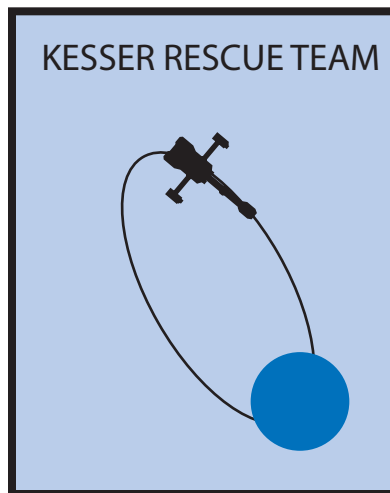
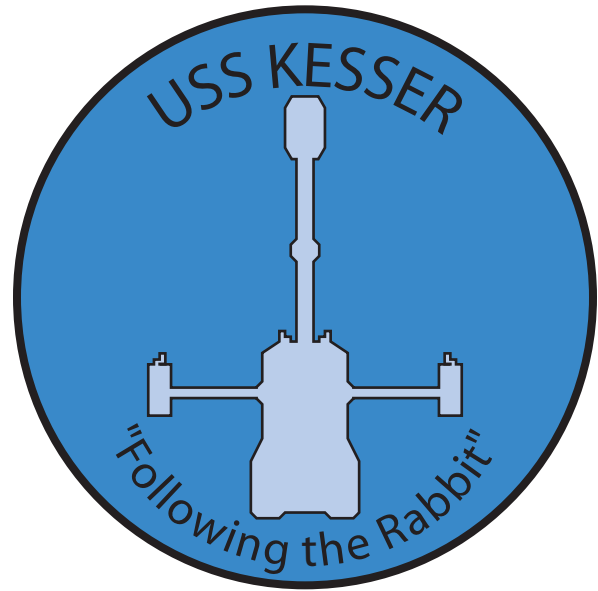


An Unexpected Return Players' Kit



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Introduction

This players' kit is for the future setting adventure "An Unexpected Return." This kit provides the players with pre-generated characters, background material, equipment information and deck plans. The keeper will need a copy of "An Unexpected Return" to play. This adventure is part of *Once Men*, which is available at www.chaosium.com

The First Era

The first era is approximately fifty years in the future. While technology has continued to advance, the political and social conditions on earth remain quite similar to those at the dawn of the 21st century.

In terms of technology, a person from the early 21st century would recognize almost all items of common technology. Mobile phones, personal computers, aircraft, automobiles and other such everyday items are still in use, albeit far more advanced. Technology is, however, even more integrated into personal and professional life. Alternative power and fuel technology is also far more advanced, but oil is still a valuable commodity. Significant breakthroughs have been made in space technology and this has resulted in significant commercial activity in space.

In terms of social conditions, the earth remains much the same. There are still divisions between the rich and the poor. Crime still exists. While television

has been replaced by more advanced media systems, there is still a multitude of bad shows flooding the world. Environmental problems, such as pollution, still remain. In short, humans are very much the same as they have always been.

In terms of the political conditions, the big players of the early 21st century still remain the big players in this time period. The United States remains a significant power, but China, India, Europe and Russia are also great actors on the world's stage. Africa and South America still suffer from internal turmoil, but have made significant strides since the start of the century. Some political scientists argue that the United States' time as a world power will soon be at an end, but America still leads the world in space—a factor often overlooked by the earthbound social scientists.

In short, the world of tomorrow is very much like the world of today.

Message from Dr. Slate

You have been selected for a mission of utmost importance to your country. As you know, the USS Kesser has returned.

As you are no doubt aware, the ship was built as a testing platform for the Markelson gate system. Six years ago, when Dr. Markelson activated the gateway, the data feeds from the ship showed that it worked flawlessly. As expected a gateway opened in space and the Kesser went in. But, something went wrong. Rather than quickly reappearing 100,000 kilometers away as planned, she did not return. That is, she did not return until recently.

When the Kesser returned, her communication antenna locked onto the main receiving dish that was used on her first mission. During this lock, a brief transmission was received, giving us hope that there are survivors onboard. After that initial transmission, there has been no contact with the Kesser. We do not know the status of the crew, but we are obligated to rescue them. Because of your reputation and expertise, you are now part of the rescue team.

You are requested to complete any needed personal business within the next two days. Official transportation will be provided to the mission briefing center. There you will undergo a standard pre-flight physical and be briefed on the mission. The estimated maximum mission time is two months.

Sincerely,

Dr. Henry Slate, Chair
Kesser Action Committee

Pre-Generated Characters

The following provides the pre-generated characters for the adventure. Each player should pick a character

Technical Team

Dr. Helen Abraham Age 43, Ship Systems Expert

STR: 10 CON: 12 SIZ: 10 INT: 16 POW: 12 DEX: 12
APP: 12 EDU: 18 SAN: 60 HP:11 DB: +0

Important Skills: Accounting 20%, Chemistry 31%, Computer Use 71%, Electrical Repair 91%, Electronics 91%, Mechanical Repair 90%, Operate Heavy Machinery 86%, Physics 71%, Zero/Low G Operations 50%, Chinese 11%, Russian 6%

Description: Abraham is a brilliant woman who has brown hair and brown eyes. She is of average build and appearance. When not working, she enjoys traveling the world-especially to Asia.

