase a surplus combat drone or two for defense.

Most Wei class ships were hastily constructed during the war and corners were often cut in their construction. This has led to surplus ships having a fairly high accident rate. The most common accident is structural failure where the drives connect to the hull.

The hatches on the ship are, of course, air tight and manually operated. There are automated safety systems to prevent the airlocks and hatches from exposing the interior of the ship to vacuum. Like all modern ships, the Wei class vessels are equipped with artificial gravity. The original vessels were equipped with Markelson Gateway systems, but most of those built during the Clarkston civil war lacked this system and were deployed only in orbit around the planet. The Edgar J. Reed has a Markelson Gateway System.

The Wei class was originally equipped with two ship's boats or shuttle craft. These were mostly used for drone recovery after battles and transporting the ship's crew to and from a planet. A Wei class Drone carrier is not capable of atmospheric flight, although they do crash quite well.

Edgar J. Reed Deck Plans

Deck One: Launch Deck

- 1. Drone Launch Deck:** The main feature of this deck is the drone launch bay. The drones were deployed via the main hatch. Drones were moved to and from the launch bay via the lift. This lift allows access to decks one through five. Each deck has a mechanical airtight hatch that the lift passes through. The lift was designed to carry standard naval drones. This area is used as a cargo bay on the Reed.
- 2. Starboard Docking Arm:** This area provides access, via a hatch, to an attached small craft.
- 3. Airlock:** A standard airlock, complete with automatic safety system.
- 4. Corridor:** The corridor functions as an airlock that allows access to the drone bay.
- 5. Elevator:** This lift is designed for crew use.
- 6. Airlock**
- 7. Port Docking Arm:** The port docking arm.

Deck Two: Storage Deck

- 1. Drone Storage:** This area was used to store drones. It is used for cargo and storage on the Reed.
- 2. Crew Elevator**
- 3. Starboard Drive:** The starboard drive and Gateway system.
- 4. Port Drive**

Deck Three Storage Deck

- 1. Drone Storage:** This area was used to store drones. It is used for cargo and storage on the Reed.
- 2. Crew Elevator**
- 3. Starboard Engineering Access:** This area provides access to the ship drive and gate systems.
- 4. Starboard Drive:** The starboard drive and Gateway system.
- 5. Port Engineering Access**
- 6. Port Drive**

Deck Four Storage Deck

- 1. Drone Storage:** This area was used to store drones. It is used for cargo and storage on the Reed.
- 2. Crew Elevator**

Deck Five: Drone Servicing

- 1. Drone Repair:** This area was used to repair and service the combat drones. This area has been converted into a common and fitness area on the Reed.
- 2. Crew Elevator**
- 3. Airlock**
- 4. Corridor**
- 5. Tool Room/Starboard Galley:** This area was originally a tool room. It now provides a small food preparation and dining area for the crew.
- 6-8. Storage/Quarters:** These areas were originally used as storage for drone parts. On the Reed they have been converted into single occupancy staterooms.
- 9. Tool Room/ Starboard Head:** This area was originally a tool room, but was converted to the starboard bathroom.
- 10. Corridor**
- 11. Port Galley:** This area is small food preparation and dining area for the crew.
- 12-14. Quarters:** These are crew staterooms.
- 15. Port Head:** The ship's portside bathroom.

Deck Six: Crew Deck

- 1. Common Area:** A common area for the crew. It also doubles as the ship's sickbay.
- 2. Elevator**
- 3-6. Crew Staterooms:** These were originally the quarters for the ship's officers. On the Reed they are the crew's quarters.
- 7. Bridge:** The Bridge has stations for the helmsman, navigator, captain and drone officer.

The Comstock Lode

The Comstock Lode is a Gold Rush class survey and mining vessel. The class was designed to survey and mine asteroids using a complement of drones. The designers elected to include an AI in place of a standard computer, primarily to provide constant control and monitoring of the drones. While there have been some attempts to fully automate the

surveying and mining process, past experiences have shown the value of having a human crew on hand. As such, the Gold Rush class ships carry a human crew.

Because the ships operate in isolated areas and gather valuable minerals, the designers decided that the ships should be armed. Standard armament consists of two dual laser turrets. The lasers can also be adjusted for mining operations, such as cutting through asteroids.

Like all modern starships, the Gold Rush class ships have artificial gravity and a Markelson Gateway System. The hatches on the ship are, of course, air tight and manually operated. There are automated safety systems to prevent the airlocks and hatches from exposing the interior of the ship to vacuum. Gold Rush class ships carry a shuttle craft for scouting missions and as an emergency lifeboat. While not intended for operation in an atmosphere, ships of the class have enough thrust to make powered landings on planets.

