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THE RESURRECTED ♦ VOLUME ONE

Reprints from the pages of The Unspeakable Oath

IN THE DEEPS THERE IS NO LIGHT, AND DIVINE GRACE IS SHALLOW COMFORT. THERE, YOU MUST TRUST IN A DIFFERENT GRACE...

BLOOD UNDER PRESSURE

By Jeff Barber & John Tynes

For the Call of Cthulhu™ Role-Playing Game

THE RESURRECTED • VOLUME ONE

Reprints from the pages of The Unspeakable Oath

GRACE UNDER PRESSURE

WRITTEN BY JEFF BARBER & JOHN TYNES

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25MM. STAND-UPS BY BLAIR REYNOLDS • COVER BY JEFF BARBER & JOHN TYNES

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dedicated to the dozens of players at Contemplation who risked life, limb and sanity to escape the RSV Wallaby

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New Sea Floor Research Vessel From Australia

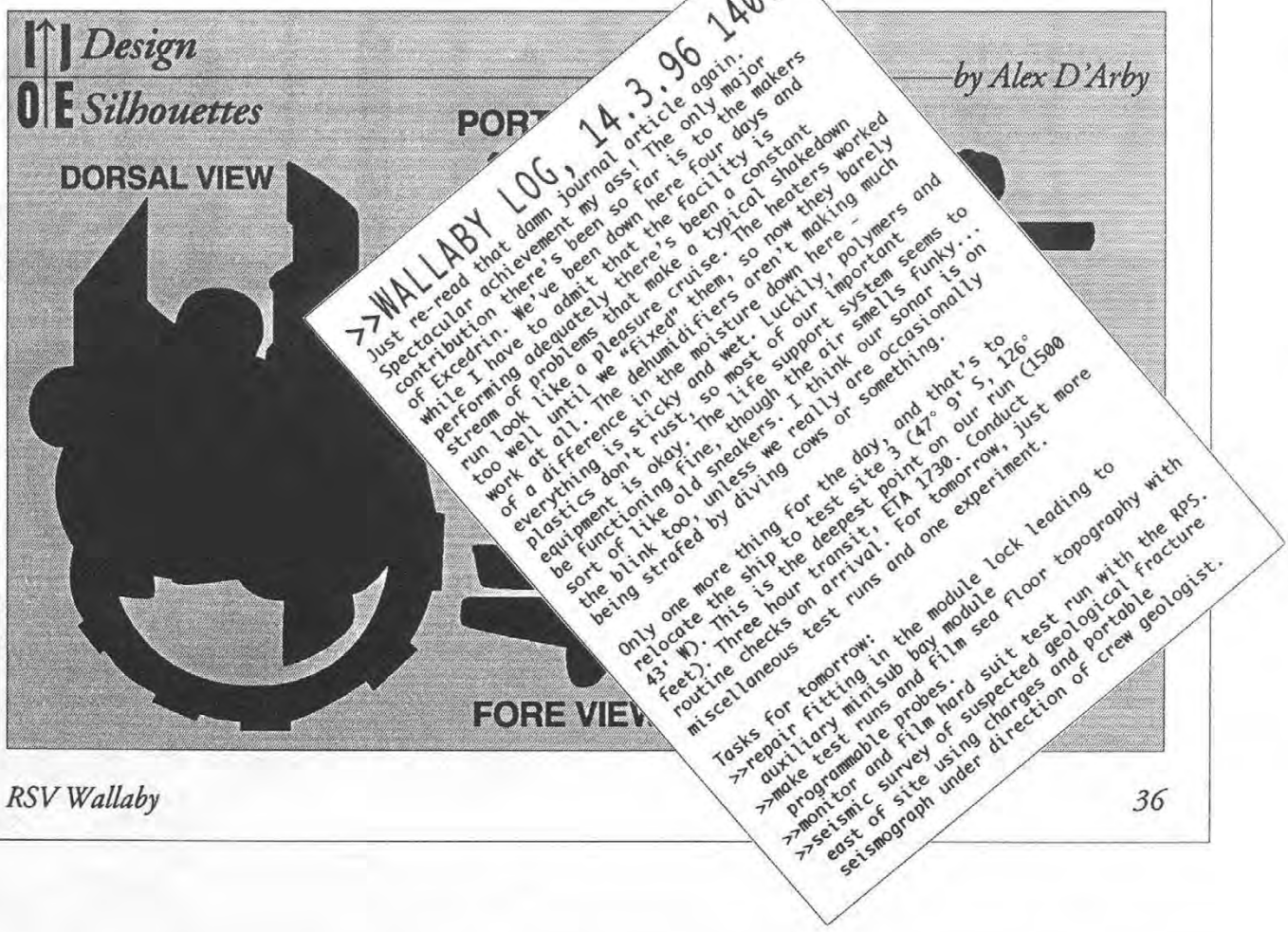
by Alex D'Arby

Several American and French engineers together with a small Australian shipbuilding firm have announced the completion of a prototype ocean floor exploration habitat. This revolutionary vessel, the *RSV Wallaby,* is currently undergoing testing in the warm waters of the South Pacific. In the words of one project member, "It's sort of like the space shuttle, only it swims."

With a hull constructed of experimental polymers, the *Wallaby* functions with an internal pressure equal to that of the depth at which it is operating. This eliminates many of the engineering problems associated with deep-diving submersibles. Since the *Wallaby* is able to operate under its own power for up to two weeks at a time, the crew can avoid the delays of frequent decompression. Because of this unique self-sufficiency, undersea exploration using the *Wallaby* is much more efficient, providing great possibilities for science and industry.

Able to move under its own power both on the surface and underwater, the *Wallaby* has been equipped with several key features. Combination pontoons/ballast tanks support the facility, while a single set of impeller motors propel it both on the surface and while submerged. The craft has a main hatch and minisub cradle in the floor of its lower deck, and a versatile docking ring allows the attachment of habitat modules for specialized applications. Modules already in use include an auxiliary minisub bay and a decompression chamber with a combination airlock and minisub dock.

Basic technical specs have been released, but they are regrettably cursory and we are eagerly awaiting the results of the performance testing. However things go, the *Wallaby* already represents a major contribution to the field of ocean engineering and is a spectacular achievement.



Grace Under Pressure is a Cthulhu Now™ scenario set in the near future. On the ocean floor, a young group of engineers and scientists will encounter something far beyond their experience. Quick thinking and adaptability are the keys to surviving the scenario, for without thought and a bit of luck, the crew of the *RSV Wallaby* may be doomed.

This adventure is a departure from normal CoC fare, and represents a challenge to both you and the players. The objective is not to foil an evil plot, or to destroy a horrible menace. Rather, it is simply to survive. The crew of the *RSV Wallaby,* you see, is entering an area of terrible danger. While on their first shakedown run with the prototype research vessel, they have strayed too close to a place they shouldn't have: the sunken island of R'lyeh.

Over the course of the scenario, strange things will begin to interfere with the run. A group of Deep Ones have become aware of the *Wallaby's* presence, and are scouting it out. They will immobilize the ship to prevent it from escaping. At the same time, another group seizes and sinks the support ship on the surface. The crew of the *Wallaby* will shortly be stranded, cut off from the outside world, a thousand feet down. No light caresses these depths; finding themselves enswirled in an inky malevolent darkness, with strange beings trying to bring about their demise, the crew must become skilled practitioners of the fine art of displaying grace under pressure...

PREPARATION

In the center of this book are several pages you need to remove, located between pages 10 & 11 of the text. Three sheets contain deck plans for the *RSV Wallaby,* to scale with 25mm miniatures. A fourth contains a numbered key to go with the plans. The back sides of these four sheets contain a total of 8 pre-made characters for this adventure which your group can use (instructions are also given in the text for your players to make up their own characters instead). If you're going to use the pre-made characters, you'll need to photocopy them so that the maps and key can be used in play.

Two of the map sheets fit together to form the lower deck plan. The other map represents the upper deck of the ship and can be set nearby the others. You should also photocopy pages 2, 4-7 & 14. The tasks on page 7 and the seismograph strips on page 14 should be cut apart. Pages 2 & 5 will help set the scene and show the players how to create investigators for this adventure (if your group isn't going to use the pre-made characters); it will speed play up greatly if you make copies of those pages and the key sheet for each player.

Also in the center is a sheet of cardstock. On this sheet you'll find a number of stand-up crew and Deep One figures to cut out and assemble. Cut on the solid lines, fold on the dotted ones. The base flaps fold inwards and then slot together, emerging on the opposite sides. Elsewhere on the cardstock are the two modules currently being used with the *Wallaby,* the auxiliary sub bay (#41) and the decompression chamber (#42). These can be cut out and placed on the deck plans next to any two of the module locks on the lower deck ring (#34). In addition, Joey-1 and Joey-2, the two minisubs, are present and should be cut out. They can be placed on the deck plans in the sub bays, #24 & #41.

Finally, there is the Pagan Publishing Fuggly Flee-O-Meter! This nifty ruler is scaled for the cardstock investigators and shows movement rates under a variety of conditions (running, swimming, crawling, etc.) within a single round. An important portion of the adventure will involve combat inside the *Wallaby* between the crew and a number of Deep Ones, and round-by-round movement will be needed. Deep Ones move slightly faster than humans; you should move them an inch or so farther per round than their prey.

Once you've made the copies, look over the deck plans and the key carefully. You need to familiarize yourself with the facility and the locations and functions of important areas. The key also has a lot of information about the capabilities of equipment. A number of rooms and items will come to prominence later on in the text, so make sure you know where they are and what they do. Also note where each hatchway goes to for between-deck movement. It is standard practice on board the *Wallaby* to leave the hatches closed except when passing through them.

As you read the scenario, you will undoubtedly realize that it's linear — the players go in one end and come out the other. There is a lot for the players to do, but the major events and the ending are pretty much dictated by the text and by you. There's no way for them to avoid the destruction of the *Wallaby.* What they can do is survive; and the more characters that do survive, the better the group has done.

The trick with "Grace Under Pressure" is to run it in such a way that the players never glimpse this linearity because they're too busy having fun and getting scared. This isn't as hard as it sounds. The players will be kept busy organizing their actions and responding to threats. As you'll read in the "Staging Notes," we've run this scenario almost a dozen times and not once during play has anyone caught on to the fact that the *Wallaby* cannot be saved.

In order to keep the tension and the action steady, we strongly advise that two Keepers work together to present this adventure. If you haven't run a game with another Keeper before, don't worry; it isn't hard, and it's a lot of fun. The basic way it works is that while one Keeper is talking to the group and being descriptive, the other can slip around the table to handle questions, call for die rolls, etc. The two Keepers should switch back and forth in doing these tasks. In addition, whenever the group splits up, each Keeper can deal with one group. Notes in the text give suggestions for making this technique work for you.

RSV WALLABY CREW PROFILES

DONNY STEWART — PROJECT LEADER/CHIEF ENGINEER

One of the originators behind the whole Wallaby project, Donny is Australian, born and bred. He knows the ship's systems inside and out and can fix just about anything. Donny is 6'4", brawny and talkative. He loves the sea, but isn't the world's best swimmer. He desperately wants the project to be a success. His strength comes from a job he had with his family's construction business as a youth, working his way through college and grad school. Donny is friendly but often too busy or distracted to mingle much. He knows the other crew members well enough, and trusts them to be competent and creative.

ARTHUR HALE — CHIEF PILOT/NAVIGATOR

Arthur is one of the few Americans on the project team. He spent four years in the merchant marine, then began working as a boat-pilot-for-hire. His experience and enthusiasm brought him onto the team. Arthur is short and slim, and likes to smoke big cigars (but only when piloting). He has been unable to indulge his habit since coming on the Wallaby due to the limited oxygen resources. Arthur doesn't mix well with the other crew members, but he is excited to be involved in this effort.

AUGUSTÉ LE MOND — OCEANOGRAPHER/GEOLOGIST

Augusté is the only pure scientist on board. He came to the project late to help evaluate the facility's usefulness for research under real conditions. Augusté will be conducting some routine experiments to check this out. He has no great investment of time or energy in the project, but he is very interested and hopes it will succeed as a useful research tool. Augusté is French, in his late forties, wiry and small-boned with prematurely-white hair. He speaks halting English and reads Heironymous Bosch with relish. He considers the food on board to be hideous and munches from his granola stash quite often.

DARRYL BELMONT — COMMUNICATIONS/SONAR OPERATION

Darryl went to MIT with Daniel Redgard, and the two take turns in calling each other in on their projects. This time it was Darryl who brought Daniel onto the original Wallaby team. They have been involved from the earliest stage, and both have a substantial financial and emotional stake in the project. Darryl gets along well with everyone, and delights in pestering Augusté with silly French accents. He and Daniel have a lot of in-jokes that the others never get.

DANIEL REDGARD — COMPUTER SPECIALIST

Daniel is a top-flight hacker of the old school. An American in his early fifties, he's seen the computer revolution first-hand dating back to his MIT days. A life-long fascination with the sea led him to the Wallaby project, and he was head of the team that assembled the computer hardware and software which runs the craft. He and Darryl Belmont have been through thick and thin on various computer installations over the years. Daniel is affable and good-natured, constantly amused at the life that passes before his thick spectacles.

TERRY LIPINSKI — BIOLOGIST/DIVE CHIEF

Terry is Australian, something of a second-generation flower child. Terry and Arthur worked together on a ship a few years ago, but they don't know each other that well. Terry is something of a loner, but she's courteous and friendly to a fault. She's rather soft-spoken as well, and tends to laugh at odd or even appropriate moments at some private jest. She spends a lot of time listening to music on headphones and ignoring the world around her. Terry is a skillful diver and is uncannily in sync with the various gear of her trade, including the remote submersibles and the minisubs.

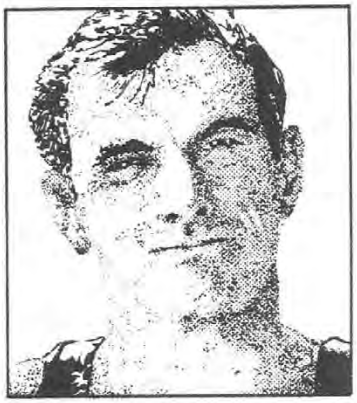
GODFREY JERMYN — ENGINEER/SECOND PILOT

Jermyn, an Australian, has been on the Wallaby project from the start. He and Donny Stewart are largely responsible for many of the basic design features of the craft. The two aren't the closest of friends, however. The many frustrations and conflicts over the Wallaby project have taken their toll and left them at a certain distance from each other. Godfrey is firmly committed to the project, however, and hopes someday to let bygones be bygones. In the meantime, he does whatever needs doing with speed and care. From electronics to hydraulics, the coffeemaker to the oxygen tanks, he knows what to do or how to find out.

PAUL DORMAN — MEDIC

Paul is French by birth, but has lived in Australia since he was eight. He is good friends with Donny Stewart, and is on this mission to monitor the health of the crew members and the safety of the craft's life support systems. He is tall and somewhat chubby, and is rather close-mouthed except with Donny. Paul laughs a bit too much and drinks a bit too much but is a good physician and a useful member of the crew.

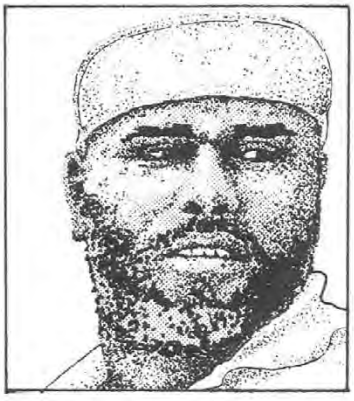
RSV WALLABY CREW



DONNY STEWART

ARTHUR HALE

AUGUSTÉ LE MOND



DARRYL BELMONT

DANIEL REDGARD

TERRY LIPINSKI

GODFREY JERMYN

PAUL DORMAN

CHARACTER INFO

If you and/or your players do not wish to use the pre-made characters supplied, new investigators should be made for the game. The crew of the *Wallaby* is a very special group and investigators from other games will not be appropriate. The crew are completely unaware of the Mythos; they are simply engineers and scientists doing their jobs. No ex-SEALs, please. No firearms should be on board either; there is no reason for their presence.