She was selected for the rescue team because she worked on the design and construction teams for the Kesser. Hence, she has specific knowledge of the Kesser's systems and the skills to make any needed repairs. She was friends with the members of the Kesser's engineering crew and hence has a personal stake in the mission.

Like most people who work in space, she is calm, reliable and methodical in her approach to tasks. She is good friends with Dr. Onassis and they often travel together.

Dr. Ivan Onassis Age 47, Ship Systems Expert

STR: 12 CON: 13 SIZ: 13 INT: 15 POW: 13 DEX: 13
APP: 11 EDU: 19 SAN: 65 HP: 13 DB: +1D4

Important Skills: Chemistry 31%, Computer Use 91%, Electrical Repair 90%, Electronics 91%, Mechanical Repair 80%, Operate Heavy Machinery 51%, Physics 76%, Zero/Low G Operations 45%, Chinese 11%, Russian 11%

Description: Onasis is a short, heavy set man who has black hair and blue eyes. He rather enjoys smoking a pipe, hence being in space is somewhat tortuous for him. He is one of the world's foremost experts on AI systems and was involved in the design of Julian, the Kesser's AI. He was also involved in the hardware installation process as he prefers to take a hands on approach to his "children."

While many computer experts have poor social graces, Onassis is always the life of the party. He knows many jokes and stories that he is quite happy to share. One favorite story is about his alleged attempt to smoke a pipe while in a vacuum suit. While the story is made up, it is quite entertaining.

Onassis was good friends with Sanja Balikrishnan. As such, he is very much concerned with the success of the mission-for the sake of his friends.

Onassis will respond rather negatively to any suggestions that Julian went rogue and harmed the crew. He will make it clear that Julian was carefully designed and given no conflicting directives. He will dismiss the matter of a rogue AI as mere "science fiction nonsense." If pressed, he will admit that an AI system could fail or be programmed to perform misdeeds. However, he will be quite adamant that Julian was working correctly and would not fail in any way that would be dangerous to the crew of the Kesser.

Ruth Redwood Age 37, Engineer

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

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

Important Skills: Chemistry 21%, Computer Use 31%, Electrical Repair 70%, Electronics 71%, Law 20%, Mechanical Repair 80%, Operate Heavy Machinery 71%, Physics 41%, Zero/Low G Operations 40%,

Weapons: Handgun 30%, Rifle 35%, Shotgun 50%

Description: Redwood is an attractive woman who has brown hair and blue eyes. She is a skilled engineer. She earned her college money by serving as an MP in the US Army, hence she has training in weapons and combat. Because of this, she will be willing and able to assist the Marines, should the need arise.

Redwood did some work on the Kesser and is familiar with the ship's systems. Because of this and her military experience, she was selected for the mission.

Because of her MP experience, she still tends to think in police terms. This makes her somewhat suspicious of peoples' true motivations but also enhances her abilities at problem solving, especially in terms of sifting through clues and evidence to reach a conclusion.

Samuel Cohn Age 41, Engineer

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

APP: 11 EDU: 14 SAN: 60 HP: 15 DB: +1D4

Important Skills: Chemistry 11%, Computer Use 51%, Electrical Repair 90%, Electronics 81%, Mechanical Repair 80%, Operate Heavy Machinery 61%, Physics 21%, Zero/Low G Operations 50%

Weapons: Fist 70%

Description: Cohn is a muscular man who has short brown hair and gray eyes. He boxed in college and did some amateur boxing as well. He is very even tempered, but is quite willing to deal with a situation by using a punch to the face.

He worked on the Kesser and, as such, was selected for this mission. He specializes in electrical systems. While he is a bit weak on engineering theory, he excels at its practice.

Medical Team

Dr. David Rosenberg 44, Medical Doctor

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

APP: 12 EDU: 18 SAN: 65 HP:14 DB: +1D4

Important Skills: Astronomy 11%, Biology 61%, Chemistry 21%, Credit Rating 35%, Fast Talk 15%, First Aid 50%, Law 15%, Library Use 55%, Listen 35%, Low/Zero Gravity Operations 50%, Medicine 85%, Latin 21%, Spanish 21%, Pharmacy 61%, Physics 11%, Psychoanalysis 21%, Psychology 35%, Spot Hidden 35%, Swim 35%,

Description: Rosenberg is a slim man who has black hair and brown eyes. He sports a goatee, although people tend to tease him about it. After getting his medical degree from Harvard, he interned in space medicine as was involved in several missions. He found that he greatly enjoyed space and the medical challenges it presented.

A year ago, Rosenberg took a teaching position at Harvard and began educating the next generation of doctors in space medicine. However, his expertise and skill in zero gravity were remembered and he was asked to join the rescue team.

Rosenberg is a devoted doctor and is especially dedicated to his fellow astronauts. He is a very curious individual and quite inventive-he developed several surgical techniques designed to deal with the special conditions of zero gravity. Since his focus is on people, his main goal in the mission is to rescue the crew. He is, naturally enough, worried about what effects prolonged exposure to zero gravity might have had on the crew. He is also concerned about what effect gate space might have had as well.

He enjoys swimming, although he does say that “swimming” in zero gravity is an almost adequate substitute-although he does miss the risk of drowning.