Deck Plans

Turret 1: This dual laser turret is located on the belly of the ship and is accessed via a floor hatch on deck one. The interior of the turret provides access for maintenance and has a gunner station. The turret can also be operated from the bridge or by the ship's AI.

Turret 2: This turret is located on the top of the ship and is accessed via ceiling hatch in deck two. It is otherwise the same as turret one.

Deck One

1. Shuttle Bridge: This is the bridge of the shuttle. It has one station for the pilot and one for the co-pilot.

2. Shuttle Seating/Cargo: This is the seating and cargo area. The seats can be folded down into the deck to convert the area into a cargo space.

3. Shuttle Locker & Airlock: This area contains a small equipment locker and the shuttle's airlock.

4. Locker: This is an equipment locker that holds surveying equipment, spare parts for the shuttle and tools.

5. Airlock: This is an airlock.

6. Locker: This is an equipment locker that holds surveying equipment, spare parts for the shuttle and tools.

7. Common Area: This common area can be configured with exercise equipment or entertainment equipment.

8. Stateroom: A standard stateroom.

9. Galley: The ship's food preparation area.

10. Stateroom: A standard stateroom.

11. Stateroom: A standard stateroom.

12. Head: The bathroom.

13. Stateroom: A standard stateroom.

14. Parts Storage: This area holds tools and parts for repairing the ship's systems.

15. Corridor: The access corridor. There are access hatches to turret 1 and deck two.

16. Port Engineering Access: This area provides maintenance and repair access to the ship's power systems.

17. Starboard Engineering Access: This area provides maintenance and repair access to the ship's power systems.

18. Gateway Engineering: This area has a security lock on the door and provides access to the ship's Markelson Gate System.

Deck Two

1. Bridge: The command area of the ship. It has stations for the command crew, drone control stations and work areas for assessing survey data.

2. Captain's Stateroom: This is the captain's stateroom and office.

3. Conference Area: This area is for crew meetings. It also serves as a common area.

4. Stateroom: A standard stateroom.

5. Stateroom: A standard stateroom.

6. Common Area: A common area. This area can be configured for exercise or entertainment. It also serves as the ship's sick bay, should the need arise.

7. Stateroom: A standard stateroom.

8. Stateroom: A standard stateroom.

9. Head: A bathroom.

10. Stateroom: A standard stateroom.

11. Suit Storage: Vacuum suits are stored here.

12. Port Docking Arm/Airlock: The docking arm can extend to link with other ships. The docking system is adjustable, allowing the ship to connect with most other vessels.

13. Starboard Docking Arm/Airlock: A docking arm.

14. Corridor: The main corridor of the deck.

15. Drone Bay 1: The drone bay holds twenty mining drones. Access is via an airlock. There is also an external bay door for launching the drones. The area can be pressurized for maintenance, but is usually kept in vacuum.

16. Drone Bay 2: This drone bay holds twenty mining drones.

17. Drone Bay 3: This drone bay holds thirty survey drones.

18. Drone Bay 4: This drone bay holds thirty survey drones.

19. Main Engineering: This is the ship's main engineering. This area provides access for maintenance and repair. There are also controls for the ships drive and power systems.

20. Port Engineering Access: This area provides maintenance and repair access to the ship's drives.

21. Starboard Engineering Access: This area provides maintenance and repair access to the ship's drives.

22. Aft Airlock: This airlock is used primarily when the engineer needs to examine the ship's drives from the outside.

Rugged Rover ATV

The Rugged Rover is six wheeled ground vehicle designed for hauling cargo and passengers. A Rover can carry up to eight people (uncomfortably) or a comparable amount of cargo. Rovers are equipped with advanced navigation equipment (such as inertial tracking), a long ranged radio, as well as an onboard computer system (for mission and entertainment purposes). Rovers run on a highly efficient electrical engine that can move them at speeds up to 65 miles per hour with an endurance of about twelve hours. Rovers have a solar array and can recharge from it at about a 5 to 1 ratio (five hours of charging yields one hour of use). They can recharge from a power source at a 1/4 to 1 ratio (15 minutes of charging for each hour of available battery power).

Because they are electrically powered, they can operate even on worlds that lack atmospheres. This fact and their reliability make them a popular choice for explorers.