The standard crew size is six (if you have fewer than six players, use some of the pre-made investigators as NPCs). Each crew member should be created with a certain staff position in mind (geologist, diver, engineer, etc.). Six staff positions are described, as well as position duties and essential skill lists. Should there be more than six players, positions can be repeated (allowing each to specialize in one area) as needed. Eight is really as high as this should go. These extra crew members (2 extra pre-made characters are provided, if you wish to use them) will have to improvise sleeping arrangements, as there are only bunks for six aboard the main facility. Should there be less than six players, the positions are listed in order of need, from absolutely required on down. Less than four players is probably not a good idea.

Roll up new investigators according to the rules. Each crew position lists a group of needed skills, some of which are exclusive to this adventure. Facility Systems (base skill of 40) is an all-purpose skill for operating things on the Wallaby. Pilot Minisub (base 20) and Pilot Wallaby (base 10) are self-explanatory. Navigation (base 10) refers to navigating both the Wallaby and the minisubs. Diving (base 20) is to use underwater diving equipment; it is not the same as Swim.

Position: Project Leader and chief facility engineer. Knows the ship inside and out. Can fix just about anything. Nominally the supervisor for the run, but has worked with the other project members long enough that this part of the position isn't really important. (Pre-Made: Donny Stewart)
Skills: Diving, Electrical Repair, Electronics, Facility Systems, First Aid, Mechanical Repair, Pilot Minisub, Swim.

Position: Chief Pilot/Navigator. Pilots the Wallaby. Good engineer, knows the ship almost as well as the Project Leader. Responsible for navigation. (Pre-Made: Arthur Hale)
Skills: Diving, Electrical Repair, Electronics, Facility Systems, Pilot Minisub, Navigation, Pilot Wallaby, Swim.

Position: Oceanographer/Geologist. About the closest thing to a pure scientist on board. Main job is to evaluate the Wallaby's usefulness for research. Extensive experience with submersibles and sea floor research. (Pre-Made: Augusté LeMond)
Skills: Chemistry, Computer Use, Diving, Facility Systems, Geology, Oceanography, Physics, Pilot Minisub, Swim.

Position: Communications & Sonar Operation. Electronics expert, knows the Wallaby's electrical systems inside and out. Experienced sonar technician, handles all communications systems. (Pre-Made: Darryl Belmont)
Skills: Commuincations Systems, Computer Use, Diving, Electronics, Electrical Repair, Facility Systems, Sonar Operation, Swim.

Position: Computer Specialist. Hacker extrordinaire. Developed, implemented and installed the computer network that controls or monitors virtually every operation of the ship. Designed the programmable probes on the side. (Pre-Made: Daniel Redgard)
Skills: Computer Programming, Computer Use, Diving, Electronics, Electrical Repair, Facility Systems, Pilot Minisub, Swim.

Position: Dive Chief and underwater equipment expert, medic. Lives in the water more than out. Extremely competent and careful but demanding. Is responsible for maintaining diving gear, submersibles, etc. (Pre-Made: Terry Lipinski)
Skills: Diving, Electronics, Electrical Repair, Facility Systems, First Aid, Medicine, Pilot Minisub, Navigation, Pilot Wallaby, Swim.

NOTES ON THE SETTING

First, pressure can be a killer. At sea level, air pressure is 14.7 pounds per square inch (one atmosphere). Underwater, every 33 feet of depth adds another atmosphere to this. At 1500 feet, where the adventure takes place, the pressure is 45 atmospheres — more than 650 pounds per square inch!

Fortunately, this isn't a great problem. As noted in the IJOE article on page 2, the *Wallaby* is built to operate with an internal pressure equal to that of the depth it is in. The crew is also pressurized to the same depth, so they may go diving in bra and garter if they like without suffering from anything other than the cold. The diving hatch/minisub bay (#24 on the map) is really just an open hole in the bottom of the ship (with a sealable cover used when the ship is moved). Leaks in the walls aren't going to cause water to spray in, as it does in innumerable submarine movies when the depth charges go off outside. It will trickle through instead, as it does from a cracked glass. If one of the observation windows is smashed through, water will flow in quickly, of course. But the water will make its way to the lowest part of the ship it can get to, and will only rise until it reaches the height of the leak.

Pressure is a problem when the crew needs to get to the surface. This is one of the principal challenges of the adventure. Moving up to the surface without decompressing will, among other terrible things, lead to ruptured lungs and the bends, which can mean brain damage and heart failure. Getting around the pressure problem is crucial to the crew's surviving of the adventure.

One thing you and the players need to be aware of is that they aren't quite alone. A thousand feet above their heads floats the *RSV Howard,* a rebuilt freighter used by the company to tow the *Wallaby* out to sea. The two ships can communicate with each other via radio or hydrophone, and generally do so several times a day. The *Howard* isn't in control of the run, though. The crew will offer advice and

TASKS FOR THE DAY

Repair fitting in module ring

Regular checks have detected a fitting (whatever this is) in the lock supporting the auxilary minisub bay that needs to be replaced. If the minisub, Joey-2, is docked there it must be removed before starting. Crew members need to seal the hatches on both the ring and the bay module and remove the module. To remove it and handle it requires that it be buoyed with the use of either a lift bag or a minisub. Once it is removed, it may either be kept to one side while the fitting is replaced or it may be re-attached to a different ring lock.

- Taking Joey-2 (if it is there at the moment) out takes five minutes and a Pilot Minisub roll.
- Removing the module with lift bag requires 20 minutes and two crew members, both of whom need to make a Facility Systems roll.
- Removing the module with minisub requires 10 minutes and two crew members, one who must pilot the sub and make a Pilot Minisub roll.
- Replacing the fitting requires a Mechanical Repair roll to succeed and only takes a couple minutes.
- Moving the module to a new ring lock or putting it back where it was has the same requirements as removing it.

Make test runs and videotape sea floor topography with programmable probes

The *Wallaby* carries three programmable probes, each the size and shape of a large football. Each is equipped with tiny battery-powered impellers, video and sonar array, and guidance system. A set of simple instructions — consisting of where to go, what to film, and how to return — can be entered into each probe by hooking them up to the ship's computer. They are located in a storage rack at #31 on the map. Today's test run is simple: the probes are to videotape a selected section of the sea floor covering 200 square meters and return to the ship.

- Programming the instructions requires a total of ten minutes and three Computer Use skill rolls.
- Once the probes are released they will return in half an hour. Someone will need to be at the sub bay (#24) to retreive them at this time. They require no other supervision.

Monitor and film hard suit test run with the RPS

This task involves two pieces of sophisticated equipment. One is the hard diving suit (the *Wallaby* carries two, at #33), which allows divers to operate at extreme depths without worrying about pressure changes. The other is the large egg-shaped RPS, or Remotely Piloted Submersible (stored at #31). Two people are required for the task. One will pilot the RPS using the joystick controls and video camera monitor at the terminal (#23), while the other goes in the water wearing the hard suit and performs some simple movements and manipulations. The equipment winch (#32) is needed to raise and lower both the RPS and the hard suit-encased diver into the water. If the task is executed properly it will take an hour.

- The remote pilot at the terminal needs to make two rolls, in either Pilot Minisub or Facility Systems.
- The diver has to make two Diving rolls and one Facility Systems roll to properly test the suit.

Seismic survey of suspected geological fracture

This task is the only thing approaching real research that the *Wallaby* crew will be doing today. Two divers are required. They will take three seismic charges and a portable underwater seismograph to a rocky area 1000 meters from the ship. There they will set the charges and explode them. By recording the resulting seismic waves, the seismograph will produce data that can be turned into a geologic map of the area once analyzed back on board. One of the minisubs will be required to transport the divers and the equipment to the test site. If properly executed, this task will take two hours to complete.

- Two rolls in Geology are required, one for setting the charges and one for operating the seismograph. In addition, each diver will make a Diving roll, and a Pilot Minisub roll is needed for each leg of the trip.

support but won't give orders. The ship serves another purpose as well: it will be the subject of an attack by Deep Ones who will kill the crew and set the ship aflame just when things are at their worst down below.

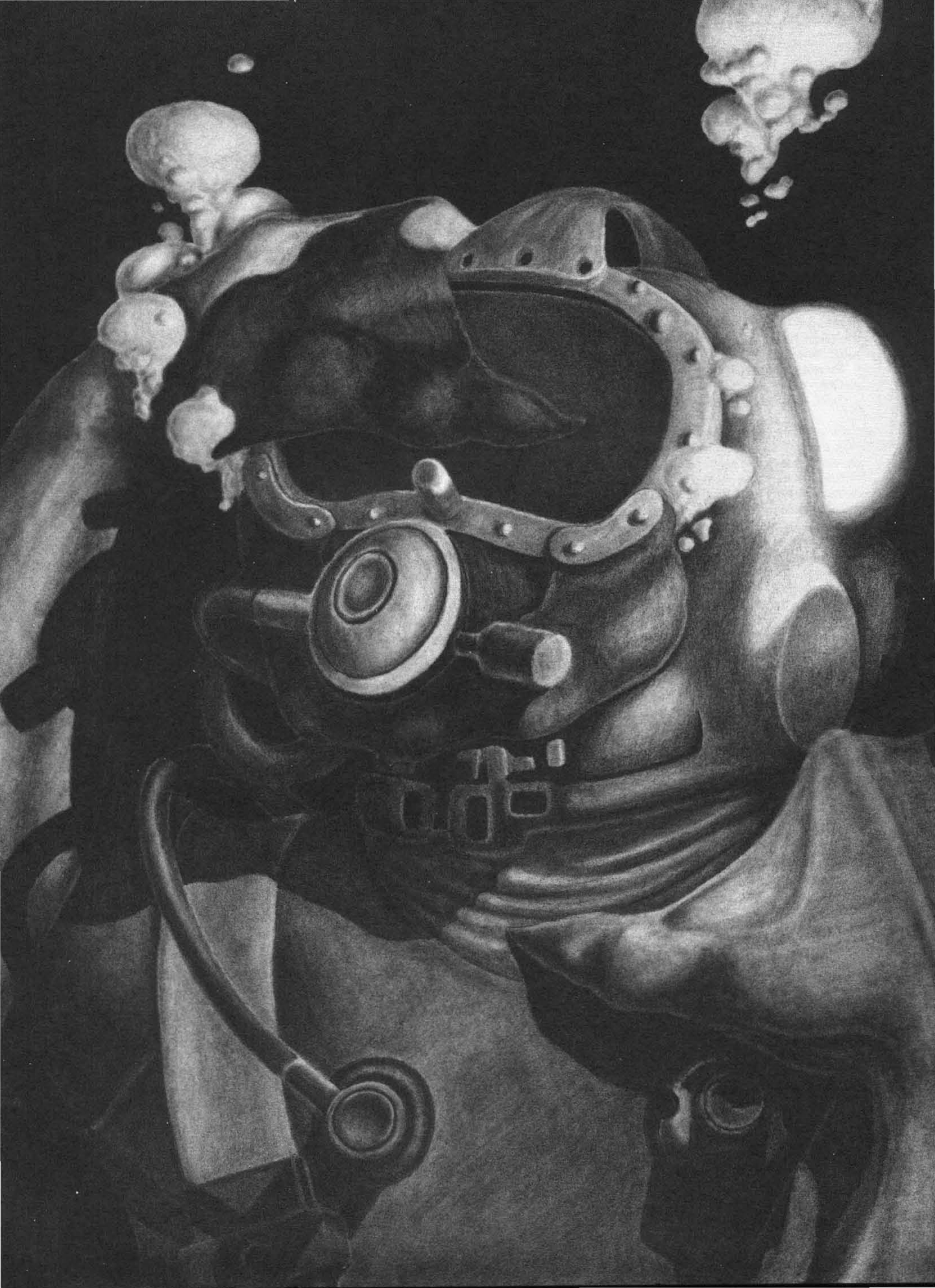
A difficulty worth noting is that pure oxygen is poisonous below 30 feet. The only source of pure oxygen on board the *Wallaby* is in the life support system tanks (#26 on the map). Before being circulated, this oxygen is mixed with other gases to make it breathable. If, for some reason, a crew member wants to breathe directly from the life support oxygen tanks (perhaps the facility is flooded and it is the closest source) they will go into convulsions and die painfully. All other sources of oxygen on board are already mixed.

Also, most people suffer from a malady known as nitrogen narcosis when they get below 100 feet or so, leading to hallucinations and disorientation. This is avoided both in real life and in the scenario by mixing the breathing oxygen with helium instead of nitrogen. While this prevents nitrogen narcosis, it does mean that everyone talks with a squeaky voice. Mention this to the players just for color, although it won't make a difference in the adventure. If you don't want to bring this up for fear of disturbing the tone (since players will doubtlessly try to talk in a squeaky voice whenever they have something clever to say) feel free to assume some other inert gas is being used instead.

Finally, every time a character goes in the water, they need to make a **Diving** roll. If they fail by 20 percentiles or more, divers next to them can make **Spot Hidden** rolls to notice the diver's misattached equipment. If they don't see it, the character will begin to drown almost immediately (see the "Drowning" sidebar on page 10).

PREPARING FOR THE TASKS

As described in the log entry, the adventure begins on the evening of March 14, 1996. There are a number of tasks that



the crew has to complete tonight and tomorrow, tasks that will lead them to a terrible revelation. The first item on the agenda is simply to move the *Wallaby*. This leg of the test course will take three hours of game time to traverse, and will involve the skills of **Pilot Wallaby**, **Navigation**, and **Sonar Operation**, so the players can select the most appropriate crew members for each area. Since they plan to arrive at 1730, you may assume that the rest of the crew is relaxing, eating, and checking equipment in the meantime.

This task requires a roll in each of the three skills for each hour of travel time. The **Navigation** roll should be made first. If it is successful, the **Pilot Wallaby** roll (see below) can be made with a 20% bonus. If it is unsuccessful, the **Pilot Wallaby** roll is made normally. If it is a fumble (96-00), there is a 20% penalty to the **Pilot Wallaby** roll.

Second, the **Sonar** roll is made. If it is successful, all goes well. If it fails, there is a chance for a collision (see below). If it is a fumble, the collision is automatic.

Finally, make the **Pilot Wallaby** roll with whatever modifiers the **Navigation** roll may specify (+ or - 20%). If it succeeds, all goes well, even if the **Sonar** roll failed (in other words, the collision was avoided by the pilot). If it fails, add half an hour of travel time to the total. Should the **Sonar** roll and the **Pilot Wallaby** roll both fail, a collision will occur. If the **Pilot Wallaby** roll is a fumble a collision is also automatic.

A collision means that the *Wallaby* crew has made a boo-boo. The ship is rocked by a tremendous jolt; stuff falls off of tables and shelves, and the crew bounces around just like on *Star Trek*. Have them make DEXx5 rolls; failure means they take 1 point of damage from a fall. A fumble causes 1D3 points.

The collision should not be a fatal one (unless you want to end the adventure right here), but talk it up good and inflict some superficial damage to the exterior. Assume that repairs are needed before they continue, about an hour of work for the engineer and two others. Have them make two skill rolls in both **Mechanical Repair** and **Facility Systems**. Failures cost ten more minutes; fumbles cost an hour.

Once the *Wallaby* has arrived (perhaps a bit dented but okay), a few crew members will need to go outside and check the exterior of the *Wallaby*. This will take about half an hour. Have them each make a percentile roll. The lowest-rolling crew member will find that there is a damaged strut where the module ring connects to the ship. The players will need to budget an hour of time at some point to make repairs.

In addition to the outside check of the *Wallaby*, interior systems need to be tested and monitored. This will take an additional hour and a half, and the crew members will need to make three **Facility Systems** rolls each. Any failures can be ignored, but a fumble indicates that a test has been performed incorrectly, and needs to be repeated with the help of another crew member (meaning an additional non-fumbling roll from each).

With these checks done, the crew can go to bed. Nothing unusual occurs during the night. Resist the temptation to have them dream of R'lyeh and Cthulhu; while certainly appropriate, this would give away too much to the players.

The remaining four tasks are described on the previous page and can be performed in any order the players may arrange. The tasks will be begun on the morning of the 15th. Each task will take a certain amount of time; crew members involved in a task can not, of course, work on another at the same time. Have the players, under the nominal guidance of the Project Leader, work out who will perform each task (not forgetting the damaged strut!). They should come up with a schedule of who is doing what and when, based on the task handouts you give them.