Dr. Ellen Li, 42 Psychiatrist

STR: 11 CON: 14 SIZ: 10 INT: 15 POW: 16 DEX: 13

APP: 14 EDU: 17 SAN: 80 HP:12 DB: +0

Important Skills: Biology 41%, Chemistry 21%, Credit Rating 25%, Fast Talk 15%, First Aid 80%, Library Use 50%, Low/Zero Gravity Operations 35%, Medicine 81%, Latin 11%, Pharmacy 61%, Physics 6%, Psychoanalysis 91%, Psychology 70%

Weapons: Li is an attractive woman with black hair and dark eyes. Her father is a noted psychiatrist who had a major breakthrough in psychiatric medicines. Like her father, she is dedicated to the eradication of mental illness.

When space facilities became available, her father began conducting research in orbit. She joined him there and learned how to handle herself in such conditions. She also became interested in the psychological effects of being in space for long periods of time.

Li is a very empathetic individual and has a talent for calming people. She is one of the top people in her field and, as such, was selected for the mission. While she is primarily motivated by a desire to help the crew, she is also interested in what she will be able to learn from the Kesser crew, assuming they survived.

Li's main goal is to attend to the mental health of the Kesser crew. There are numerous theories about what such a prolonged period of isolation might have done to the crew and, of course, endless speculation about the effects of gate space on the human mind.

Li is happily married and is looking forward to returning to her husband, Andrew Relkin. Andrew is a well known painter.

Marine Team

Major Thomas Whitmore, 37 Team Leader

STR: 15 CON: 16 SIZ: 16 INT: 13 POW: 15 DEX: 14

APP: 14 EDU: 18 SAN: 75 HP: 16 DB: +1D4

Important Skills: Accounting 20%, Bargain 25%, Credit Rating 20%, Law 15%, Listen 50%, Low/Zero G Operations 60%, Martial Arts 51%, Navigate 30%, Persuade 55%, Psychology 40%, Sneak 40%, Spot Hidden 55%, Throw 35%

Weapons: Fist 60% 1D3+1D4, Grapple 35%, Kick 55% 1D6+1D4, Handgun 60%, Rifle 55%, SMG 25%, Shotgun 45%

Description: Whitmore is an extremely fit man who has short black hair and gray eyes. His parents are both religion professors and he disappointed them by going into the Marines.

Whitmore began his military career serving in Iraq. After two tours of duty there, he volunteered for training in space combat and tactics. He found that he enjoyed space and wrote several persuasive articles arguing for the deployment of marines in space. His suggestion initially met with resistance, but seeing a chance to get more budget money and some good press, the military eventually approved his suggestion and he and a small team were assigned to space operations. When his team thwarted an attempt to sabotage an international research station, his views were vindicated.

Whitmore follows the American officer tradition—he is a thinking soldier and is devoted to his country. While he is well versed in violence, his preference is to avoid conflict and to resolve situations peacefully (something he learned to do on the streets of Iraq).

Whitmore's main objectives on the mission are to rescue the crew of the Kesser, secure the vessel and deal with any potential threats to the United States.

Lieutenant Carla Brown, 26 Marine

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

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

Accounting 20%, Bargain 15%, Biology 21% Credit Rating 15%, Law 6%, Listen 45%, Low/Zero G Operations 60%, Martial Arts 51%, Navigate 30%, Persuade 40%, Psychology 30%, Sneak 40%, Spot Hidden 50%, Throw 40%

Weapons: Fist 60% 1D3+1D4, Grapple 35%, Kick 35%, Handgun 55%, Rifle 65%, SMG 25%, Shotgun 40%

Description: Brown is a fit woman who has black hair and brown eyes. She grew up in Chicago and originally wanted to become a veterinarian. However, when her parents lost their jobs she had to give up that dream and enlisted in the military. Her natural talents quickly led to her enrollment in OCS and she became an officer. After serving with Whitmore in Iraq, she stuck with him when he went into space.

Though young, Brown is an excellent officer and has the practical experience that being an NCO provides. She is loyal to the United States and quite dedicated to Whitmore.

Brown is second in command of the Marine team. Should anything happen to Whitmore, she will assume command of the mission. Like Whitmore, her goals are to rescue the crew, recover the Kesser and protect the United States.

Sergeant Russ Waters, 35 Marine

STR: 17 CON: 14 SIZ: 16 INT: 12 POW: 12 DEX: 14

APP: 12 EDU: 13 SAN: 60 HP: 15 DB: +1D6

Important Skills: Dodge 38, First Aid 50%, Hide 30% , Listen 45, Martial Arts 41%, Mechanical Repair 40%, Sneak 50% , Low/Zero Gravity Operations 50%

Weapons: Fist 50% 1D3+1D6, Grapple 45%, Kick 45% 1D6+1D6, Handgun 40% , Rifle 75%, SMG 45% Shotgun 60%

Description: Waters is a large man who has a shaved head and blue eyes. He joined the military right out of high school and intends to be career military until he is forced to retire.

Waters served with Whitmore in Iraq and was impressed by his dedication to his men and the success of his assigned missions. Although Waters is deathly afraid of heights, he volunteered to be part of Whitmore's team. Waters makes a point of never looking towards earth when in space.

Waters prefers to rely on his strength and size to get things done. However, he is not brutal or ill-tempered. He is committed to the completion of the mission.