Tough Buggy

A Tough Buggy is a jeep (WWII style) like open vehicle designed to carry up to four people or a comparable amount of cargo across rough landscapes. They are an economical means of transport often used on expeditions. Mini-buggies run of an engine similar to that used in the Rover. They are capable of a safe top speed of 60 miles per hour and have an endurance of twelve hours. They do not have a solar array and need to charge from power supply. Like the Rugged Rover, their electrical engine makes them a popular vehicle for explorers.

Outposts

Lee Industries Outpost, Richard's World

The outpost is composed of three habitat modules, one vehicle bay and a custom made greenhouse. Because of the unsuitable atmosphere on the world, the modules are environmentally sealed and have their own air supply. There is a shuttle landing field within walking distance of the outpost. The field is paved and has an automated beacon as well as fuel facilities.

Outpost Floor Plans

1. Green House: The greenhouse was added to the outpost using material scavenged from abandoned outposts.

2. Corridor: A corridor.

3. Power plant: The power plant provides energy and life support for the outpost module. The plant also has a battery system that can power the outpost for several days of normal use. The outpost modules have solar panels on them to provide the needed energy.

4. Locker: An equipment locker.

5. Airlock: A standard airlock. It is equipped with an automated safety system.

6-10. Quarters: These are living areas for the personnel.

