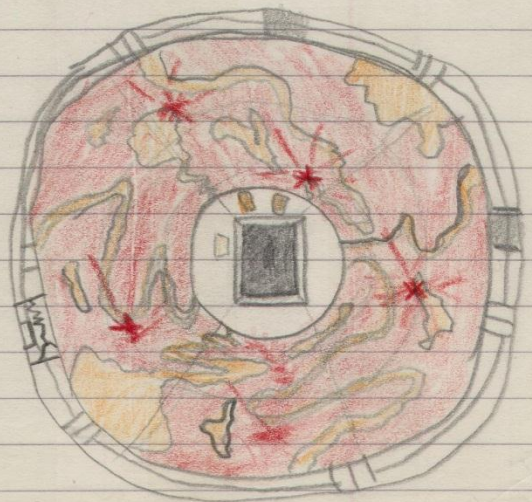


The Cloud - Looks like white-yellow mist w/ white fibers permeating it all. clt floats around slowly, looking for victims. (It hasn't had any for a while, it's hungry) clt covers an area roughly 10' by 10' by 10'. clt normally is AC2. ~~but~~ clt can pass through walls although to do this it has to rearrange its molecules and become AC8. clt takes 1 minute for it to pass through a wall. clt can't be affected by any weapon except energy ones (vibro daggers, blasters) and those do 2 damage. clt has 45 hp. and is totally resistant to gas, physical objects, radiation, cold, heat, paralyzation beam. clt attacks by engulfing its victim and attaching its tendrils to the head, penetrating to the brain and sucking the essence out in 3 melee rounds, leaving him a drooling idiot. In the meantime, the victim is in agony and takes 3db dam. ea. melee round and can't do anything mentally. ~~The~~ The cloud has a rudimentary intelligence and knows the way around intimately except it doesn't enter the M.O.T.V.E.R. complex as there's no victims there and it can be hurt by sonic attacks.



Total Weapons available

1 Laser pistol - 2 shots left

3 AR's - Sclips ear (wow inc)

1 HMG w/ 1 Box ammo left

2 HE grenades

23.23 Sleep 11

2323 tear gas

2378 Sleep

2nd slug throwers - 5 clips ea (2do)

- 1 Flame thrower - 1 canister

8 sun
shirts 1 Foanthrowel - 1 canister

armor, 1 small dam pack

THE LAST RESORT PLAN

11 Regular men left

1 man left - Teleportation, Heightened intelligence +

1 man left - molecular disruption

1 wa left - increased speed, life leech

man left - heat generation

Time

The guy w/ Teleportation wearing white armor, vibro-daggers
w/ 1 sleep, tear gas & smoke grenade & THE grenade & drug throw
will Teleport into control room, drop gas grenades &
throw grenade in chair (3 & 4 ds) & put small damage pack
on machines & get the hell outta there.

AT NE stairs the guy w/ Molecular Disruption will try to destroy the door (39% chance). if this doesn't work, the remaining HE grenade will be used to blast open the door. From it will come, 1 man w/ AR, 1 man w/ slug thrower (both in black suits) w/ wire cutters, the guy w/ 2 guys 1 guy w/ a foam thrower. These to go to plant room & beyond. Also the guy w/ HEAT GENERATION.

AT SE stairs, the door will open & two smoke grenades will be flung out causing the area to be obscured & 2 guys w/ AR will cover Westwards in black suits w/ V-daggers. (IR goggles). Immediately, the guy w/ laser pistol will cut the water mains & electricity cables so that all orange areas are non-lighted. After this, all men will go back up. The laser pistol will now be useless. Backing these up is the Flamethrower & HMG.

1.)

Weapons:

every man has a vibro dagger,

~~mini missile w/ 1 shell~~

1/2 flamethrowers w/ 3 canisters fluid

1/2 foam throwers w/ 5 canisters

1/2 small damage packs

1 HMG w/ 2 boxes ammo

2 AR's, 7 clips ea.

2 slug throwers, 5 clips ea.

3/8 tear gas grenades

3/8 smoke grenades

3/8 sleep "

1/2 .38 cal pistols

1 stir whip

8 suits sheath armor

9 ~~men~~ men available

12 ~~men~~ men, sheath armor w/ mini missile, vibro dagger

12 ~~men~~ men w/ flamethrowers, sheath armor, vibro dagger

+ ~~men~~ men w/ foam throwers, sheath armor, vibro dagger

2 men, HMG, black suit, vibro dagger

8 ~~men~~ men, AR's, vibro daggers, black suits, sleep, tear gas & smoke grenades

1 ~~man~~ man, vibro dagger, black suit, stir whip.