Sergeant Sarah Winters, 32 Marine

STR: 16 CON: 16 SIZ:14 INT: 13 POW: 13 DEX: 15

APP:13 EDU: 13 SAN: 65 HP: 15 DB: +1D4

Important Skills: Dodge 40%, First Aid 50%, Hide 50%, Listen 45%, Martial Arts 41% Mechanical Repair 30%, Sneak 40%, Low/Zero Gravity Operations 50%

Weapons: Fist 60% 1D3+1D4, Grapple 45%, Kick 55% 1D6+1D4, Handgun 50% , Rifle 65%, SMG 35%, Shotgun 60%

Description: Winters is a tall, fit woman who has blonde hair and blue eyes. She served with Whitmore in Iraq and went along with him into space. While she is utterly dependable, she does not like being responsible for too many people and hence prefers her life as an NCO.

Unlike Waters, she loves heights and often rock climbs when she is on earth. Waters refuses to even watch her climb. Naturally, Winters teases him about his fear.

Winters has no qualm about solving problems with personal violence. When she caught her ex-husband cheating on her, she broke his nose and left arm. She's very serious about loyalty and will happily give the same treatment to anyone who is unfaithful. Fortunately, in her professional capacity she has very good control over her temper.

Deck Plans

The following provides the keys to the ship deck plans.

USS Kesser

While the Kesser was constructed as a new vessel, it is based on the same hull as a ship designed for testing drive and power systems. Because of this, the ship is relatively large and has the command section on the end of a boom that extends away from the main body of the ship. The boom was intended to keep the command section at a safer distance from the systems being tested and to also provide a way for the command section to be separated in case of a disaster.

Crew Roster, USS Kesser

Captain Hillary S. Clanson
First Officer Andrew Takei
Navigation Officer Rodney Pike
Medical Officer Yu Chen
Computer Systems Officer Sanja Balikrishnan
Chief Engineer Dmitri Tarksi
Engineer David Pitzen
Engineer Sandra Lewis
Engineer Karl Zubrin
Engineer George Medell
Dr. Kenneth Markelson
Dr. Stuart Foster
Dr. Henry Morricone
Dr. Alisha Russell

USS Kesser Deck Plans

The gray areas on the deck plans do not represent solid hull, but rather the ship's systems that occupy most of that space.

Since the ship is a space vessel, all the hatchways on board are airtight. They are operated manually, exactly like watertight doors on submarines. The airlocks have safety systems that allow only one door to be open at a time. These safety systems can, of course, be overridden by using Electronics. Alternatively, they can be physically destroyed.

Deck One

- 1. Pod Bay:** This area holds the Kesser's two work pods. The pod bay door opens at the front and does so directly to space.
- 2. Equipment Room:** This area holds vacuum suits, spare parts, and tools for working on the pods. Access to this room is via a hatch set in the ceiling.
- 3. Airlock:** This airlock is large enough to hold two people at a time.

Deck Two

- 1. Bridge:** This is the bridge of the ship. It contains the controls for the vessel and its systems. There is a hatch on the deck that allows access to the first deck. The hatch in the ceiling provides access to the third deck.
- 2. Boom Corridor:** The boom corridor provides access to the main body of the ship. The boom itself contains various electronics and other components (the gray area on the plans) that are part of the ship systems. There are various access plates in the corridor that enable people to work on these systems, should the need arise.
- 3. Main Airlock:** The ship's main airlock. There are docking connectors on either side of the ship. There are external and internal airlock controls.
- 4. Boom Corridor:** As above.
- 5. Gateway Focusing Control:** This room contains the instrumentation and equipment for one set of the gateway focusing systems.
- 6. Gateway Focusing Control:** As above.
- 7. Computer System Officer Balikrishnan's Stateroom:** A single occupancy stateroom with a desk, storage, a "bed", and zero-gravity bathroom facilities.
- 8. Captain Clanson's Stateroom:** A single occupancy stateroom.
- 9. First Officer Takei's Stateroom:** A single occupancy stateroom.
- 10. Navigation Officer Pike's Stateroom:** A single occupancy stateroom.
- 11. Pylon Access:** This room provides access to the port gateway pylon. There is a single person airlock that allows access to the pylon.
- 12. Common Area:** The common area of the ship that functions as a mess hall and living room for the crew.
- 13. Pylon Access:** As above.
- 14. Galley:** This is a zero-gravity kitchen.
- 15. Chief Engineer Tarksi's Stateroom:** A single occupancy stateroom.
- 16. Medical Officer Chen's Stateroom:** A single occupancy stateroom.
- 17. Dr. Markelson's Stateroom:** A single occupancy stateroom.
- 18. Zubrin & Medell's Stateroom:** A single occupancy stateroom.
- 19. Foster & Morricone's Stateroom:** A double occupancy stateroom equipped with two desks, two "beds", and zero-gravity bathroom facilities.
- 20. Lewis & Russell's Stateroom:** A double occupancy stateroom.
- 21. Pitzen & Zubrin's Stateroom:** A double occupancy stateroom.

22. Engineering: The main engineering center. The area contains the direct controls for the ship's drives and power plant as well as access to the machinery. There is a small airlock in this area that allows the engineers to leave the ship to inspect or repair the external parts of the ship's drives.

23. Drive access: This area provides direct access to the drive systems in order to facilitate repairs. When the ship's drive is in operation, this area can be rather dangerous.

24. Drive access: As above.

25. Pylon Corridor: This corridor provides access to the mechanisms and electronics contained in the pylon as well as access to the main gateway nacelle.

26. Gateway System Access: This area provides access to the port gateway systems.

27. Pylon Corridor: As above.

28. Gateway System Access: As above, but for the starboard systems.

Deck Three

1. Emergency Storage: This area contains survival supplies such as rations, water, oxygen canisters and medical equipment. This area is intended for use in the event of a disaster that damages or destroys the main part of the ship.