11. Bathroom: Bathroom facilities.

12. Kitchen/Dinning Room: An automated food preparation and dinning area.

13. Power plant

14. Locker

15. Airlock

16. Corridor

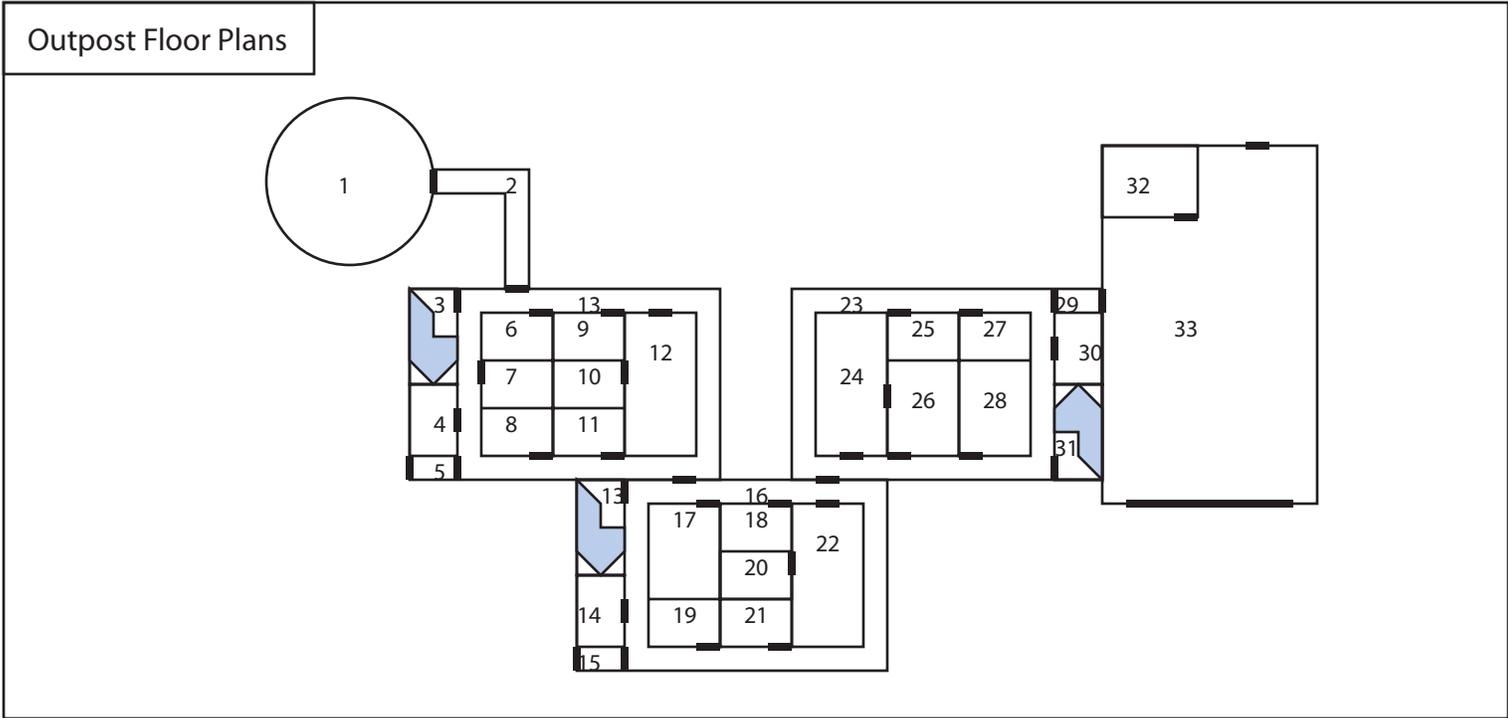
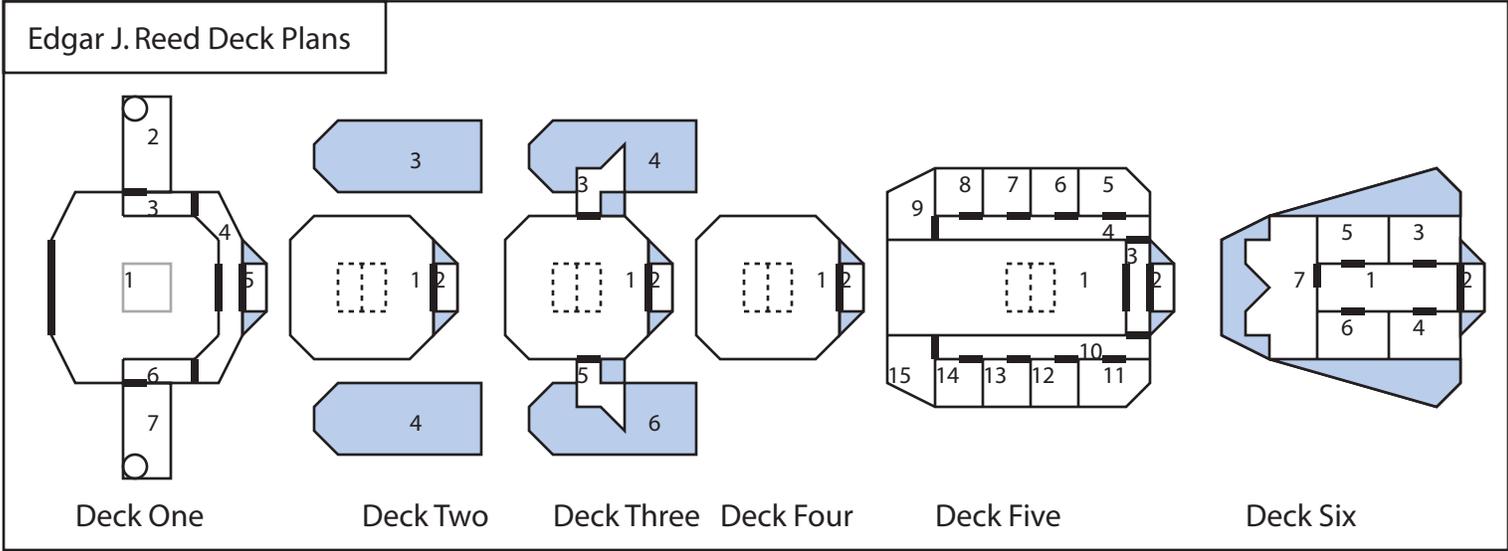
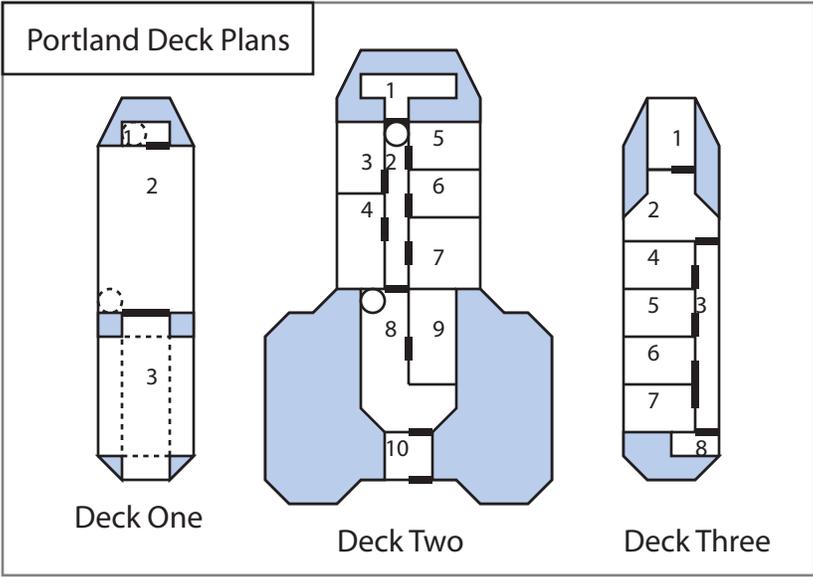
17. Exercise Room: An exercise area equipped with various fitness items.