2 ~~men~~ men, small damage packs, black suits, vibro daggers, slug throwers

1 ~~man~~ man, .38 cal pistol, vibro dagger, black suit

+ Medi Robot as support troop

~~troops on 3rd floor w/ black suits, vibro daggers & .38 & AR.~~


Out of the ~~front~~ elevator &

come: 1st both doors will open & tear & smoke-gas will pour out fast (3 grenades & ear type pulled). Then out & ear, AR's ear. After that, from ear ^{door} will come 2 of the AR troops, ready to fire. After then a flamethrower & foam thrower from ear. After that from ear a man w/ a small damage pack & ~~flamethrower~~

24
-14
-10

229
-18
-24

all underground except for 6

- 
- 1 level - lowest (pipes)
 - 2 level - The living level
 - 3 level - Power plant
 - 4 level - Power plant (upper level)
 - 5 - Control level
 - 6 - surface - by entrance, guard, outside defenses, defense co-ordination, - this is a small level,

white-1- civilian
blue-2- maintenance, joe personnel
red-3- Control room personnel & defense personnel etc
yellow-4- leaders such as majors, colonels, vice-presidents & directors, heads of centre
green-5- very top

ID codes.

First letter is first letter of code colour, i.e. 'R' for red, 'B' for blue etc. The next numbers are the no. of installation card was issued at. ~~Slash~~ 11 or 12 example, a slash (/) separates this from next no's. The next series of no's are the no. in series that security cards have been issued at that installation, i.e. '942' means that that person was the 942nd to receive a red security rating. The last letter is the parent and means the latest in a hereditary line, i.e. 'B' would be the 2nd son in a line to receive the card.

so: B11/2A means he is rated blue, the card was issued at installation no. 11, he was the 2nd to receive a blue rating at that installation, and is the first son to receive such a card.

Main computer ✓
entrances ✓

separate M.R. ✓

" S.R. ✓

Main S.R. ✓

" M.R. ✓

Electronics (partially)

elevators ✓

offices (some private) ✓

control rooms ✓

lathrooms ✓

space parts rooms ✓

override rooms ✓

conference room (small) ✓

other offices ✓

other electronics ✓

control room ✓

JOHAN

Class: Ranger Race: human

Level: 6

Ht. pts: 24

Dext: 15

Str: 17

Char: 17

Const: 14

Wis: 15

Int: 14

He is 34 and once was basically Chaotic Good. However on a border patrol he was captured by the master orcs and ogres and was horribly tortured and then set free. He made it back to safety. This event scarred his mind however and now he is chaotic neutral bordering on evil. He battles orcs and ogres because of what they did to him and will attack them with total abandon and ferocity on sight (no matter what)

He also hates the master and any suggestion on joining him will be met with instant attack.

Proficient in: (crossbow (light))

Spear

long sword

Composite short bow



He is very cynical and cares not for money. However he wants as many magic weapons as possible to fight the master.

He is very forthright and is lacking considerably in caution.

kalkars:

M.O.T.H.E.R.

- 1 Stephen
- 2 John Schless
- 3 Fred
- 4 John Clarke
- 5 Dayl Clark
- 6 Kevin
- (7) (Ewen)
- (8) 7 Trickett
- (9) 8 Chris

16 left elsewhere

4

3

8

6

+

2

3

6

+

3

2

6

There are ~~60~~ kalkars
59 left.

60-16

44

58

46

28

10

kalkars are good hunters & trackers on other outside, they'll try & hunt down, flush out, & kill their tormentors.

There will be 4 kalkars at ea. elevator/stairs place on 4th level [16]. The 4 nearest homobes (48 hp. ea) will be at center of plant (24). The remaining 40 will split up into 4 groups of 10 & search out the 2 lower levels. They are well-armed, cautious & destructive. One group (04) carries a net to throw. The 4 bastards up top get reports & get efforts together. One has a long bow & 3 arrows, one has a stu whip, the other two have 2-handed swords & 3 throwing knives ea.

Wandering monsters on 8th level

1 on D4

1-2 group of 10 kalkars

3-4 " " " w/ net

5-6 2-12 giant rats

6 hunting party of men