2. Emergency Quarters: This area provides emergency quarters for the crew. It contains the basic amenities needed for survival.

USS Armstrong

The USS Armstrong is a modular cruiser designed on the same flexibility principle as the original American space shuttle. Like that shuttle, the Armstrong can be equipped with various modules that enable it to undertake different missions. Unlike the shuttle, the Armstrong is strictly a space vessel and is never intended to enter the earth's atmosphere.

The Armstrong and other vessels of the same type are primarily used to maintain satellites, supply the space stations, transport cargo and personal to the moon, conduct experiments and impress the world with America's technical prowess.

The Armstrong's crew consists of NASA and United States Air force personal. While the ship is technically not a military vessel, it does operate with military style discipline.

Crew Roster, USS Armstrong

Captain Natalie Weaver

First Officer Lt. Richard Obama

Navigation Officer Sally Lee

Chief Engineer Kelly Graham

Mission Specialist Heather Roam

Technical Team

Dr. Andrea Skorski

Dr. Helen Abraham

Dr. Ivan Onassis

Engineer Ruth Redwood

Engineer Samuel Cohn

Medical Team

Dr. David Rosenberg

Dr. Ellen Li

Marine Team

Major Thomas Whitmore

Lieutenant Carla Brown

Sergeant Russ Waters

Sergeant Sarah Winters

USS Armstrong Deck Plans

The gray areas on the deck plans do not represent solid hull, but rather the ship's systems that occupy most of that space.

Since the ship is a space vessel, all the hatchways on board are airtight. They are operated manually, exactly like watertight doors on submarines. The airlocks have safety systems that allow only one door to be open at a time. These safety systems can, of course, be overridden by using Electronics. Alternatively, they can be physically destroyed.

Deck One

This deck is actually a cargo module that has been attached to the ship. It can, after the proper procedures have been followed, be jettisoned from the vessel. Naturally, there are multiple safety systems to prevent the module from being jettisoned by accident.

1. Cargo Dock: This area functions as a large cargo airlock and is used to dock with other vessels.

2. Cargo Bay: This is a cargo storage area. Supplies for the mission are stored here including parts and tools for repairing the Kessler. Access to the ship is via a hatch which connects to the center of the Armstrong's main corridor.

Deck Two

This deck consists of the ship itself as well as four attached modules. The modules can be jettisoned from the vessel, but there are numerous safety (such as physical keys) and failsafe systems to prevent that from happening by accident.

1. Bridge: This is the command bridge of the ship and contains the main controls for the vessel.

2. Operations: This area contains the controls and instruments for functions not directly relating to the ship itself. Normally, these controls are used for

specific mission modules attached to the ship. For the current mission the controls have been configured to pilot ROVs and coordinate mission operations.

3. Corridor: A corridor.

4. Captain Weaver's Stateroom: This single occupancy stateroom contains a desk, zero gravity "bed", and zero gravity bathroom facilities.

5. First Officer Obama's Stateroom: A single occupancy stateroom.

6. Navigation Officer Lee's Stateroom: A single occupancy stateroom.

7. Chief Engineer Graham's Stateroom: A single occupancy stateroom.

8. Main Corridor: This corridor runs from the command section to engineering. In the center of the corridor is an airlock system that is intended to provide an extra measure of safety. Access to the dorsal (top) and ventral (bottom) modules is via hatches in the middle airlock.

9. Engineering: This is the engineering section of the ship. This area contains the direct controls for the ship's power plant and drive systems. The area also provides access for repairs and maintenance. There is a small airlock in the aft section of the ship that is used to allow EVA maintenance and inspection of the drives.

10. Dr. Skorski's Stateroom: A single occupancy stateroom.

11. Dr. Abraham's Stateroom: A single occupancy stateroom.

12. Mission Specialist's Roam's Stateroom: A single occupancy stateroom.

13. Engineer Redwood's Stateroom: A single occupancy stateroom.

14. Common Area: This is a common area for socialization and eating. It also functions as the medical treatment area, should the need arise.

15. Dr. Onassis' Stateroom: A single occupancy stateroom.

16. Dr. Rosenberg's Stateroom: A single occupancy stateroom.

17. Dr. Li's Stateroom: A single occupancy stateroom.

18. Engineer Cohn's Stateroom: A single occupancy stateroom.

19. Galley: This is the food preparation area for the ship. Naturally, it is designed for zero gravity cooking.

20. Lieutenant Brown's Stateroom: A single occupancy stateroom.

21. Sergeant Waters' Stateroom: A single occupancy stateroom.

22. Fitness Area: This area is equipped with zero gravity fitness equipment designed to help offset the effects of weightlessness.

23. Sergeant Winters Stateroom: A single occupancy stateroom.

24. Major Whitmore's Stateroom: A single occupancy stateroom.

25. Equipping Room: This room holds vacuum suits, CO2 guns, and the other equipment for EVA.

26. Airlock: This airlock provides access to the ROV bay.

27. ROV Bay: This area holds the mission's three space ROVs and provides a launching area for them. Access to space is via an automatic door. The door's safety system prevents it from opening when the airlock to the bay is open. The bay is normally under pressure but is depressurized for ROV launch or when it is in use as an air lock. The bay can also function as a docking station as equipment to connect to other vessels is located on the exterior of the bay.