Task assignments will probably be made on the basis of skills. Let the players compare their scores if they wish, though the crew wouldn't actually know who had an 89 and who had a 91. However, these people have worked together for several years and should be allowed this level of comparison simply due to their experience together.

PERFORMING THE TASKS

The order of tasks that the players come up with is your guide for running this section of the adventure. Three of the four tasks will involve something that the players aren't expecting. These incidents — or "whammies" — draw the crew of the *Wallaby* into confrontations with the Mythos. Look over the schedule the players work out carefully, and note when each whammy should happen. Pay special attention to who will be where when they occur, since that will determine what reactions are possible.

Keep in mind that the different groups performing tasks may only be able to communicate by radio; if strange things begin to happen, be careful about what the other players can hear. Separating the players into different rooms or parts of a room can help control this problem, and the players can "radio" each other by calling across the room with what their character actually says.

DUAL-KEEPER NOTES

This is the first point at which the players are likely to split into two or more groups. A couple may work on one task while others work on a different one; the computer specialist will spend time programming, for instance, which requires die rolls but no character interaction. Split up the players into different rooms or different parts of the room, and then each Keeper can be responsible for one or two groups apiece. Encourage the players to act out what they're doing — the hard suit diver, for instance, can entertain herself and those with her by lumbering about as if in the bulky suit. Though it may sound silly, this kind of make-believe really works well because it encourages the players to interact and keep themselves busy while you or the other Keeper are occupied. Establish this kind of activity now, and the players will really get into it when the tension is high.

What you need to know about each of the tasks is described below, including the consequences of the various skill rolls and the whammies that occur. Refer to this section as you deal with each group of players.

- *repair fitting in module ring*

If they use a lift bag to remove the module, the following rolls are needed:

Facility Systems — a failure means that the lift bag was not attached properly. The bag flits off towards the surface, and the module drops to the sea floor. Recovering the module with a new lift bag takes another fifteen minutes and a new set of rolls. A fumble means that the bag was over-inflated, and the divers lost control. As they watch, the bag and module spiral up quickly into the darkness overhead and are lost from sight. Oops. Crew members may want to contact the support ship and warn them to look for it. They will rightly be chastised for their clumsiness. Joey-2, of course, no longer has a home. It may be docked at the decompression module or left on the sea floor nearby until needed again (the hatch is in the floor of the sub, but the support skids keep it off the ground far enough to still allow access).

If they use the minisub to remove the module, the following rolls are needed:

Pilot Minisub — a failure means that the module drops to the floor as above. A fumble means that the minisub has been damaged through clumsy piloting. It is rendered inoperable, and will require spare parts from the *Wallaby*. Two people are needed to effect repairs, each making a **Mechanical Repair** roll. A minimum of one hour is required for the job, but each failure adds half an hour to this. A fumble means that Joey-2 can not be repaired with the resources aboard the Wallaby, unless Joey-1 is also inoperable. In this case, the needed parts can be cannibalized from it.

Replacing the fitting requires the following roll:

Mechanical Repair — failure means the job takes ten extra minutes. A fumble means that the hatch is useless and must be repaired in dry dock.

No whammies occur during this task.

- *program and test programmable probes*

The following rolls are needed:

Computer Use — three of these are performed, one for each of the probes. Each failure means that a probe misperforms as soon as it is released (turning in circles, bumping into the bulkhead, etc.) and that another skill roll is needed once the probe has been recovered. A fumble means that the probe will go to the wrong place entirely, and will not return.

Whammy #1 occurs here:

One of the probes falls prey to an inquisitve Deep One who watches the activity of the probes and then bats one around a couple times. The first indication that something is wrong is that when the probes return, one is trailing behind the others. If the video tape recorded by this probe is examined, it shows that at one point the probe suddenly jerked to one side and then resumed its course; this happens a couple of times. The Deep One is never actually visible in the camera view. The tapes from the other probes both show that at the time the first probe jerked, its floodlight beam skipped around a bit.

If no one is present when the probes return, you may also tip them off by asking for a **Spot Hidden** roll; success allows them to notice scuff marks on the probe. If this leads to a review of the video footage, fine. If not, let the whammy pass unnoticed.

- *monitor and tape hard suit test run*

The following rolls are needed:

Pilot Minisub or **Facility Systems** — two of these are made to assure that the RPS is operated adequately. A failure means that the guidance line becomes tangled about the diver or otherwise hung-up and needs to be cleared. A fumble means poor piloting has crashed and damaged the RPS and it is now inoperable. The test run is cut short and the unit must be recovered by two divers and brought back to the facility for repairs. The repairs take forty-five minutes and require two **Mechanical Repair** rolls. Failure delays the process fifteen minutes, and a fumble means the RPS cannot be repaired without resources from the surface.

Diving and **Facility Systems** — Two diving rolls and one **Facility Systems** roll are needed, and failure of any of these results in slapstick antics performed in slow motion by the unlucky diver. Fumbling any of these rolls means one of the joints on the hardsuit has siezed up and the diver is disabled. He must be recovered and towed back by either a pair of divers or one of the minisubs. If by some twist of fate both pilot and diver fumble their rolls the RPS collides with the diver tangling him hopelessly in the guide line, disabling the RPS and the hardsuit both.

Whammy #2 occurs here:

To avoid unnecessary tangles, the test is being conducted about 75 meters from the *Wallaby*. A couple of Deep Ones are prowling around nearby the ship, and become curious about the long cable leading from it out into the darkness. About halfway through the suit test, one of the Deep Ones yanks on the line. The RPS operator finds that for a moment he loses control over the RPS while the view from the camera jerks around. The diver in the hard suit will see the floodlight from the RPS flashing all around. A successful Spot Hidden roll lets him get a look at the RPS unit itself as it jerks about, cable taut. This stops after a couple of seconds. The Deep Ones are not visible from

the site of the test and they move on to avoid contact, realizing that they may have drawn attention to themselves.

Shortly afterwards, have the RPS operator make a **Spot Hidden** roll in secret (don't let them see the results). If the roll succeeds, nothing happens. If it fails, the character thinks they see something move just at the edge of the lights. If it fumbles, tell them they see a giant squid shoot by. Should this happen, they might panic and tell the diver to get back inside quickly. Let this play itself out as you wish. Reviewing the video tape later shows nothing unusual to have happened — must have been jittery nerves, right?

- *seismic survey of suspected geological fracture*

The following rolls are needed:

Geology — Two of these are required. The first is to set the charges; a failure means that the charges don't go off, and need to be set again. A fumble means that the charges go off early, before the divers have gotten entirely clear of the area. This should be frightening; an explosion underwater is an ugly thing to experience. Assume that they are far enough away not to take real damage, but both divers need to make CONx5 rolls to remain conscious as the shock waves pound them. Unconscious divers will remain so for 1D10 minutes but will take no real damage. Shaken, they may need to return to the *Wallaby* for more charges if they didn't bring extras.

The second **Geology** roll is to operate the seismograph properly. Because this is pretty basic knowledge for the geologist and because it is crucial to the adventure, you should ignore failures. If they fumble, though, they'll need to do it over. Again, should they not have extra charges with them they'll need to make a trip back to the Wallaby for more.

Once the data has been collected successfully, have the geologist make a percentile roll. Provided that they don't roll 96-00, they will immediately notice that something is odd about the data. No more than this can be determined without the planned computer analysis back on board the *Wallaby*. If they fumble the roll, they don't pick up on the oddness of the readings. Of course, they are supposed to analyze the data on board anyway, so they'll find out soon enough.

Pilot Minisub — two of these are needed, one for each leg of the trip. A failure means a ten minute delay. A fumble means a minor collision; the Joey will get back okay if it returns at once (half speed) but will need repairs back at the *Wallaby*. See the notes under "repair fitting in module ring" for more information on this.

Whammy #3 occurs here:

Once the seismographic data is taken back on board and entered into the geologist's programs, results are spit out quickly. The whammy turns up here, and it's a big one. Hand out the seismograph strips from page 14, so the players can arrange them like a compass. What they'll see is that the readings for most of the area are as expected for the geological fracture that was suspected. But to the east, the readings suddenly — stop.

Beginning about two kilometers from the *Wallaby*, there is an area that simply swallowed up the seismic waves. No echoes came back to be recorded; the area is defined only by what is along its nearest edge. This is not suggestive of a canyon or a crater, or anything else in the geologist's experience. The edge of the area is irregular. The full size of the anomalous region can not be determined; it is quite large, however, and extends beyond the range of the test.

If desired, the seismic test can be repeated; the results are still the same.

DROWNING

If a character begins to drown due to poor die roll or unavoidable mishap, he or she must make a CONx10 roll. Each successive round in which the character continues to drown requires an additional CON roll at a penalty; the second round is at CONx9, the third round at CONx8, and so on.

If at any point the character fails the CON roll and is not rescued, the character immediately takes 1D6 damage as water begins to fill his or her lungs. From that point forward, the character takes 1D6 damage every round until he or she is rescued, dies, or gets out of the water. No further CON rolls are required in this case; once damage starts, it continues until one of the above conditions is met.

DISCUSSING THE ANOMALY

Scientific curiosity has led mankind to many wonderful new discoveries. Sadly, this isn't one of them.

Two thousand meters east of the ship lies the sunken island of R'lyeh, the corpse-city that once served as the home for Great Cthulhu. It now serves as his tomb; there he lies, sleeping, dreaming, waiting for the time when the stars are right again and he can be freed. Around him rise up towers, obelisks, great squat structures with non-euclidian angles and corners that are painful to look at. Within the city's broad avenues and flooded buildings are many other creatures who also call this place home. Here dwell great numbers of Deep Ones, the servants of Cthulhu, as well as myriad other beings. They share few traits other than malevolence.

The strange nature of the city prevented the seismic waves from returning; they became trapped in its unnatural folds and impossible crevasses. Certainly, the crew will want to examine this strange anomaly closer! The chance to make a significant discovery during this initial shakedown run of the craft is too great to pass up. The *Wallaby* would emerge with a golden reputation that would draw the finest minds of the field (and their grant funds).

The players should role-play this out. Some crew

members may be hesitant about engaging in something potentially harmful to the ship. The scientists on board will probably press for exploration (as will the crew of the Howard on the surface if told of the find) but the need to check it out should finally be obvious to everyone; the potential rewards, in terms of prestiege and exposure for the struggling project, are far too great to ignore the find.

Once this is settled, the crew will need to decide how to go about doing it. They will either need to move the *Wallaby* to the site or else send a couple of people out in a minisub. Let them make the decision and implement it. To determine the rolls needed, just check the earlier sections on moving the craft or the tasks that use the minisubs for the appropriate skill checks.

If they use a minisub, they can send up to four people in the sub itself, though things will be much less cramped if one person rides outside with a safety line or two. This will also allow more equipment to be brought along. Nothing will happen to them on the trip out, which takes about twenty minutes.

Whammy #4 occurs here:
The next time they use the *Wallaby*, though, something does happen. After a few minutes of travel, the starboard impeller will suddenly make a hideous wrenching noise and then cut out. Immediately, the ship swerves to starboard, as only the port impeller is running. The ship will make a tight circle until it is shut down.

To find out what has happened, the crew will have to examine the impeller. The easiest way of doing that is by taking the hatch down from the module ring (#36) into the pontoon. Since the pontoon is filled with water for ballast, diving equipment will be necessary.

The electromagnets that drive the impeller can't be reached underwater without flooding them and the circuitry that runs them. But, a visual inspection of the impeller blades themselves will immediately locate the source of the problem. There is a quantity of muck and debris that has fouled up the blades. Should the grill at the front of the impeller tube be examined, it will be found to have been smashed in. If a **Facility Systems** roll is made, a possible explanation can be offered: perhaps the muck closed over the grill completely, so that the action of the impeller created a vacuum that pulled a loose corner of the grill inwards.

Removing the debris reveals that it consists of a great deal of muck and clay, as well as several broken sections of strange black coral. This coral is unfamiliar to any of the crew members who might know about such things. The pieces are stout and gnarled, suggesting that they originally formed in branchlike irregular lengths. Presumably, these pieces broke off from somewhere close to the surface and eventually sunk down here, just in time to be picked up by the *Wallaby*.

If anyone thinks to ask, the clay among the debris is not found on the surface of the sea floor; it generally does not occur until after the first couple meters of sediment below.

What has happened, of course, is that the little group of Deep Ones left to watch the activities of the humans and their craft panicked and decided to stop the ship from going any farther. They bashed in a corner of the grill and shoved a clump of thick clay and muck as well as a couple of coral spines (found near R'lyeh; see below) into the impeller tube. These were chewed up in the blades, fouling them. Having brought the ship to a stop, they have left and are hurrying back to spread the word.

To get the impeller working again will require a couple of hours; the crew can't be sure how many. A replacement impeller will have to be fitted from the spare parts in the Storage Room (#21). Assume a base time of three hours to do this. Four **Mechanical Repair** rolls are needed (spread among at least two people) to install the blades. Each failure adds half an hour to the time. A fumble means that the blades were balanced badly and did not work once installed, meaning that the time was wasted and the work will have to be started again.

Faced with this, the obvious thing to do is for a couple of crew members to head on with the minisub and start examining the anomalous area while the others repair the impeller.

INVESTIGATING THE ANOMALY

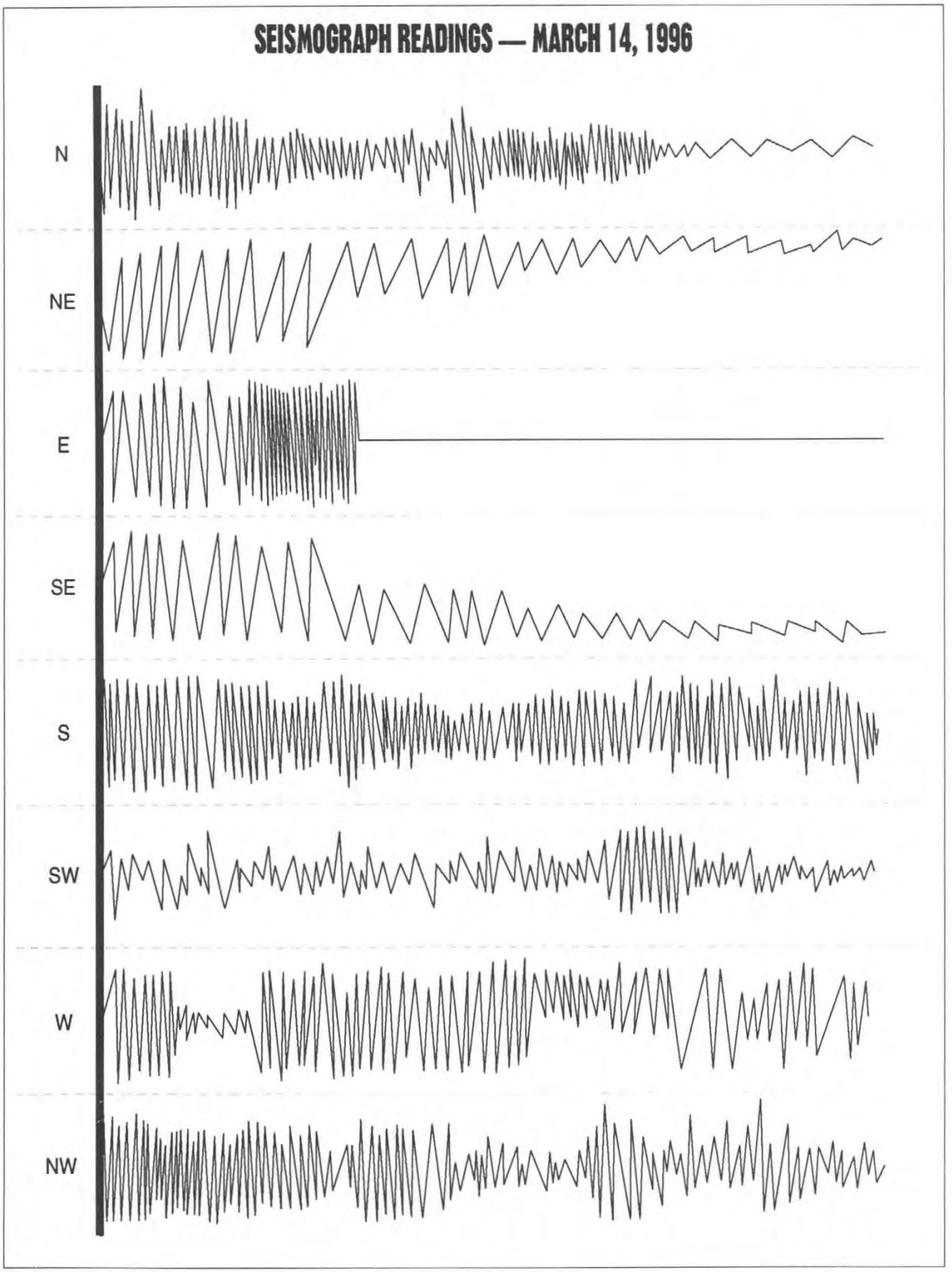
By whatever means you can effect, at this point a handful of people should be making their way through the darkness, cramped within a tiny minisub. The exterior lights of the Joey only extend about twenty meters; beyond that there is nothing but the lightless deeps of the ocean and the silence.

