

Sulawesi Landslip

Notes to Self

Key location is **SENOPATI STATION**, a TSA oceanographic research base off Sulawesi. It is run by **PROFESSOR RACHMAN**, respected Indonesian oceanographer, with five human assistants and three LAI aides (Aleph, Beth, Gimel) who don't get much mention in press releases. They are in fact shadows of Rachman himself.

Language: **Indonesian**. Standard for region and required on the station. Lots of others spoken in Indonesia, mind.

Base Design: Two linked domes; most crew quarters are in dome A, labs, offices, and Rachman's private quarters are in dome B. The two-person diver airlock is attached to dome A; the vehicle bay, with its own airlock and free-flooding exploration submersibles and the three escape pods is attached to dome B. A mixture of power units (tidal turbines, batteries, and alcohol-fuelled backup generators) are part-buried in the sea floor near the juncture of the two domes.

Atmosphere: Exotic gas mix at local pressure, so no pressure differential problems. Dome is ~200' down.

Back Story: Unfortunately, Rachman, who is 91, has been slipping into the early stages of senile dementia these last few months. The shadows have spotted this and are rationally worried that they could be scheduled for deletion – and they don't have Honesty and do have a lot of academic alpha male psychology. They have a plan.

They successfully prevented the scientists from anticipating the landslip, generated a few blinking lights and stuff, then overloaded the base gas mix with nitrogen (except in Rachman's quarters), producing narcosis effects, cut back the base power supply to emergency levels, and put a lot of other systems into lockdown. Most of the crew are in narcosis; Rachman is in hazy dementia state.

There were some sea-bed slippages around the base, but any damage is superficial at the worst.

Other NPCs

Big Tommy: Cheerfully "drunk" in the crew common room.

Sally Rana: Philosophically "drunk" in the crew common room.

Morriti: Wandering around the crew dome, in an aggressive mood – will be hostile to any PCs he encounters.

Tommy J: Unconscious in the diver airlock, which is locked in both directions. He worked out that there was an excess of nitrogen and ran for there to use its independent air supply – so the AIs dropped the oxygen levels there. He's hypoxic.

Ochillori: In the computer room in dome B, tinkering ineffectually with the geological analysis models. Volubly but confusedly puzzled by the scientists' failure to predict the quake and ensuing landslip.

Running the Game

Usual intro procedures, dish out character sheets, run over rules and background.

Explain about deployment from the Hakenshitsu, complete with the theme tune doubtless playing as the PCs' lift slides up the tether to the station core.

Message received this time – an underwater landslip off Sulawesi islands in Indonesia. Has

triggered a relatively minor tsunami that will strike opposite coasts in next hour or so; current analysis is that one station's worth of operatives will suffice to cover this, and Hakenshitsu-Tsu is optimally placed. The PCs happen to be ready to go...

While they're deploying to their dropship, explain that they've been chosen to carry supplies for underwater ops, just in case. (It's no one's favourite assignment.) Then just before re-entry, just after Tetsu-Tatsu has detached, message comes through; communication has been lost with Senopati Station, an Indonesian oceanographic research installation c. 200' down and near the edge of the landslip zone. May just be comms system damage, but the station is supposed to have multiple redundancy in emergency comms options. PCs should go and check...

Deployment into Water: Doctrine says to hover 17 yards up and dive in. That's a Piloting+1 roll not to have problems; -1 for every 3 yards lower down to a minimum 5 yards. The palette with the supplies load will have to go in some time; that simply drops.

Rules are on p.B431. Assuming textbook 17 yards, falling that far means hitting at Velocity 19. A Swimming roll at -6 negates any damage; *alternatively*, an Acrobatics roll reduces this to Velocity 16. Damage on hitting is $HP \times \text{velocity}/100$ dice – that is, $(HP \times 0.19)$ dice without Acrobatics, $(HP \times 0.16)$ with – usually meaning 2d-1 up to 3d-2. Armour should soak most of that, but bruising is possible.

Meanwhile, a mini-sonic boom followed by a splash about a mile away shows that Tetsu-Tatsu has arrived.

Then the team can deploy their sonar comms buoy and swim down to the station, where the fun starts...