Deck Three

Like the first deck, this is a cargo module that has been attached to the main ship.

1. Arms Locker: This area holds the weapons and equipment for the Marines. The locker is armored and reinforced to prevent accidents from damaging the ship.

2. Cargo: This area holds supplies and provisions for the mission.

3. Special Component Storage: This area holds special components for the mission.

Equipment

Equipment List

16 First Aid Kits

16 Standard Vacuum Suits

5 Work Vacuum Suits

4 Combat Vacuum suits

10 Thruster packs

6 CA Advanced Gyro Rifles

600 Rounds CAAGR Ammunition of each type.

8 CA Advanced Gyro Pistols

300 Rounds CAAGP Ammunition of each type.

50 Rounds CAAGP Tranquilizer Ammunition

4 suits of combat armor.

4 Advanced Combat Systems

4 Combat Knives

20 Flash lights

3 "Space Crab" ROVs

6 "Flying Spider" ROVs

Equipment Data

The following provides information about the equipment available.

General Equipment

Communication Headset

This is a simple headset radio with a range of 20 km. It can be plugged into a belt unit to give it a range of 100 km. The headset has a typical battery life of 40 hours. More advanced units will have longer range and greater battery life.

Each member of the team is equipped with a communication headset with a belt unit.

First Aid Kit

A kit is about the size of a book and contains a variety of basic medical supplies that are suitable for first aid use (tape, splints, antibiotics, pain killers, and so forth).

Each member of the team has been issued a first aid kit.

Medical Kit

A medical kit is about the size of a briefcase and contains a variety of medical supplies for treating a range of injuries and illnesses. The kit is also equipped with a small medical computer that aids in diagnosis and treatment. The use of this medical kit provides a +5% bonus to the user's Medicine or First Aid skill.

Both members of the medical team of medical kits and several are also stored on board the Armstrong.

Smart Com

A smart com, sometimes still referred to as a "smart phone", is a small device that combines the functions of a computer with that of a full communication system (voice, text, data and video). A smart com has a powerful microprocessor, a substantial amount of RAM, a large capacity storage drive, several user configurable ports and a communications system.

The communication system includes a voice-activated headset. The ones used on the mission have their own radio systems that allow them to communicate directly with each other and also link into the Armstrong's communication system.

The computer functions of smart coms far exceed those of desktop systems of the 21st century but they still face the obvious limitation of size (small screens and small keyboards).

These devices take on the combined roles once occupied by smart phones, portable game systems, laptops, PDAs, MP3 players, radios and portable video players.

Each member of the team has a smart com.

Vacuum Suits & Gear

Standard Vacuum Suit

A SVS protects its wearer from radiation, heat, cold and vacuum. Each suit is equipped with an environmental backpack that contains the suit's oxygen supply, power pack and the environmental control system. A SVS can sustain its wearer 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), polarized visor, and lights. A SVS is typically equipped with a CO2 gun, 200 meters of high strength cable (with a grappling hook on one end and a strong magnet on the other), and a patch kit. A SVS provides its wearer with four points of armor and is self-sealing.

Each member of the rescue team has been issued a SVS. They are stored in locked on board the Armstrong.

Vacuum Work Suit

A VWS is very much like a SVS, except the suit is of heavier construction and can support its wearer for fourteen hours. The suit is specially designed for work and hence actually provides the wearer with better mobility than an SVS. A VWS provides the wearer with six points of armor and is self sealing. A VWS has the equipment of a standard SVS, a mission specific toolkit, as well as an enhanced power system for tools and accessories. Most models are equipped with on board computers.

There are six VWSs on board the Armstrong. They are assigned to the technical team and the Chief Engineer.

Vacuum Combat Suit

A VCS is very much like the SVS and VWS suits, except it actually is a suit of armor designed for combat in vacuum. A VCS can support its wearer for twelve hours and is equipped with a food supply of concentrates (not tasty, but very nutritional). A VCS has an armor value of twelve. A VCS is equipped with the same accessories as a SVS as well as medical kit. Because they are specifically designed for combat operations, such suits tend to be less cumbersome than standard suits. Further, most VCS are custom fitted to an individual soldier. A VCS is self-sealing.

Each member of the Marine team has been issued a VCS.

CO2 Gun

A standard piece of equipment that comes with all space suits, a CO2 gun looks like an oversized

automatic pistol. The handle contains a CO2 cartridge good for 20 one second bursts. Each burst is powerful enough to propel an object with the mass of an average human (including a human, of course) and alter its flight vector. CO2 guns are typically used only in emergencies. Heavy-duty thruster packs are used for normal EVA operations requiring extensive flight.

Thruster Pack

A thruster pack is essentially a personal rocket engine. It attaches to the operator's suit and enables him to maneuver at speeds up to 150 KM/hour. A thruster pack fuel tank is good for about an hour of normal activity, considerably less for high fuel consumption activities, such as using it within the moon's gravity field (use on the moon cuts its endurance nearly in half). Thruster packs are not powerful enough lift a human within a substantial gravity field, such as that of Mars. A thruster pack can be used (on a low setting) as a weapon with a base chance of 35% and a damage rating of 2D6 (burn damage). Used as a weapon, it has an effective range of half a meter. Normal use of a thruster pack is governed by Low/Zero Gravity Operations skill and any character with this skill can operate a thruster pack in normal conditions.