DUAL-KEEPER NOTES

At this point, separation of the Joey group from the Wallaby group is critical, and this is really the part where the dual-Keeper technique shines. Both groups have strange and unsettling experiences during this period, which each Keeper can orchestrate on his or her own. The two groups should be allowed to contact each other by radio, in character. Needless to say, players tend to act hysterical when radioing back about one threat or another. Radio reports are also good to fill time when one group is between threats; convincing the crew of the *Wallaby* that the Joey group has found an unnatural sunken city is usually good for quite a bit of role-playing and theatrics.

The crew aboard the Joey can stay in touch with the *Wallaby*, so they aren't totally cut off. Should they want to radio back and forth they may do so without any problem.

Whammy #5 occurs here:
After about fifteen minutes of travel, call for **Spot Hidden** rolls. Those succeeding notice something curious. Back on the surface, it is common at night for the


SEISMOGRAPH READINGS — MARCH 14, 1996
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wakes caused by moving ships to glow softly. This is caused by stirring up plankton living close to the surface, some varieties of which are phosphorescent and glow when agitated.

What the sharp-eyed crew member notices is that the wake of the Joey's impellers has this sort of glow. This is highly unusual; plankton, after all, are photosynthetic and only live near the surface. The crew members can't begin to guess why such a phenomenon would be encountered down here, or what could be causing it. The effect is eerie and very unsettling, due to the simple fact that it shouldn't be happening at all.

Another few minutes pass without occurance. Then, the Joey's lights reveal strange forms coming into view; the crew has reached the strange black coral growing in R'lyeh that fouled up their motors. At first the coral is just singular knobby fingers clawing up from the ground; **Spot Hidden** rolls are needed to notice them initially. Gradually the coral becomes more frequent, and the specimens the crew sees get longer, thicker, and more gnarled. Before long, a forest of black stalks stretches out before them. While the earliest specimens were only a few inches or so long, the coral in the forest reaches twenty to thirty feet in length. This mass extends to the sides for as far as the lights can reach. Needless to say, finding coral (let alone this weird stuff) at this depth is rather odd as well. What could it feed on?

During this period call for a **Pilot Minisub** roll. If it succeeds, all is well. If it fails, the pilot has misjudged the height of the coral they are passing over. The sub clips off the tops of a number of stalks, causing a loud crunch but little else.

A little more time passes by. The Joey is probably traveling a few meters above the top of the coral spines at this point, while the crew looks out the windows at the strange landscape they have brought themselves to. Gradually they begin to notice patches of phosphorescence pooled on the sea floor within the coral, similar to the glow trailing in their wake. Then, just ahead, something enters the area shown by Joey's forward spotlights.

Within a few moments the coral forest begins to be broken up by chunks of stone, curiously regular. While they appear to be fragmented and split, they do suggest being a part of something else — fallen masonry, perhaps? These begin to get larger and larger, and have different shapes. Cubes, rectangles, then columns, octagons...it is clear that these are not natural.

At first irregular and far between, the glowing patches increase in number and size, eventually flowing together into a soft latticework across the sea floor. While nowhere near as bright as Joey's spots, this glow does serve to illuminate contours and shapes in the dim water beyond the light.

The coral grows thin, with only a few stalks clumped here and there. In its place, the rudiments of buildings. Shortly the crew realizes that they are at the beginning of a broad canyon-like avenue, lined with squat structures revealed by the spotlights and the sickly glow that is increasingly widespread. The buildings get more elaborate the further that the Joey goes. Very quickly, the tops of the structures are beyond the range of the spotlights, and their height can only be guessed at by the faint phosphorescence that coats them. The crew is enclosed by mammoth towers, stolid halls, all cracked and dim, showing the wear of centuries, perhaps millennia.

The architecture is clearly of ancient origin, but shows traits found in nearly every style ever produced by man. What this magnificent curiosity could be is beyond the ken of the crew. Atlantis? Mu? (no, R'lyeh!)

Call for **Spot Hidden** rolls. Success lets someone notice that the construction of the buildings isn't... right. Angles are swallowed up by masonry. As the eyes attempt to follow them, the mind reels when they don't lead where they should. A critical success (01-05) on the roll mandates a SAN check, at 0/1D3. Surely it's just a trick of the light!

Shortly after this, the avenue comes to an end at a slope of rubble and ooze rising up to the face of a vast wall of closely-set structures well over seventy meters high. This span of buildings reaches far beyond the range of the Joey's spots, but they can be made out in the strange glow of the place. A stronger glow emanates from over the top. The net effect is imposing and ominous.

A nudge on the controls will start Joey on the climb to the top. After a few moments the crew members on board will get a look at what is within.

The wall is actually the exterior of a mammoth depression that extends below the level of the terrain outside. This enormous arena is hundreds of meters across. It would quickly be out of vision if not for one thing: it glows. The strange phosphorescence noticable in the Joey's wake is here, and it covers everything inside the bowl. The walls of the place descend and tumble inwards, coming together somewhere below a vast pool of muck. This muck glows only faintly, compared to the walls surrounding it.

Around the edge of this wallow cavort a couple hundred humanoid figures. They move in ritualistic patterns along the shore of the muck, some staggering around in a stupor. Many of the figures carry glowing objects attached to ropes or chains, floating them about their heads.

The nearest of these figures is still some distance off, and no one seems to be noticing the Joey. For the moment.

EVENTS AT THE SHIP

Lots of Whammies happen here:

Back aboard the *Wallaby,* the remaining crew members have had about half an hour to work on the impeller. As word begins to get back to them about the incredible discoveries of the sub crew, things begin to happen here as well. Below is a list of minor whammies you

can throw at the ship crew as you wish. It is suggested that these be used cinematically, cutting from the minisub crew's continuing discoveries to a whammy back at the ship, and so on. Use these however you like; the causes of them are not always given but may be reasonably guessed.

- dragging sound on top of hull that starts and stops intermittently, heard if a **Listen** roll is made.

- call for **Spot Hidden** rolls from anyone near a viewport or monitoring cameras. Tell them they have to roll especially low. When they roll, shake your head and say "Not low enough." If someone actually does roll a critical success, let them catch a glimpse of movement, or perhaps merely experience a nagging feeling that they are being watched.

- crunching sounds from outside that end quickly, heard if a **Listen** roll is made. If it is impaled, they can tell that it came from the port side. Investigation reveals that there are jagged holes in the port pontoon now, which will prevent the *Wallaby* from rising as air pumped into the pontoon will escape. If this is not discovered and the crew attempts to raise the ship, it will begin to list to starboard; should this be kept up it will soon be sideways! Repair would take many hours.

- dim glow appears, fades in the distance.

- one of the outer cameras (controlled from location #3) ceases to function. Investigation shows that it has been wrenched off from its mounting.

- if at any time a single diver goes out alone to investigate or make repairs, he or she may be attacked. Three Deep Ones will attempt to grapple and subdue the diver, hoping to capture them alive for dark purposes. Play this out in private with the player. Odds are the unfortunate crew member won't come back. If they can break free momentarily and reach a viewport where they can be seen by the crew inside, however, the Deep Ones will flee and leave the lucky soul alone.

- the RPS and the programmable probes are especially opportune targets. If the crew uses any of these during this time, feel free to have them malfuntion, disappear, or be crushed by a few of the bolder Deep Ones. What the crew sees on the video monitor is up to you.

- finally, if they attempt to radio the *Howard* they get no response. They will be hearing from the ship shortly, however, whether they attempt to contact it or not.

By switching back and forth between the crew on the ship and on the Joey you can keep the tension running high at both ends. Don't let either group get bored. There are enough things going on that they shouldn't be! Keep up the pace, heighten the drama, and you'll soon have a group of very nervous people.

LEAVING R'LYEH

Back on board the Joey, things are about to get busy. Allow the players to do whatever they wish at the site of the ritual; they may get out and creep closer, tape everything they see, or flee. Let them take whatever precautions they may feel are necessary, but they aren't going to be noticed just yet.

When they're about ready to leave (or at any opportune moment) something happens. The muck at the bottom of the depression begins to bubble and swirl, and in two large areas the glow intensifies. Within a few moments two things begin to rise from the muck. Their heads (probably all that the crew will stick around to see) are enormous, great rubbery slabs of tissue with malevolent dark eyes and a writhing mass of huge tentacles at the mouths.

The two Star-Spawn of Cthulhu rise from the muck, bigger than anything the watching humans have ever seen this close up. If the crew has stuck around long enough to see the Spawn in their full glory, SAN rolls are appropriate; 2D3/2D10 should suffice. Both of the things are coated in the phosphorescent stuff, so that they glow dimly as they rise into the water. Their glow pulses faintly and seems to shift in patches, as if the glow itself were sentient.

Whammy #6 occurs here:
At some point during this time the players will probably want to leave. Good idea! As soon as they begin to turn around, however, a Deep One will leap up to the front view port, pressed up against the glass, and begin to jab at it with a sharp spear. Spring this on them suddenly, since it is a shock that they aren't expecting. If a diver is outside at this point they may engage the beast, should they feel confident enough to do so.

The pilot of the minisub may also try to grab the Deep One with the Joey's pincer arm; this is quite possible, as the Deep One is rather preoccupied with holding on to the front of the sub and jabbing away at the plexiglass. Have the pilot make a **Facility Systems** roll to perform this trick. If successful, the Deep One is held immobile in Joey's hand, ready to be dispatched by a suddenly-courageous crew member. They'll need to hold on to it, though. Assume that the arm has a strength of 12, and require a resistance roll against the Deep One's strength of 14 to hold on to it.

The Deep One will be calling out this whole time with a high-pitched alarm cry rather like an obscene dolphin. Below, the others hear this and a number of them begin to swarm up towards the sub. A quick departure is in order.

Other than this threat, the Joey's crew should be allowed to make their escape without incident; the sub is

faster than the Deep Ones and so can get away. Glancing behind them periodically will show that the softly glowing Star-Spawn are striding rapidly across the sea floor with great loping movements. The Spawn are heading for the *Wallaby,* and at the rate they are moving will arrive at the ship about ten minutes after the minisub does.

MORE EVENTS ON THE SHIP

Whammy #7 occurs here:
About this time, the crew of the *Wallaby* gets a radio message from the *Howard.* The radio operator, Kevin, speaks quickly in a terrified voice. Should no one be nearby to hear the message it will be recorded on tape; a flashing light will alert the next person to enter the bridge that a message has been left.

"Mayday! Mayday! This is the RSV Howard, 47-9 south 126-43 west, we need immediate help, is anyone there? Christ.." <sound of banging in the background> "..they're outside now.. listen, we're under attack! Repeat, we are under attack!" <sound of muffled explosion> "Oh shit, there goes the boiler, we're done for, you've got to —" <loud crash, cries, sounds of a scuffle> "Wallaby! Wallaby!" <a sudden crack. Then a couple of heavy thumps and static>

The *Howard* will no longer respond to any query.

After this occurs, Deep Ones begin to board the *Wallaby.* They may enter in a number of ways, depending on what precautions the crew may have taken. If either of the two sub bays are open, then they can come in through there. Otherwise, they will enter through the two pontoon hatches (#40) and then emerge from hatches 28 and 36. The players may protest at this, but ship's hatches don't lock (unless you weld them shut).

DUAL-KEEPER NOTES

Each group has their own mini-climax here, and ideally the two Keepers should coordinate to have these occur at the same time. The Joey group should see the two Star-Spawn arise just as the Deep Ones board the Wallaby and attack. If your timing is good, you'll be rewarded with players frantically radioing back and forth — "*You've* got problems? Some thing just killed Donny!" "I don't care! There are two green skyscrapers coming at us!" "But we're under attack!" "So are we!" — and so on.

Once on board, the Deep Ones will attempt to kill the crew. Be very careful about the number of Deep Ones that

come aboard. Too few and the crew will get away easy; too many and they will be overwhelmed. As a rule of thumb, don't let any more be on board at one time than there are crew members. Play out the combat on the maps, using the cardstock miniatures provided. The Fuggly Flee-O-Meter can be used to regulate movement. It isn't an exact tool, however; accept it as a guideline and have fun with it.

Due to the construction of the ship, hatch #11 (connecting the upper and lower decks) will probably emerge as key to the defense of the *Wallaby*. Should the crew gain control of this or another useful hatch, they can hold the Deep Ones off almost indefinitely. Of course, this works both ways!

Should the fight become a stalemate, the Deep Ones will open the hatches on the module ring, allowing water to pour in. The crew should immediately realize that this will flood that deck, rendering the decompression chamber useless until it is pumped out. By this time they should be informed by radio of the approach of the Star-Spawn, and realize that there is no way they can get the *Wallaby*'s damaged pontoon and impeller working in time. The decompression chamber or the minisubs are the crew's only chance. To re-take the flooding module ring, the crew will have to go on the offensive.

Once the first wave of Deep Ones are defeated or dealt with, don't send any more in. The crew on board will need what little time they have left to make preparations to escape. Since escaping means moving from -1500 feet to the surface, they will need to maintain consistent pressure. Full decompression will require several weeks, making rescue by surface ships imperative. They have three options:

- detach the decompression module with a lift bag attached. Someone will have to be outside to detach the module and inflate the bag, and of course they won't be able to get in once the module is detached. Unless a minisub or a hard suit (see below) is available, this brave crew member will have to be left behind.

- use the minisub — either on its own, tied to the decompression module, or to the other disabled sub (see below). Remember that each minisub can only hold four people. Using the minisub, though, requires some quick modification. There is only enough air on board for about six hours, and only enough power for five. Extra air tanks and batteries will have to be brought aboard the sub in quantity to last until rescue arrives on the surface. Note, however, that the decompression module has no internal power of its own; it will be dark and cold within. Fortunately, air supply and decompression can be controlled manually.

- use the hard diving suits (#33) with the lift bags to float to the surface. This is only an option for two crew members, as there are only two suits. They can reach the surface quickly with this method, but can't do much when they get there. Still pressurized to the ocean depths, they must remain in the suits or die. Hopefully, they will be rescued by someone with decompression facilities before their air runs out.

Whatever they decide, they had better get busy. If the module ring was flooded, they will need several minutes to pump it and any flooded modules (such as the decompression chamber) out. The whole time that this is going on, the sonar is picking up the Star-Spawn, moving steadily along, getting closer and closer to the ship.

THE JOEY RETURNS

To bring this to a proper climax, you'll probably need to do a little fudging of time. Have the minisub from R'lyeh arrive back just in time to help make final preparations for escape. As they approach, the crew in the sub will see a number of Deep Ones in the water around the *Wallaby*. If both minisubs are still in working order, you need to disable this one just as it returns. Why? This removes a too-easy escape route. Since only four people can fit in each sub, with two subs working the crew could just hop in and ride to the surface. Don't make it this easy for them, *unless* they've already had an incredibly hard time of it. If that's the case, or if one sub is already out of commission for some reason, ignore this next bit.