18. Bathroom

19-21. Quarters

Dust Maps

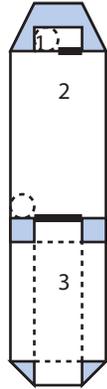
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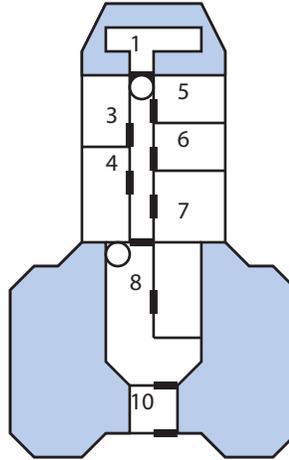
The Ship That Waits

Portland Deck Plans

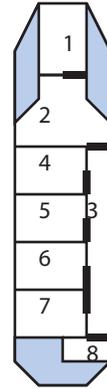
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Deck One



Deck Two



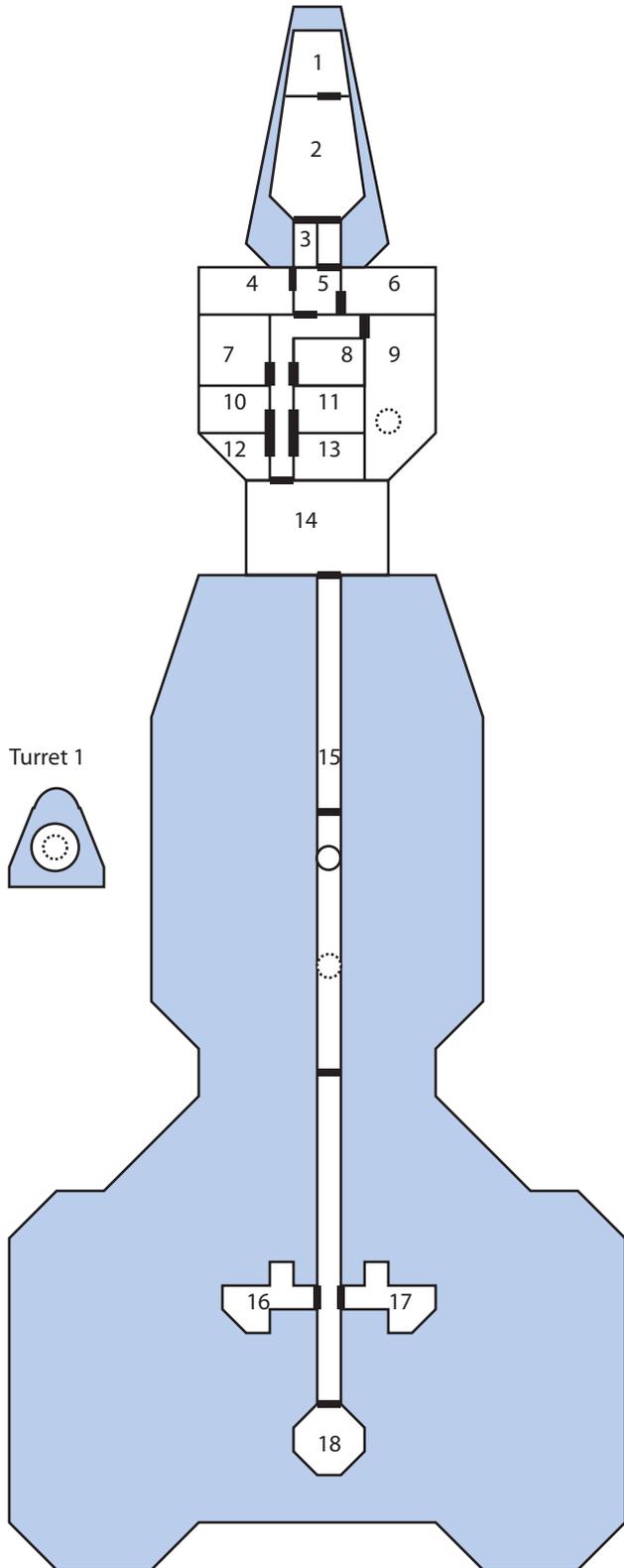
Deck Three

The Ship That Waits

Comstock Lode Deck Plans

□ = 5 Feet

Deck One



Deck Two