Patch Kit

A patch kit is used to repair damage to non self-sealing suits and to repair badly damaged self-sealing suits. They can also be used to patch holes in structures and vehicles. The kit consists of four small patches (10 cm diameter), four medium patches (20 cm diameter) and 2 large patches (30 cm diameter), and a spray canister of adhesive. Using a patch consists of peeling off the protective covering on the "sticky" side and pressing it against the hole. The chemical adhesive will bond to almost any surface (living tissue included) instantly, forming an air tight seal. Successful use of a patch, in the typical emergency situation, will generally require a Low/Zero Gravity Operations skill roll, or perhaps a Luck roll, depending on the circumstances.

Weapons & Armor

Constitution Arms Advanced Laser Sight

The CAALS is an advanced version of the basic laser sight developed in the late 20th century. A built in microcomputer controlled feedback mechanism provides the user with the visual data needed to shoot with precision. Used in look-through mode (like a standard optical scope), a CAALS yields a +10% on the users chance to hit with the equipped weapon. Used in pointer (used as an old style laser scope)

mode it provides the user with a +5% chance to hit with the equipped weapon.

Constitution Arms Advanced Gyro Rifle

Base Skill 25% Damage Done: Varies Base Range: 75 yards Attacks Per Round: 3 Ammunition: 16 HPs resistance: 12 Malfunction : 99

Developed for the US Air Force from an earlier model Gyro Rifle, the CAAGR is designed for combat in zero and low gravity situations. This bullpup weapon fires a variety of special two-stage ammunition. The first stage is a gas propellant cartridge which fires the round out of the barrel, while the second stage is a small, yet extremely powerful, chemical rocket that brings the projectile to full speed.

There are four types of ammunition for the CAAGR: Armor Piercing Rod (APR), Shotshell, Safety, Explosive, and Tranquilizer. An APR round is cadmium "needle" which inflicts 1D10 in damage, but treats all armor as a quarter of its normal value. It is designed to punch holes through space suits and vehicle hulls.

The Shotshell round functions as a 12 Gauge shotgun shell (use the statistics for a twelve gauge shotgun), while the Safety Round is made of material designed to shatter against hard surfaces (like base walls and vessel hulls). This type of round inflicts 1D8 and treats all armor as double normal value.

The Explosive Round consists of an explosive device that inflicts 1D10 on the target and 1D3 points of fragmentation damage to everything within half a meter.

The primary advantage of the CAAGR is that its light recoil and integral stabilization mechanism gives provides a -4% adjustment when fired (-2% when braced) in low/zero gravity combat situations. The ammunition types can be mixed in the magazine, but they can only be fired in order. Advanced Laser Sights are standard on all CAAGRs.

The Armstrong's weapon locker holds six CAAGRs, twelve extra clips and 600 rounds of each type of ammunition.

Constitution Arms Advanced Gyro Pistol

Base Skill 20% Damage Done: Varies Base Range: 30 Attacks Per Round: 2 Ammunition: 6 HPs resistance: 8 Malfunction : 99

Like the CAAGR, the CAAGP is designed for combat in zero and low gravity situations. It is, in essence, a large revolver that fires scaled down versions of the CAAGR rounds. Because of the revolver design, the user can load different rounds and select which one to fire by moving the cylinder.

The APR rounds inflict 1D8 and half the armor value of the target, the Shotgun rounds are treated as a 20 gauge rounds (base range is 8 yards), and the safety rounds inflict 1D6, and the target's armor value is doubled. Explosive rounds inflict 1D8 on the target and inflict no fragmentation damage. The CAAGP can also fire a tranquilizer round. The round inflicts 1D3 points of damage when it hits and injects a tranquilizing drug. Treat the drug as a Potency 14 poison. If the tranquilizer overcomes the target's CON, treat it as a knock out attack that inflicts 14 points of damage (as per the knock out rules in the main rulebook). If the tranquilizer doesn't overcome the target's CON, it has no effect beyond making the target feel a bit woozy.

The CAAGP's recoil is extremely low and the weapon has a special integral stabilizer, giving a -2% adjustment when fired, and -1% when braced in low/zero gravity combat situations. Advanced Laser Sights are standard on CAAGPs.

The Armstrong's weapon locker holds eight CAAGPs and 300 rounds of each type of ammunition, except for the tranquilizer rounds. There are 50 tranquilizer rounds on board.

Combat Armor

Combat armor is made of advanced composites materials that are both lightweight and very strong. The armor provides heavy protection for vital areas of the body via a helmet, breast plate, arm guards and leg guards. The armor is fitted to each wearer to provide maximum mobility. The armor stops 12 points of damage.

Each member of the Marine team has been issued a suit of combat armor.

Advanced Combat System

The advanced combat system is designed to augment the capabilities of soldiers. The first part of the system is a set of goggles that provide image amplification, flash protection, thermal imaging and light intensification. The goggles also have a heads up display for displaying data. There is also a headset and microphone system that connects to a multiband, encrypted radio system as well as a sound amplification system ("bionic hearing"). The third part of the system is the computer system which provides a wide range of functionality. Standard features include ammunition tracking, a combat database, range finding, communication management, as well as other features that can be programmed into the system.

Each member of the Marine team has been assigned an Advanced Combat System.