Whammy #8 occurs here:
With a **Spot Hidden** roll, the pilot of the sub can notice that one of the Deep Ones is staring at the sub and making strange gestures. Suddenly, one side of the hull buckles (from a Shrivel spell). Seams burst, rivets pop,

DEEP ONE STATS

	Good	Average	Poor
STR	19	14	9
CON	15	10	7
DEX	16	11	8
SIZ	21	16	11
POW	16	11	8
HP	18	13	9
Move	10	9	8

Weapon	Attk%	Damage
claw	25%	1D6+1D4
trident	25%	1D6+1+1D4

Armor: 1 point of tough, rubbery skin

SAN: 0/1D6

CREW WEAPONS

	Base %	Damage
bangstick	50%	4D6
*heavy drill	35%	2D6
*cutting saw	45%	1D8+1D4
pry bar/cutter	25%	1D8
cutting torch	35%	1D6+1D4

**pneumatic tools*

	Base %	Damage
expolsives	Geology	5D6+6*
solvents	Throw	*varies* (1D3 to 2D4)
oxygen tank explosion	*special*	3D6+6*

*(-1D6 per ten feet away)

and water begins to pour in. The crew aboard the sub only has a couple of minutes to get their diving gear on and abandon the Joey. Ask them to make DEXx5 rolls to put the gear on in the narrow confines of the sub. If they fumble, they are unable to get it on before the sub is full of water. Without a successful **Diving** roll from another crew member to help them with their gear, they panic, inhale a lungful of water, and drown.

The crew from the sub (whether it is working or not) may have trouble getting inside the ship. Those aboard have probably shut the sub bays by now (since otherwise they are inviting doors for the Deep Ones) and may not be anxious to open them. Play this by ear. If they leave the sub they can go in through the pontoon hatches. Alternately, those aboard can open a sub bay. Just have a couple of Deep Ones come along for fun as well.

Anyone outside the ship who exits the sub will have to deal with the Deep Ones out there. Throw a couple at any crew members in the water, just to make them sweat. Hopefully they brought a bangstick, diving knife, or pneumatic tool along on their trip!

DEMISE & ASCENT

At this point, everyone that survives should be aboard and making final preparations to escape. You should be providing a countdown to the arrival of the Star-Spawn to keep things at a fevered pitch. When there are about two minutes remaining, the Star-Spawn will be visible as two dim glows off in the distance, approaching swiftly. With some creative time-keeping, it should be possible for the crew of the *Wallaby* to witness their arrival just as they are departing for the surface. Those in a decompression chamber won't be able to see what's going on, but they will certainly feel it.

The two Star-Spawn reach the *Wallaby*. With slow, ponderous deliberation they rend the ship, tearing great gouts in its hull. Huge bubbles flee to the surface as sparks and flaring light from electrical systems light the scene of the *Wallaby*'s demise. Dozens of Deep Ones swarm about the legs and torsos of the Star-Spawn, seeming to rejoice as the ship meets its end. The tiny escaping vehicles used by the crew are ignored — given, of course, that they have turned their lights off and aren't otherwise drawing undue attention to themselves.

Drained and disbelieving, the surviving members of the crew begin the tense journey to the surface. Once they arrive, they bob about on or just below the surface. If they are in the decompression module, they will be especially vulnerable to the tossing waves.

After several hours of near-constant tumbling and bruising, bring in an Australian coast guard helicopter, ostensibly assiting in the search for the *Howard*. It will quickly summon a cutter, the *Kilimanjaro*, to come and pick up the survivors. If the sub still has battery power they can use the radio to communicate; otherwise, the coast guard can probably figure things out for themselves.

A winch from the ship's deck will lift the crew's sub (or whatever) up on deck, where the crew will undergo several weeks of decompression. Eventually, decompression will be complete and the crew of the *Wallaby* can step out into the bright sunlight, alive.

STAGING NOTES

We've run "Grace Under Pressure" almost a dozen times at a number of conventions, and always to great success. In those sessions, we learned a lot about this adventure that might be helpful in running it yourself.

Timing was everything. Approaching the adventure cinematically was a big help; since the players will usually be split up doing different things, you can keep tension high by jumping among them, scene to scene. You'll need to be aware of what everyone is doing (making notes on the schedule of tasks they give you should help) and make sure that no one is ignored or bored. As the group in the sub and those aboard the ship are making their discoveries, keep both groups active and tense. If one goes into combat rounds, try not to slow the other down.

We always run this adventure with two Keepers, allowing us to keep things flowing between the groups with much more realism. While this may not be possible for you to arrange, keep it in mind when you approach the game. You will need to split your time among the groups effectively to make the scenario work well.

Detailed description really helped. Remember the setting: the bottom of the sea, utter darkness, utter silence, utter isolation. Once the action reaches R'lyeh, things get weird. The crew of the *Wallaby* is experienced with underwater work, but this is like nothing they've seen before. The phosphorescence in their wake where none should be, the coral that couldn't live down here, and the awful alien nature of the city itself should be enough to disturb and frighten them.

In one session, over fifteen fumbled rolls were made. Both minisubs were wrecked twice, requiring extensive repairs. When one of the repairs fumbled, it left the sub inoperable (though it provided spare parts for the other one). Fumbles were made on Spot Hiddens, quickly leading the players to think they were under seige by giant squids. Fumbles were made in piloting, diving, swimming... you name it, they fumbled it. Despite this, the players won. They reached the surface without a single casualty (though they were injured and half-insane). If they could do it despite all this, surely your group can! In fact, we've never had a session where someone didn't make it to the surface. Once only 1 player survived from a group of 8 , sometimes it was everyone.

Getting the mood right is very important. When we run "Grace Under Pressure," there are three very important elements: light, sound, and props.

Light. We run the game in a room with all lights turned off, at night or with the windows covered by dark fabric. Each player is given an inexpensive penlight to see their character sheet and dice (each Keeper has a strong penlight as well). The table is also lit by two glowsticks, which are found everywhere around Halloween but can be located year-round at some hardware stores, outdoor/sporting goods shops, Army/Navy stores and dive shops.

Sound. Three tape decks are used. In one, we play a cassette of eerie whale-song recordings. These are available in most music stores. The other holds an endless-loop cassette — a tape with about 30 seconds of sound that plays over and over without ever stopping. Onto this cassette we recorded a series of sonar pings, which echoed through the room (actually, the recording was from the very first sound on the Pink Floyd song "Echoes" on the album *Meddle*). The third is used for two additional sound recordings made specially for the game, both consisting of "Kevin" on the *Howard*. The first recording is a message waiting on the first morning of the game, in which Kevin says hello, cracks a joke or two, and then talks a little about the tasks for the day. The second is the panicked message from Kevin printed in the text when the *Howard* is under attack. For that recording we made the appropriate bangings, shouts, screams, and got the boiler explosion from a sound effects CD.

Props. We cut out the white area around the deck plans and mounted each plan onto a cardboard box lid that had been spray-painted black. Then we cut holes in the plans and cardboard wherever a hatch was. One glowstick was hung over each deck level using a stiff arc of wire. Finally, we bought a pair of children's walkie-talkies for about $10, and gave them to the players whenever we had them split into different groups so they could talk back and forth.

If the characters were separated, we moved the players into different parts of the room. This occurred primarily during the tasks and when some of the crew traveled to R'lyeh. If there were more than two groups at any one time, we kept them apart and traveled among them quickly.

For the Joey, we had a separate smaller room with folding chairs set closely together in the same configuration as the Joey deck plan (alternately, we used an adjacent restroom which was suitably cramped).

All of these things together may seem like more than you can arrange, but it's not at all impossible. Below is a letter we received that describes how one group's session of "Grace Under Pressure" went. Read it over, and you'll get an idea of the fun and excitement your group can have when you run this adventure.

We hope you enjoy "Grace Under Pressure."

Dear Pagan Publishing,

"Grace Under Pressure" was awesome. I thought you might like to know what happened this weekend because we did a few things differently. Overall, it was very effective, and we had a great time.

Well, we ran the game in an Edwardian house in Hayward, CA. There was a huge sliding wood panel that we closed to separate the dining room and the living room. The living room was the lower deck of the Wallaby and the dining room was the upper deck. We turned off all the lights, and used only green and pink glow sticks for illumination. On the upper deck we also had a special mag light with a yellow light on one end and a red light on the other that flashed intermittently like the light on a police car. A special closet was one of the Joeys, and whenever we went out in our diving gear, we went outside and walked around the house, "checking the sub." When the minisub crossed into the anomaly, the players went upstairs to the big open hallway.

Jeff (my husband) and Chris Hockabout (our bud) ran the game with walkie talkie headsets. The "crew" had their own set of two walkie-talkies so that whoever remained in the Wallaby could communicate with whoever was in one of the Joeys, etc. The Keepers carried pen lights to reference the adventure, while we had only the sticks. We only had four players, so Jeff played Craig the Computer Guy and Chris played Bruce the Communications Guy. I was Steven S. West, the pilot and navigator (initials S.S.W., get it? I know, I know_it was past my bedtime!). The living room had only the table in the middle and on it the map of the sub. The crowning effect was the whale-song tape we played on a boom box hidden in the middle of the house. All the pinging and crying and the lone flashing lights, not to mention the isolation of the closed-off dining room, just heightened the events of the game.

The two most sanity-blasting experiences I had (as a player) were when Arthur (the project leader) and I were alone on the upper deck and we got the mayday from the Howard. Jeff made some pretty awesome sound effects over the walkie talkie, and our blood curdled. As soon as the walkie-talkie went dead, we looked at each other and screamed in unison. We had lost contact with Joey 1 when it crossed into the "anomaly," and we were trying to go find it when the deep ones (unbeknownst to us) had thrown a bunch of coral into one of our engines. We were all alone, and something was scraping across our hull...

The second, and probably worst, experience was when the Spawn were coming after us. Bruce said, "I don't know what it is, but it's real big on the sonar." We quickly figured out that we could attach the air bags to the decompression chamber using the arms of the minisub (we had only five minutes before the Spawn could reach us). We each grabbed something: I grabbed the black box and the video tapes. As I ran to the chamber, everyone called to me, "Steve! Steve! Hurry!" because it was set to go any second. I could feel the "boom...boom...boom..." of giant footsteps coming towards the sub. As I ran down the corridor to the ballast past all the portholes, huge dark shapes eclipsed the windows.

"Do you look?" asked Chris with an evil smile.

"AAAAAAAAAAAAAAAAA!!!" I screamed, looking straight ahead. "What do you think?"

I dove in, and the rest of the crew caught me. I was hurt badly by a deep one's trident, but Craig the Computer Guy safely operated the minisub (it was the most tense roll of the evening) and we shot to the surface to be picked up by a ship.

What a night. We started at 9:30 PM and ended at 3 AM.

Thanks for the terror.

Maria Douglas

GRACE UNDER PRESSURE

Name Augusté LeMond Position Oceanographer/Geologist

Sex Male Age 48 Nationality French Residence Paris

Schools & Degrees Sciences Institute of Paris — Ph.D., Oceanography

AUGUSTÉ LEMOND'S STATISTICS

STR 14	DEX 13	INT 17	Idea 85
CON 11	APP 12	POW 15	Luck 75
SIZ 8	SAN 75	EDU 20	Know 100

Damage Bonus: 0

Current Date: _____

MAGIC POINTS

Unconscious= 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 (15) 16 17 18 19 20 21 22 23 24 25 26

HIT POINTS

Dead= 0 1 2 3 4 5 6 7 8 9 10 11 (12) 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27

SANITY POINTS & MENTAL HEALTH

(99-Cthulhu Mythos: ____) Insanity = 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 (75) 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Phobias _____

Insanities _____

PORTRAIT

OCEANOGRAPHER/GEOLOGIST'S SKILLS

☐ Accounting (10)		
☐ Anthropology (00)		
☐ Archeology (00)	45	
Art (05):		
☐ _____		
☐ Astronomy (00)	35	
☐ Bargain (05)		
☐ Biology (00)	40	
☐ Chemistry (00)	65	
☐ Climb (40)		
☐ Conceal (15)		
☐ Computer Use (00)	60	
☐ Credit Rating (15)		
Cthulhu Mythos (00)		
☐ Diving (00)	70	
☐ Dodge (DEX x2)	26	
☐ Drive Auto (20)		
☐ Electrical Repair (10)		
☐ Electronics (00)		
☐ Facility Systems (05)	40	
☐ Fast Talk (05)		
☐ First Aid (30)	50	
☐ Geology (00)	85	
☐ Hide (10)		
☐ History (20)	35	
☐ Jump (25)		
☐ Law (05)		
☐ Library Use (25)	70	
☐ Listen (25)	40	
☐ Locksmith (00)		
☐ Martial Arts (00)		
☐ Mechanical Repair (20)	45	
☐ Medicine (05)		
☐ Natural History (10)		
☐ Navigate (10)		
☐ Oceanography (00)	80	
☐ Occult (05)	50	
☐ Operate Hvy. Machine (00)	20	
Other Language (00):		
☐ English	60	
☐ _____		
☐ _____		
Own Language (EDU x5):		
☐ French	100	
☐ Persuade (15)		
☐ Pharmacy (00)		
☐ Photography (10)	50	
☐ Physics (00)	70	
Pilot (00)		
☐ Minisub	60	
☐ _____		
☐ Psychoanalysis (00)		
☐ Psychology (05)		
☐ Ride (05)		
☐ Sneak (10)		
☐ Spot Hidden (25)	50	
☐ Swim (25)	40	
☐ Throw (25)		
☐ Track (10)		
☐ Zoology (00)	45	

COMBAT SKILLS

Weapon	Shots	Attk%	Impale	Damage	HP	Ammo
☐ Fist/Punch	1	50	10	1D3		
☐ Kick	1	25	5	1D6		
☐ _____						

Weapon	Shots	Attk%	Impale	Damage	HP	Ammo
☐ Grapple	1	25	5	Special		
☐ Head Butt	1	10	2	1D4		
☐ _____						

GRACE UNDER PRESSURE

Name Daniel Redgard Position Computer Specialist

Sex Male Age 52 Nationality American Residence Boston

Schools & Degrees M.I.T. — Ph.D., Electrical Engineering

DANIEL REDGARD'S STATISTICS

STR 12	DEX 13	INT 18	Idea 90
CON 10	APP 10	POW 10	Luck 50
SIZ 9	SAN 50	EDU 20	Know 100

Damage Bonus: 0

Current Date: _____

MAGIC POINTS

Unconscious= 0 1 2 3 4 5 6 7 8 9 (10) 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26

HIT POINTS

Dead= 0 1 2 3 4 5 6 7 8 9 (10) 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27

SANITY POINTS & MENTAL HEALTH

(99-Cthulhu Mythos: _____) Insanity = 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 (50) 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Phobias _____

Insanities _____

PORTRAIT

COMPUTER SPECIALIST'S SKILLS

- ☐ Accounting (10) _____
- ☐ Anthropology (00) _____
- ☐ Archeology (00) _____
- Art (05):
- ☐ _____ _____
- ☐ Astronomy (00) _____
- ☐ Bargain (05) _____
- ☐ Biology (00) _____
- ☐ Chemistry (00) 65
- ☐ Climb (40) _____
- ☐ Conceal (15) _____
- ☐ Computer Use (00) 85
- ☐ Credit Rating (15) _____
- Cthulhu Mythos (00) _____
- ☐ Diving (00) 45
- ☐ Dodge (DEX x2) 26
- ☐ Drive Auto (20) _____
- ☐ Electrical Repair (10) 65
- ☐ Electronics (00) _____
- ☐ Facility Systems (05) 60
- ☐ Fast Talk (05) _____
- ☐ First Aid (30) _____
- ☐ Geology (00) _____
- ☐ Hide (10) _____
- ☐ History (20) _____
- ☐ Jump (25) _____
- ☐ Law (05) _____
- ☐ Library Use (25) 50
- ☐ Listen (25) 40
- ☐ Locksmith (00) _____
- ☐ Martial Arts (00) _____
- ☐ Mechanical Repair (20) 45
- ☐ Medicine (05) _____
- ☐ Natural History (10) _____
- ☐ Navigate (10) _____
- ☐ Oceanography (00) _____
- ☐ Occult (05) _____
- ☐ Operate Hvy. Machine (00) _____
- Other Language (00):
- ☐ _____ _____
- ☐ _____ _____
- ☐ _____ _____
- Own Language (EDU x5):
- ☐ English 100
- ☐ Persuade (15) _____
- ☐ Pharmacy (00) _____
- ☐ Photography (10) 30
- ☐ Physics (00) 65
- Pilot (00)
- ☐ Minisub 25
- ☐ _____ _____
- ☐ Psychoanalysis (00) _____
- ☐ Psychology (05) _____
- ☐ Ride (05) _____
- ☐ Sneak (10) _____
- ☐ Spot Hidden (25) 40
- ☐ Swim (25) 45
- ☐ Throw (25) _____
- ☐ Track (10) _____
- ☐ Zoology (00) _____