Vehicles

"Space Crab" Remotely Operated Vehicle

The Mark IV Space ROV is better known as the "space crab" because it is shaped very much like the body of a crab and has various tools and manipulators. The main body is about one meter across and slightly under one meter in length. They are battery powered and maneuver via compressed CO2 (to avoid damaging ship hulls). When they need to travel longer distances they rely on chemical rockets that can propel them like a missile.

A ROV has two main manipulator arms (STR 14, 1D4 damage) as well as a variety of smaller tool arms for fine or specialized work. They are also equipped with legs that have sticky feet (based on the Gecko foot) that enable it to walk on any surface. It is also equipped with two front cameras as well as additional cameras for tricky maneuvers. The ROV also has two underbody bays that hold tools and parts. The ROV is also equipped with powerful spot lights.

While ROVs are, as the name states, remotely operated, they have an onboard computer that can be programmed for various tasks. ROVs typically have an emergency program that determines what they do if contact is lost with the controller. Typically they are programmed to return.

Space Crab, ROV

STR: 14	DEX: 10*	SIZ: 8	STU: 16
Move 10	HP: 12	DB: +0	

Armor: 8 points reinforced hull.

Weapons: Utility hands 1D4* or weapon.

*When being controlled, use the operator's DEX and weapon skills. The utility hands are treated as a punch attack.

"Flying Spider" Remotely Operated Vehicle

The Model 124-A, also known as the Flying Spider, was designed for reconnaissance within space vessels and structures. The 124-A's main body is about the size of a softball and is equipped with CO2 maneuvering jets. The Flying Spider also has six legs that end in sticky feet (based on the Gecko) that enable it to move about on almost any surface. The Flying Spider also has two small manipulator arms that can be used to push buttons or move small objects (they generate a small bioelectric field that allows them to use devices that sense such fields, such as track pads). While they are usually remotely operated, they also have small onboard computers that can be programmed for various tasks, such running search patterns.

Flying spiders are equipped with two small cameras (with light intensification and thermal imaging) as well as microphones. Many people find them a bit creepy.

Flying Spider, ROV

STR: 2 DEX: 14* SIZ: 2 STU: 4
Move: 6 HP: 3 DB-1D6

Armor: 1 point hull.

Weapons: None

*When being controlled, use the operator's DEX.

Work Pod

A work pod is designed to hold one operator or be remotely operated and looks somewhat like a small submersible. To avoid damaging ship's hulls, a work

pod uses compressed CO2 in its maneuver jets. It is also equipped with a chemical rocket system, should the need arise for more powerful thrust.

A pod is equipped with two manipulator arms (STR 22) that can be used to perform various tasks. The arms end in hands that can duplicate the movements of a human hand. If used to punch a target, they do 1D6+1D6 points of damage. The pod has an external tool box and external part storage. It is also equipped with work lights, a computer, and a long range radio.

A work pod has its own 10 hour supply of air. The battery and fuel systems are good for about 8 hours of normal operation.

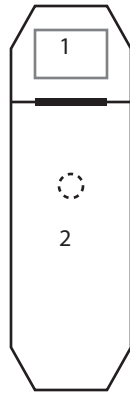
A work pod has 8 points of armor and can sustain 18 points of damage before being disabled.

An Unexpected Return

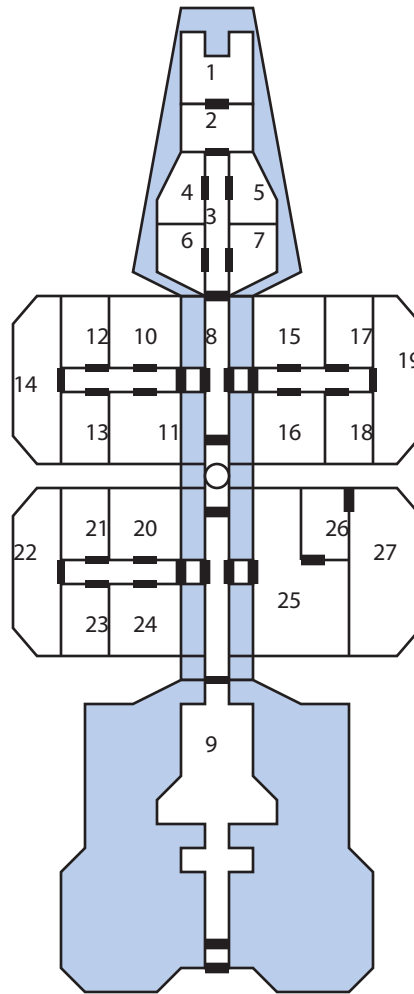
USS Armstrong Deck Plans

□ = 5 Feet

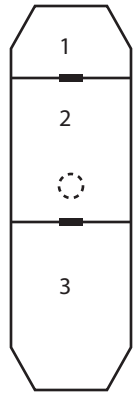
Deck One



Deck Two



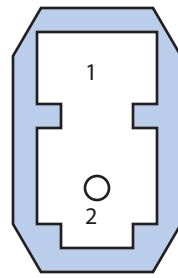
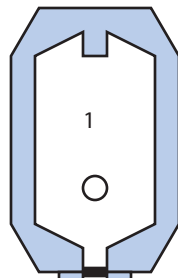
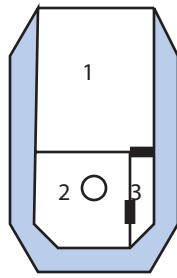
Deck Three



Deck One

Deck Two

Deck Three



An Unexpected Return
USS Kesser Deck Plans

□ = 5 Feet