COMBAT SKILLS

Weapon	Shots	Attk%	Impale	Damage	HP	Ammo
☐ Fist/Punch	1	50	10	1D3		
☐ Kick	1	25	5	1D6		
☐						

Weapon	Shots	Attk%	Impale	Damage	HP	Ammo
☐ Grapple	1	25	5	Special		
☐ Head Butt	1	10	2	1D4		
☐						

GRACE UNDER PRESSURE

Name Godfrey Jermyn Position Engineer/Second Pilot

Sex Male Age 47 Nationality Australian Residence Newcastle

Schools & Degrees University of Sydney — Ph.D., Mechanical Engineering

GODFREY JERMYN'S STATISTICS

STR 13	DEX 10	INT 18	Idea 90
CON 12	APP 14	POW 8	Luck 40
SIZ 12	SAN 40	EDU 20	Know 100

Damage Bonus +1D4

Current Date _____

MAGIC POINTS

Unconscious=	0	1		
2	3	4	5	6
7	(8)	9	10	11
12	13	14	15	16
17	18	19	20	21
22	23	24	25	26

HIT POINTS

Dead=	0	1	2	
3	4	5	6	7
8	9	10	11	12
13	14	15	16	17
(18)	19	20	21	22
23	24	25	26	27

SANITY POINTS & MENTAL HEALTH

(99-Cthulhu Mythos: ____) Insanity= 0 1 2 3 4 5 6 7 8 9 10 11

12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33

34 35 36 37 38 39 (40) 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55

56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77

78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Phobias _____

Insanities _____

PORTRAIT

ENGINEER/SECOND PILOT'S SKILLS

- ☐ Accounting (10) ____
- ☐ Anthropology (00) 30
- ☐ Archeology (00) ____
- Art (05):
- ☐ _____ ____
- ☐ Astronomy (00) 30
- ☐ Bargain (05) ____
- ☐ Biology (00) 25
- ☐ Chemistry (00) ____
- ☐ Climb (40) ____
- ☐ Conceal (15) ____
- ☐ Computer Use (00) 55
- ☐ Credit Rating (15) ____
- Cthulhu Mythos (00) ____
- ☐ Diving (00) 70
- ☐ Dodge (DEX x2) 20
- ☐ Drive Auto (20) ____
- ☐ Electrical Repair (10) 65
- ☐ Electronics (00) 70
- ☐ Facility Systems (05) 75
- ☐ Fast Talk (05) ____
- ☐ First Aid (30) 35
- ☐ Geology (00) 20
- ☐ Hide (10) ____
- ☐ History (20) ____
- ☐ Jump (25) ____
- ☐ Law (05) ____
- ☐ Library Use (25) 50
- ☐ Listen (25) 35
- ☐ Locksmith (00) ____
- ☐ Martial Arts (00) ____
- ☐ Mechanical Repair (20) 80
- ☐ Medicine (05) ____
- ☐ Natural History (10) ____
- ☐ Navigate (10) ____
- ☐ Oceanography (00) ____
- ☐ Occult (05) ____
- ☐ Operate Hvy. Machine (00) 80
- Other Language (00):
- ☐ _____ ____
- Own Language (EDU x5):
- ☐ English 100
- ☐ Persuade (15) ____
- ☐ Pharmacy (00) ____
- ☐ Photography (10) 30
- ☐ Physics (00) 70
- Pilot (00):
- ☐ Minisub 70
- ☐ Wallaby 55
- ☐ Psychoanalysis (00) ____
- ☐ Psychology (05) ____
- ☐ Radio Operation (00) ____
- ☐ Ride (05) ____
- ☐ Sneak (10) ____
- ☐ Sonar Operation (00) ____
- ☐ Spot Hidden (25) 45
- ☐ Swim (25) 55
- ☐ Throw (25) ____
- ☐ Track (10) ____
- ☐ Zoology (00) ____

COMBAT SKILLS

Weapon	Shots	Attk%	Impale	Damage	HP	Ammo
☐ Fist/Punch	1	50	10	1D3	___	___
☐ Kick	1	25	5	1D6	___	___
☐ _____	___	___	___	___	___	___

Weapon	Shots	Attk%	Impale	Damage	HP	Ammo
☐ Grapple	1	25	5	Special	___	___
☐ Head Butt	1	10	2	1D4	___	___
☐ _____	___	___	___	___	___	___

GRACE UNDER PRESSURE

Name: Donny Stewart — Position: Chief Engineer/Project Leader

Sex: Male — Age: 45 — Nationality: Australian — Residence: Brisbane

Schools & Degrees: Melbourne Technical University — Ph.D., Ocean Engineering

DONNY STEWART'S STATISTICS

STR 18	DEX 12	INT 16	Idea 80
CON 17	APP 13	POW 13	Luck 65
SIZ 17	SAN 65	EDU 19	Know 95

Damage Bonus: +1D6

Current Date: _____

MAGIC POINTS

Unconscious= 0 1 2 3 4 5 6 7 8 9 10 11 12 (13) 14 15 16 17 18 19 20 21 22 23 24 25 26

HIT POINTS

Dead= 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 (17) 18 19 20 21 22 23 24 25 26 27

SANITY POINTS & MENTAL HEALTH

(99-Cthulhu Mythos: _____) Insanity = 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 (65) 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Phobias: _____

Insanities: _____

PORTRAIT

PROJECT LEADER SKILLS

- ☐ Accounting (10) _____
- ☐ Anthropology (00) _____
- ☐ Archeology (00) _____
- Art (05):
- ☐ _____ _____
- ☐ _____ _____
- ☐ Astronomy (00) _____
- ☐ Bargain (05) _____
- ☐ Biology (00) _____
- ☐ Chemistry (00) _____
- ☐ Climb (40) _____
- ☐ Conceal (15) _____
- ☐ Computer Use (00) 50
- ☐ Credit Rating (15) _____
- Cthulhu Mythos (00) _____
- ☐ Diving (00) 50
- ☐ Dodge (DEX x2) 24
- ☐ Drive Auto (20) _____
- ☐ Electrical Repair (10) 65
- ☐ Electronics (00) 60
- ☐ Facility Systems (05) 85
- ☐ Fast Talk (05) _____
- ☐ First Aid (30) _____
- ☐ Geology (00) _____
- ☐ Hide (10) _____
- ☐ History (20) _____
- ☐ Jump (25) _____
- ☐ Law (05) _____
- ☐ Library Use (25) 50
- ☐ Listen (25) 45
- ☐ Locksmith (00) _____
- ☐ Martial Arts (00) _____
- ☐ Mechanical Repair (20) 80
- ☐ Medicine (05) _____
- ☐ Natural History (10) _____
- ☐ Navigate (10) _____
- ☐ Occult (05) _____
- ☐ Operate Hvy. Machine (00) 70
- Other Language (00):
- ☐ _____ _____
- ☐ _____ _____
- ☐ _____ _____
- Own Language (EDU x5):
- ☐ English 95
- ☐ Persuade (15) _____
- ☐ Pharmacy (00) _____
- ☐ Photography (10) 40
- ☐ Physics (00) 55
- Pilot (00):
- ☐ Minisub 55
- ☐ Wallaby 50
- ☐ Psychoanalysis (00) _____
- ☐ Psychology (05) _____
- ☐ Ride (05) _____
- ☐ Sneak (10) _____
- ☐ Spot Hidden (25) 55
- ☐ Swim (25) 30
- ☐ Throw (25) _____
- ☐ Track (10) _____
- ☐ _____ _____

COMBAT SKILLS

Weapon	Shots	Attk%	Impale	Damage	HP	Ammo
☐ Fist/Punch	1	50	10	1D3		
☐ Kick	1	25	5	1D6		
☐						

Weapon	Shots	Attk%	Impale	Damage	HP	Ammo
☐ Grapple	1	25	5	Special		
☐ Head Butt	1	10	2	1D4		
☐						

GRACE UNDER PRESSURE

Name Arthur Hale — Position Navigator/Pilot

Sex Male — Age 30 — Nationality American — Residence Newport

Schools & Degrees Mass. Maritime Academy — Certified Navigator/Pilot

ARTHUR HALE'S STATISTICS

STR 15	DEX 13	INT 14	Idea 70
CON 14	APP 12	POW 12	Luck 60
SIZ 13	SAN 60	EDU 15	Know 75

Damage Bonus: +1D4

Current Date: _____

MAGIC POINTS

Unconscious= 0 1 2 3 4 5 6 7 8 9 10 11 (12) 13 14 15 16 17 18 19 20 21 22 23 24 25 26

HIT POINTS

Dead= 0 1 2 3 4 5 6 7 8 9 10 11 12 13 (14) 15 16 17 18 19 20 21 22 23 24 25 26 27

SANITY POINTS & MENTAL HEALTH

(99-Cthulhu Mythos: _____) Insanity= 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 (60) 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Phobias _____

Insanities _____

PORTRAIT

NAVIGATOR/PILOT'S SKILLS

- ☐ Accounting (10) _____
- ☐ Anthropology (00) _____
- ☐ Archeology (00) _____
- Art (05):
- ☐ _____ _____
- ☐ Astronomy (00) 60
- ☐ Bargain (05) _____
- ☐ Biology (00) _____
- ☐ Chemistry (00) _____
- ☐ Climb (40) _____
- ☐ Conceal (15) _____
- ☐ Computer Use (00) 65
- ☐ Credit Rating (15) _____
- Cthulhu Mythos (00) _____
- ☐ Diving (00) 55
- ☐ Dodge (DEX x2) 24
- ☐ Drive Auto (20) _____
- ☐ Electrical Repair (10) 40
- ☐ Electronics (00) 25
- ☐ Facility Systems (05) 65
- ☐ Fast Talk (05) 40
- ☐ First Aid (30) _____
- ☐ Geology (00) _____
- ☐ Hide (10) _____
- ☐ History (20) 30
- ☐ Jump (25) _____
- ☐ Law (05) _____
- ☐ Library Use (25) 40
- ☐ Listen (25) 50
- ☐ Locksmith (00) _____
- ☐ Martial Arts (00) _____
- ☐ Mechanical Repair (20) 50
- ☐ Medicine (05) _____
- ☐ Natural History (10) _____
- ☐ Navigate (10) _____
- ☐ Oceanography (00) _____
- ☐ Occult (05) 40
- ☐ Operate Hvy. Machine (00) 50
- Other Language (00):
- ☐ _____ _____
- Own Language (EDU x5):
- ☐ English 75
- ☐ Persuade (15) _____
- ☐ Pharmacy (00) _____
- ☐ Photography (10) 50
- ☐ Physics (00) 40
- Pilot (00):
- ☐ Minisub 70
- ☐ Wallaby 25
- ☐ Psychoanalysis (00) _____
- ☐ Psychology (05) _____
- ☐ Radio Operation (00) _____
- ☐ Ride (05) _____
- ☐ Sneak (10) _____
- ☐ Sonar Operation (00) _____
- ☐ Spot Hidden (25) 50
- ☐ Swim (25) _____
- ☐ Throw (25) _____
- ☐ Track (10) _____
- ☐ Zoology (00) _____

COMBAT SKILLS

Weapon	Shots	Attk%	Impale	Damage	HP	Ammo
☐ Fist/Punch	1	50	10	1D3		
☐ Kick	1	25	5	1D6		
☐						

Weapon	Shots	Attk%	Impale	Damage	HP	Ammo
☐ Grapple	1	25	5	Special		
☐ Head Butt	1	10	2	1D4		
☐						

GRACE UNDER PRESSURE

Name Paul Dorman Position Medic

Sex Male Age 39 Nationality Australian Residence Sydney

Schools & Degrees Sydney Medical School — M.D.

PAUL DORMAN'S STATISTICS

STR 12	DEX 9	INT 15	Idea 75
CON 13	APP 10	POW 11	Luck 55
SIZ 15	SAN 55	EDU 18	Know 90

Damage Bonus +1D4

Current Date _____

MAGIC POINTS

Unconscious= 0 1 2 3 4 5 6 7 8 9 10 (11) 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26

HIT POINTS

Dead= 0 1 2 3 4 5 6 7 8 9 10 11 (12) 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27

SANITY POINTS & MENTAL HEALTH

(99-Cthulhu Mythos: _____) Insanity= 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 (55) 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Phobias _____

Insanities _____

PORTRAIT

MEDIC'S SKILLS

☐ Accounting (10)		☐ Fast Talk (05)	
☐ Anthropology (00)		☐ First Aid (30)	80
☐ Archeology (00)	40	☐ Geology (00)	
Art (05):		☐ Hide (10)	
☐ _____		☐ History (20)	30
☐ Astronomy (00)		☐ Jump (25)	
☐ Bargain (05)		☐ Law (05)	
☐ Biology (00)	35	☐ Library Use (25)	45
☐ Chemistry (00)	50	☐ Listen (25)	30
☐ Climb (40)		☐ Locksmith (00)	
☐ Conceal (15)		☐ Martial Arts (00)	
☐ Computer Use (00)	35	☐ Mechanical Repair (20)	
☐ Credit Rating (15)		☐ Medicine (05)	85
Cthulhu Mythos (00)		☐ Natural History (10)	
☐ Diving (00)	25	☐ Navigate (10)	
☐ Dodge (DEX x2)	18	☐ Oceanography (00)	
☐ Drive Auto (20)		☐ Occult (05)	
☐ Electrical Repair (10)		☐ Operate Hvy. Machine (00)	
☐ Electronics (00)		Other Language (00):	
☐ Facility Systems (05)	30	☐ French	60

Own Language (EDU x5):	
☐ English	90
☐ Persuade (15)	
☐ Pharmacy (00)	70
☐ Photography (10)	
☐ Physics (00)	25
Pilot (00):	
☐ Minisub	15
☐ _____	
☐ Psychoanalysis (00)	30
☐ Psychology (05)	45
☐ Radio Operation (00)	
☐ Ride (05)	
☐ Sneak (10)	
☐ Sonar Operation (00)	
☐ Spot Hidden (25)	40
☐ Swim (25)	55
☐ Throw (25)	
☐ Track (10)	
☐ Zoology (00)	60

COMBAT SKILLS

Weapon	Shots	Attk%	Impale	Damage	HP	Ammo
☐ Fist/Punch	1	50	10	1D3		
☐ Kick	1	25	5	1D6		
☐						

Weapon	Shots	Attk%	Impale	Damage	HP	Ammo
☐ Grapple	1	25	5	Special		
☐ Head Butt	1	10	2	1D4		
☐						

GRACE UNDER PRESSURE

Name Terry Lipinski Position Biologist/Dive Chief

Sex Female Age 33 Nationality Australian Residence Brisbane

Schools & Degrees Melbourne Technical University — Ph.D., Marine Biology

TERRY LIPINSKI'S STATISTICS

STR 12	DEX 14	INT 17	Idea 85
CON 13	APP 14	POW 14	Luck 70
SIZ 11	SAN 70	EDU 19	Know 95

Damage Bonus: 0

Current Date: _____

MAGIC POINTS

Unconscious=	0	1		
2	3	4	5	6
7	8	9	10	11
12	13	(14)	15	16
17	18	19	20	21
22	23	24	25	26

HIT POINTS

Dead=	0	1	2	
3	4	5	6	7
8	9	10	11	(12)
13	14	15	16	17
18	19	20	21	22
23	24	25	26	27

SANITY POINTS & MENTAL HEALTH

(99-Cthulhu Mythos: _____) Insanity = 0 1 2 3 4 5 6 7 8 9 10 11

12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33
34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55
56	57	58	59	60	61	62	63	64	65	66	67	68	69	(70)	71	72	73	74	75	76	77
78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Phobias _____

Insanities _____

PORTRAIT

BIOLOGIST/DIVE CHIEF SKILLS

☐ Accounting (10)	
☐ Anthropology (00)	
☐ Archeology (00)	50
Art (05):	
☐ Music Appreciation	80
☐ Astronomy (00)	
☐ Bargain (05)	
☐ Biology (00)	70
☐ Chemistry (00)	55
☐ Climb (40)	
☐ Conceal (15)	
☐ Computer Use (00)	40
☐ Credit Rating (15)	
Cthulhu Mythos (00)	
☐ Diving (00)	85
☐ Dodge (DEX x2)	28
☐ Drive Auto (20)	
☐ Electrical Repair (10)	
☐ Electronics (00)	
☐ Facility Systems (05)	55

☐ Fast Talk (05)	
☐ First Aid (30)	
☐ Geology (00)	35
☐ Hide (10)	
☐ History (20)	
☐ Jump (25)	
☐ Law (05)	
☐ Library Use (25)	45
☐ Listen (25)	40
☐ Locksmith (00)	
☐ Martial Arts (00)	
☐ Mechanical Repair (20)	55
☐ Medicine (05)	
☐ Natural History (10)	60
☐ Navigate (10)	
☐ Oceanography (00)	50
☐ Occult (05)	50
☐ Operate Hvy. Machine (00)	
Other Language (00):	
☐ _____	

☐ _____	
☐ _____	
Own Language (EDU x5):	
☐ English	95
☐ Persuade (15)	
☐ Pharmacy (00)	
☐ Photography (10)	70
☐ Physics (00)	40
Pilot (00)	
☐ Minisub	50
☐ _____	
☐ Psychoanalysis (00)	
☐ Psychology (05)	
☐ Ride (05)	
☐ Sneak (10)	
☐ Spot Hidden (25)	40
☐ Swim (25)	70
☐ Throw (25)	
☐ Track (10)	
☐ Zoology (00)	80

COMBAT SKILLS

Weapon	Shots	Attk%	Impale	Damage	HP	Ammo
☐ Fist/Punch	1	50	10	1D3		
☐ Kick	1	25	5	1D6		
☐ _____						

Weapon	Shots	Attk%	Impale	Damage	HP	Ammo
☐ Grapple	1	25	5	Special		
☐ Head Butt	1	10	2	1D4		
☐ _____						

GRACE UNDER PRESSURE

Name Darryl Belmont — Position Communications/Sonar

Sex Male — Age 49 — Nationality American — Residence New York

Schools & Degrees M.I.T. — Ph.D., Physics

DARRYL BELMONT'S STATISTICS

STR 14	DEX 12	INT 17	Idea 85
CON 16	APP 13	POW 12	Luck 60
SIZ 14	SAN 60	EDU 21	Know 105

Damage Bonus: +1D4

Current Date: _____

MAGIC POINTS

Unconscious=	0	1	2	3
4	5	6	7	8
9	10	11	12	13
14	15	16	17	18
19	20	21	22	23
24	25	26		

HIT POINTS

Dead=	0	1	2	3
4	5	6	7	8
9	10	11	12	13
14	15	16	17	18
19	20	21	22	23
24	25	26	27	

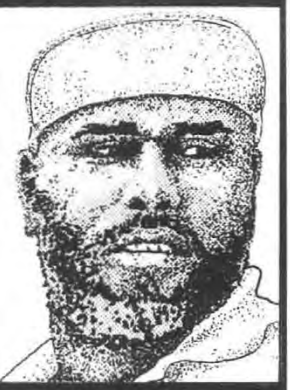
SANITY POINTS & MENTAL HEALTH

(99-Cthulhu Mythos: _____) Insanity= 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 (60) 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Phobias _____

Insanities _____

PORTRAIT



COMMUNICATIONS/SONAR OPERATOR'S SKILLS

☐ Accounting (10)	
☐ Anthropology (00)	
☐ Archeology (00)	
Art (05):	
☐ Sing	65
☐ Astronomy (00)	50
☐ Bargain (05)	
☐ Biology (00)	10
☐ Chemistry (00)	50
☐ Climb (40)	
☐ Conceal (15)	
☐ Computer Use (00)	60
☐ Credit Rating (15)	
Cthulhu Mythos (00)	
☐ Diving (00)	55
☐ Dodge (DEX x2)	24
☐ Drive Auto (20)	
☐ Electrical Repair (10)	80
☐ Electronics (00)	65
☐ Facility Systems (05)	65

☐ Fast Talk (05)	30
☐ First Aid (30)	
☐ Geology (00)	
☐ Hide (10)	
☐ History (20)	
☐ Jump (25)	
☐ Law (05)	
☐ Library Use (25)	50
☐ Listen (25)	70
☐ Locksmith (00)	
☐ Martial Arts (00)	
☐ Mechanical Repair (20)	65
☐ Medicine (05)	
☐ Natural History (10)	
☐ Navigate (10)	
☐ Oceanography (00)	
☐ Occult (05)	
☐ Operate Hvy. Machine (00)	
Other Language (00):	
☐ Silly French Accent	70

Own Language (EDU x5):	
☐ English	105
☐ Persuade (15)	
☐ Pharmacy (00)	
☐ Photography (10)	55
☐ Physics (00)	85
Pilot (00):	
☐ Minisub	25
☐	
☐ Psychoanalysis (00)	
☐ Psychology (05)	
☐ Radio Operation (00)	70
☐ Ride (05)	
☐ Sneak (10)	
☐ Sonar Operation (00)	70
☐ Spot Hidden (25)	45
☐ Swim (25)	50
☐ Throw (25)	
☐ Track (10)	
☐ Zoology (00)	25

COMBAT SKILLS

Weapon	Shots	Attk%	Impale	Damage	HP	Ammo
☐ Fist/Punch	1	50	10	1D3		
☐ Kick	1	25	5	1D6		
☐						

Weapon	Shots	Attk%	Impale	Damage	HP	Ammo
☐ Grapple	1	25	5	Special		
☐ Head Butt	1	10	2	1D4		
☐						

RSV WALLABY

1.Bridge
2.Helm
- steering and power control
- basic communications and facility systems control
- computer terminal

3.Navigation
- radar (surface operation)
- sonar (subsurface operation)
- satellite navigation system (surface operation)
- computer terminal
- monitor and controls for exterior video cameras (one camera each on ship belly, stern, and bow)

4.Plotting Table
- light table
- digitized map display
- computer link for data and video display

5.Mini-mainframe
- Main computer hardware and data storage
- Software operating facility, computer-controlled monitoring systems, and local area network for all peripheral terminals
- computer terminal

6.Communications
- Multiband / Extremely Low Frequency (ELF) / Hydrophone (the latter two are for subsurface)
- Satellite reception
- computer terminal

7.Main Deck
8.Table
9.Galley Area
- Microwave
- Refrigerator
- Sink, cupboards, counters, and standard kitchenware
- High calorie / low taste foodstuffs, junk food, beverages, and fresh water for 100 man-days

10. Storage
- books and operation / technical / reference manuals
- fragile, humidity sensitive electronic equipment
- miscellaneous hand tools
- miscellaneous supplies and materials
- advanced first aid equipment and field surgery gear

11. Pressure hatches for main deck
- all pressure hatches have manual locking/sealing mechanisms, and open by sliding to one side along wall or floor brackets. This allows the hatches to be opened or closed, even against pressure or flowing water.
- floor hatch has ladder through staging deck to starboard side location #30.

12. Stereo / VCR
13. Video monitor
14. Desk
- computer terminal
- miscellaneous supplies

15. Living quarters
16. Double bunks
- nightstands

17. Personal gear storage
- 1 cubic meter and 25 kilos per crew member

18. Combination head / shower
- 100 man-days of fresh washwater

19. Diving gear storage
- eight full face helmets w/ radios, external lights, and batteries
- eight enclosed scuba system packs; each contains (CON + 30) minutes of air per fill-up
- one custom fit dry suit for each crew member
- nine pairs of fins and weighted boots
- eight instrument consoles; depth and pressure gauges, compasses
- six emergency air supplies, each with (CON) minutes of air
- five spare tanks for enclosed packs
- three bangsticks and one dozen shells (4D6 damage)
- miscellaneous replacement parts
- five prybar / knife / saw / diving tools
- two battery powered, impeller driven diver tows. Maximum speed is 2 knots and a full charge provides 1 hour of operation.
- nine diving lights with batteries, each provides five hours of operation
- one underwater video camera

20. Workshop
- computer terminal
- electronic repair and diagnostic equipment
- hand tools of every type and size
- pneumatically powered tools (waterproof)
  - one heavy drill / wrench
  - one metal / stone cutting saw w/ extra blades
  - one pry bar / pinching cutter (i.e. "jaws of life")
  - five refillable air tanks for tools; each provides 20 rounds of use
  - one portable acetylene cutting torch / welder (waterproof)
  - three non-refillable acetylene tanks; each provides 30 rounds of use
  - portable underwater seismograph for field work
  - replacement components for almost all small mechanical and electrical systems on the facility
  - facility blueprints and operation manuals

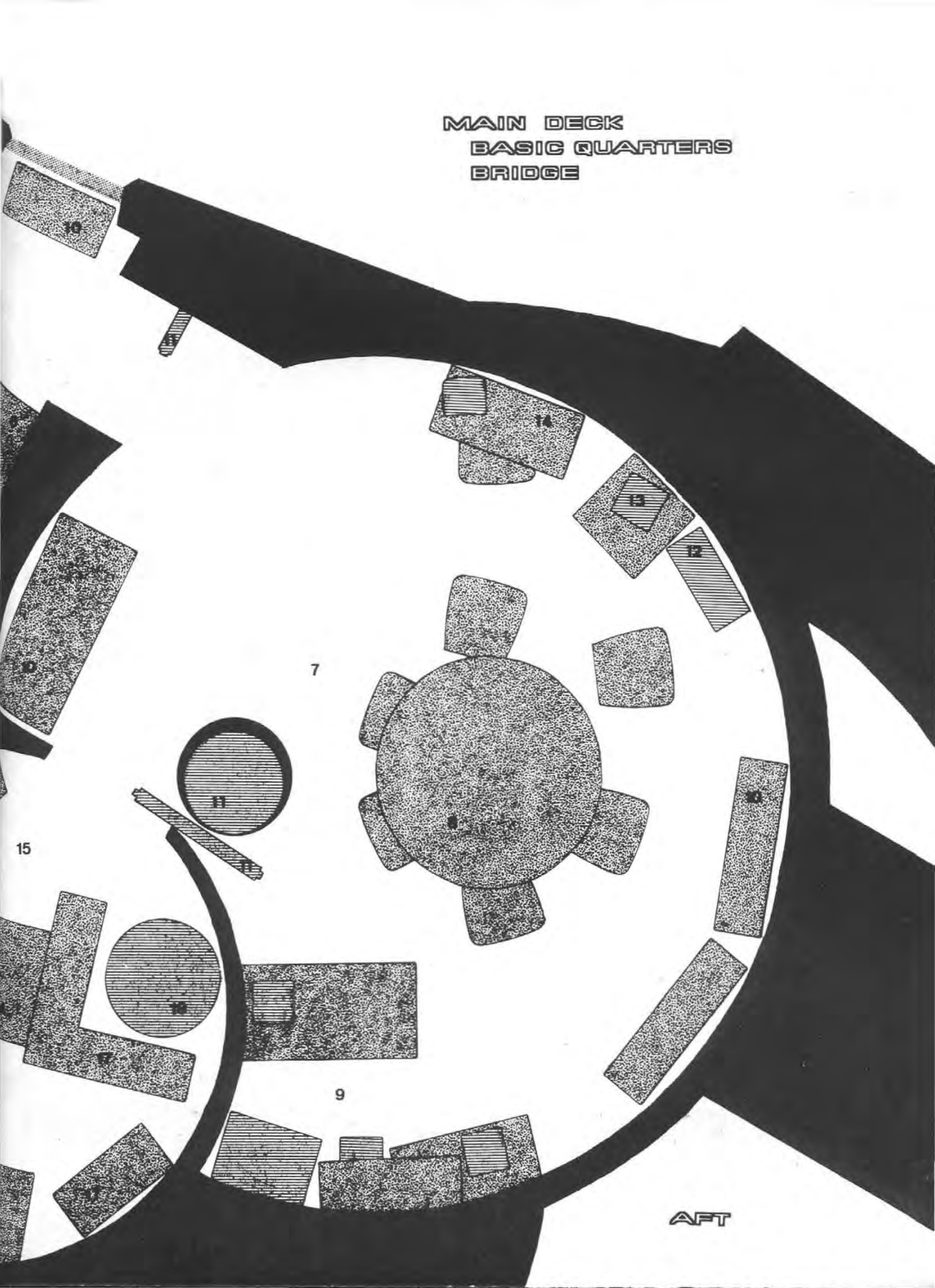
21. Storage Room
- larger replacement parts
- 100 man-days emergency fresh water
- construction materials
  - metal supports
  - hull patching compound
  - sheets of hull material, sheet plastic and metal, various types and thickness
- five CO2 charged lift bags with attached tanks, each will lift up to 750 kilos underwater
- spare parts for remote submersible and probes
- larger spare parts for minisub
- various solvents and caustic chemicals

- two hundred spare fully charged facility power cells
- one each of 1cm cable (100m long), 1cm nylon cord (100m long), 3cm nylon rope (30m long)
- ten explosive seismic charges with waterproof detonators (timer or radio set)

22. Staging Deck
    23. Minisub and remote submersible control
        - computer terminal
        - communications to sub and divers
        - minisub-specific tools and parts
        - minisub operations manuals
        - various tools and electronic diagnostic equipment
    24. Equipment hatch and minisub cradle
        - .5 meter lip above water's surface
        - closes with pressure hatch lowered from ceiling
        - ringed with adjustable spotlights
    25. Air compressor
        - used to fill diving tanks, pneumatic tool tanks, and air tanks on minisub
    26. Life support control
        - automatically monitors replenishment of O2, discharge of CO2, and facility heating
        - manual overrides also present
    27. Reserve tanks of liquid oxygen and inert gases stored under extremely high pressure. Filled to capacity, each tank provides three days of life support for the facility. They function manually if power fails.
    28. Pressure hatch and ladder into port side pontoon
    29. Access panels for battery compartment in floor. 1500 rechargable electrical storage cells provide power to the facility. Fully charged, the system contains 15 days of operational power or 25 days emergency power.
    30. Pressure hatches and ladders into ends of module ring
    31. Remotely-Piloted Submersible and programmable probes
        - the RPS is wire-controlled from location #23, this device works for 1 hour / charge, has sonar and video array, can carry 75 kilos, and has two manipulating claw arms which can use simple, large tools. The RPS can move at 7 knots and has 500 meters of operating cable reeled on the staging deck.
        - three remote probes each carry sonar and video array. These experimental prototypes can be programmed to follow compass bearings for given distances and scan with video and sonar signals. Each operates for 2 hours / charge and can move at 4 knots.
    32. Equipment winch controlled from location #23
        - lifts up to 1500 kilos
        - 50m cable
        - 360° arc of function
    33. High pressure deep diving suits
        - these prototype composite suits contain power for 1 hour of operation / charge and (CON + 30 minutes) of air / fill
        - made of rigid composite polymer these bulky, slow suits take 5 to 10 minutes to put on with at least one person assisting. They can withstand changes in pressure equal to 3000 feet.

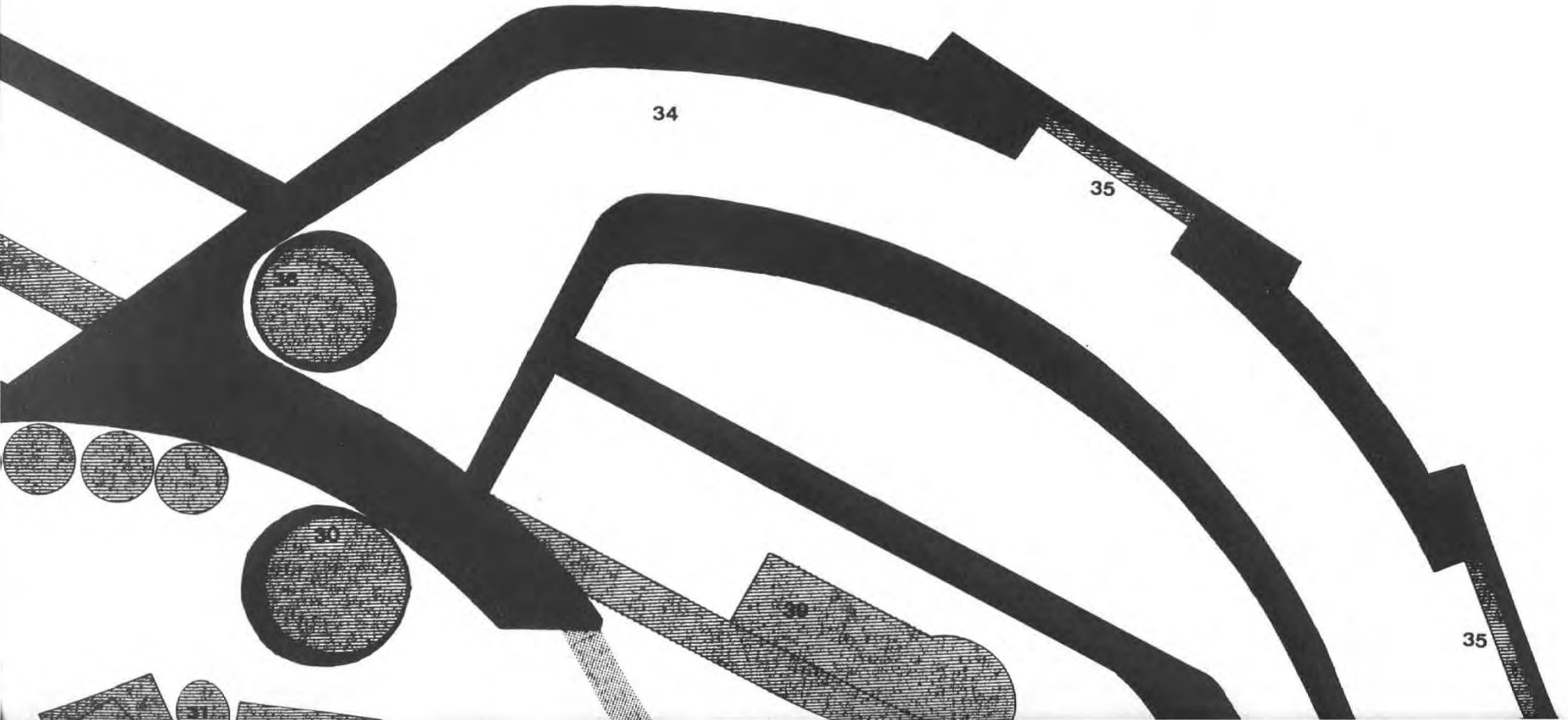
COMPONENTS & SYSTEMS

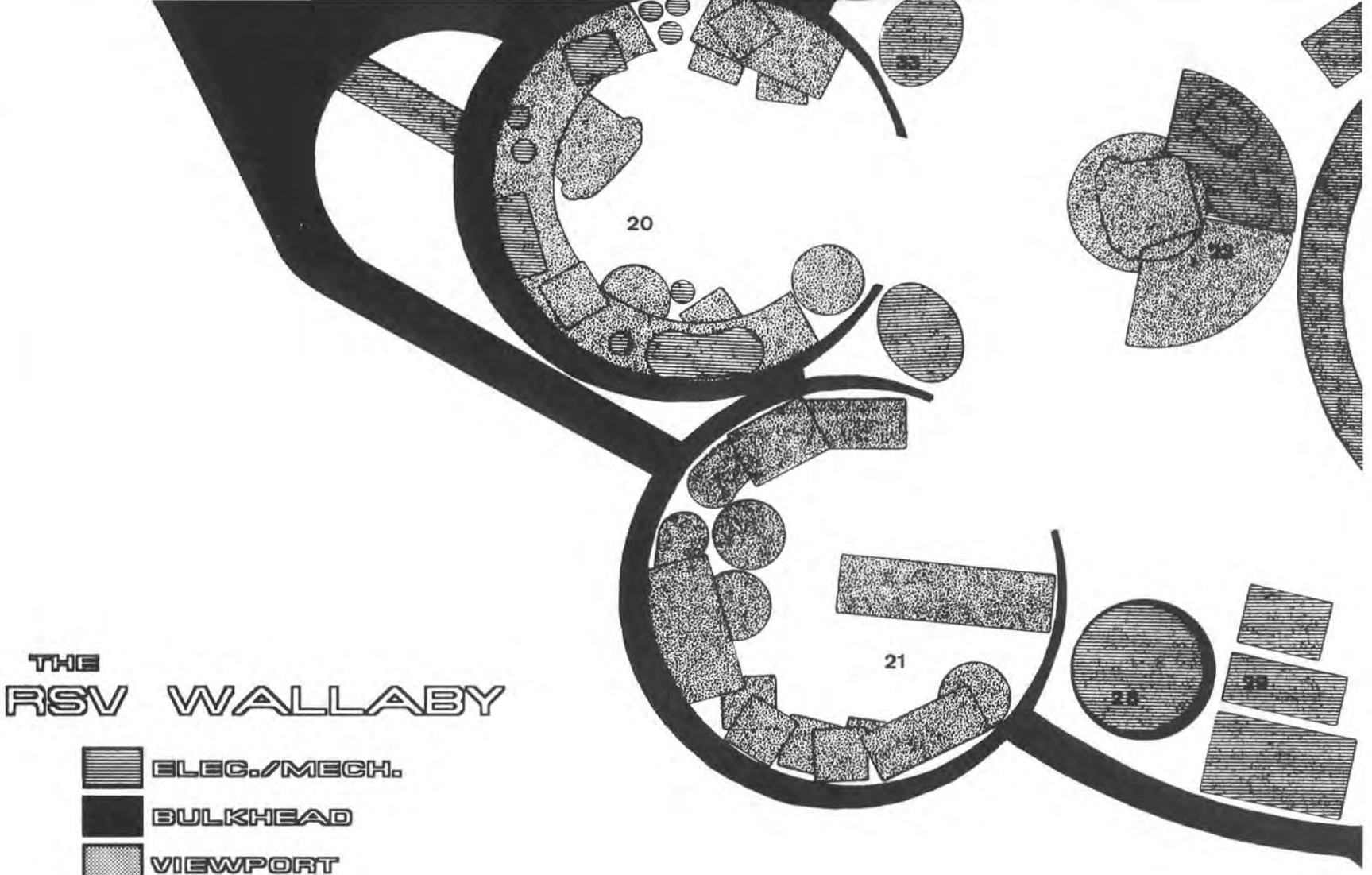
        - large claw manipulators at the end of each arm allow use of simple tools.
    34. Module Ring
        - This C-shaped ring is a tubular deck whose ends extend just below the level of the hatches (#30) in the floor of the staging deck (#22). It is a support / access structure for attachment of and access to the modules.
    35. Pressure hatches and module cradles
        - These ports are used to lock modules to module ring and allow access into and out of modules. Power and life support connections are available on each.
    36. Pressure hatch and ladder down into starboard side pontoon
    37. Pontoon / Ballast Tank
        - Dual function pontoons that — when empty — support the facility on the surface. When filled with sea water, they allow the facility to submerge. Inflow / outflow pumps line inner side of each hull.
    38. Impeller Duct
        - Inflow / outflow tube through which the impeller draws and ejects seawater. Ducts open on fore and aft ends of each pontoon.
    39. Impeller Housings and Motors
        - Electric motors that drive the flow of seawater which propels the facility. Controlled variation in the relative speeds and flow direction of each motor allows the facility to manuveur. Maximum speeds are 6 knots on the surface, 2 knots when submerged.
    40. Pressure hatch and ladder leading from the outside surface to the interior of each pontoon.
    41. Facility module — auxillary minisub bay
    42. Facility module — compression / decompression chamber
    43. Independent life support and module controls
    44. Pressure hatch, ladder, and minisub lock providing access to a docked mini-sub for transfer of personnel moving to or from surface pressure.
    45. Minisub
        46. Helm
            - main control and systems operation
            - sonar
            - communications
            - manipulator arm control
            - video camera and exterior lights
        47. Equipment storage compartment located in floor
        48. Pressure hatch through floor for divers and minisub locks
        49. Life support
            - 6 hour + (CON x 2) minutes air supply
            - heating
        50. Access to batteries and main electronic systems
            - 10 rechargable cells, provide 5 hours operational power
            - maximum speed 5 knots


MAIN DECK
BASIC QUARTERS
BRIDGE
7
9
15
AFT

STAGING DECK
MODULE RING SUBDECK
PONTOON SUBDECKS
BALLAST CHAMBERS
MOTOR ROOMS

STARBOARD





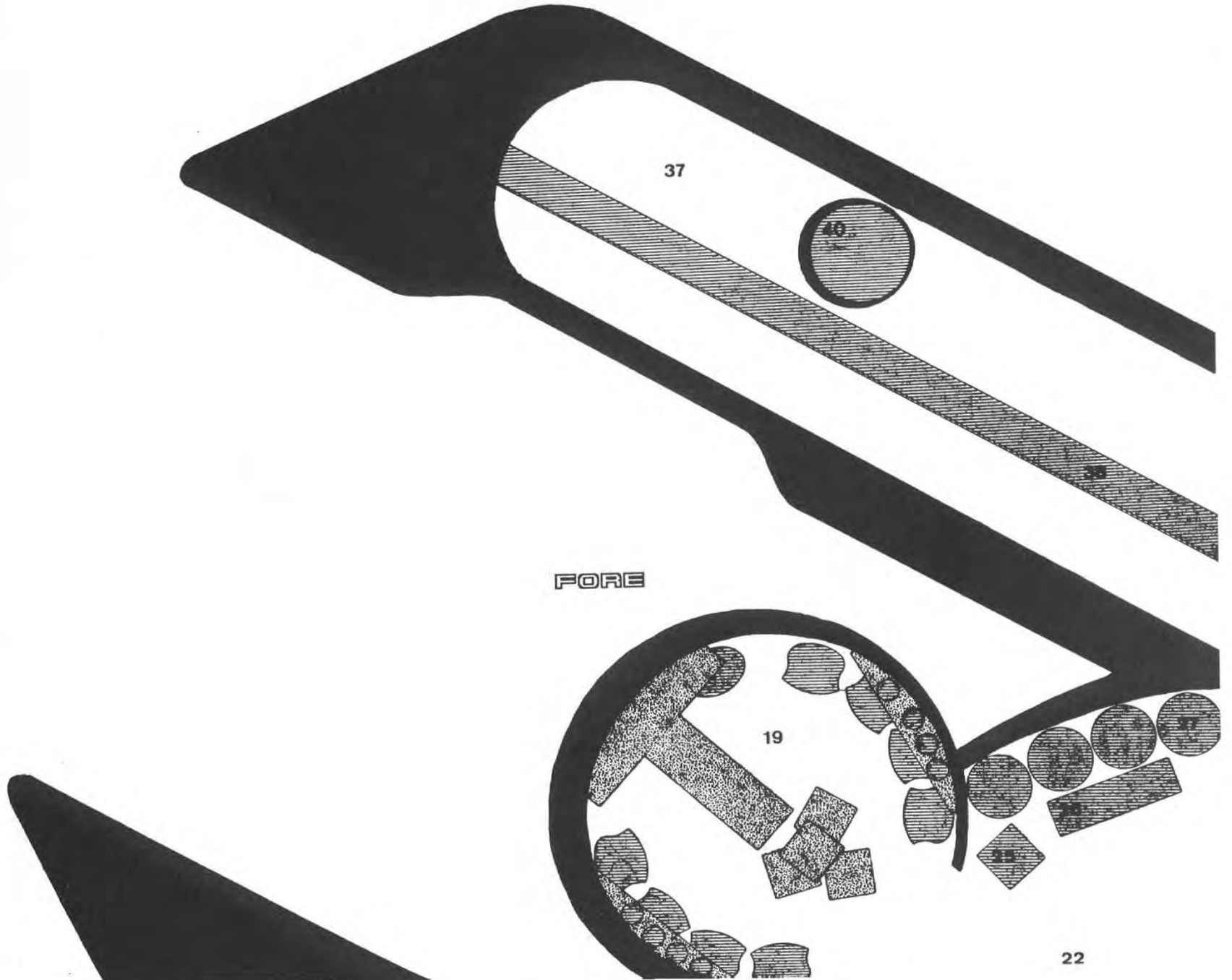
THE
RSV WALLABY

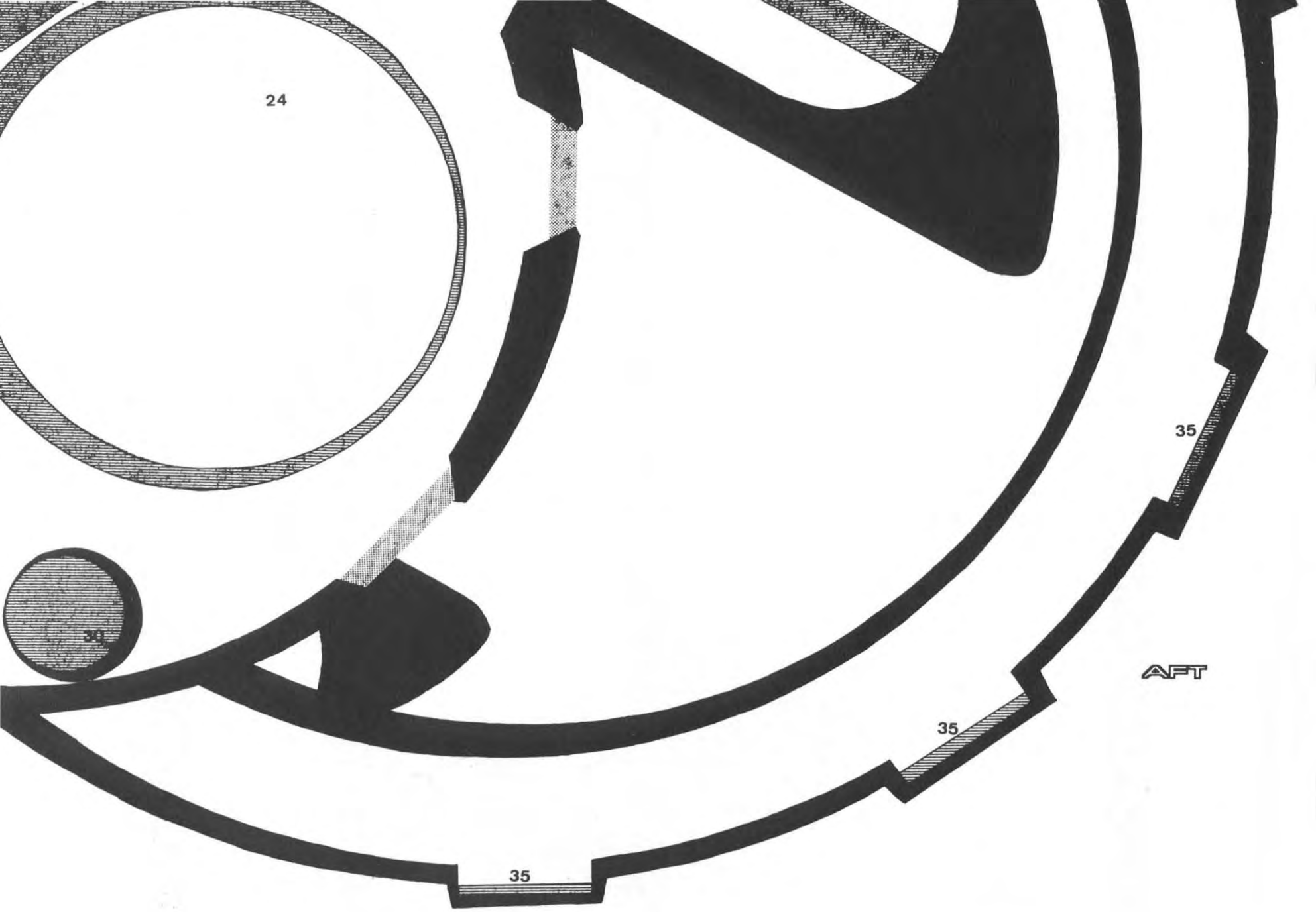
ELEC./MECH.

BULKHEAD

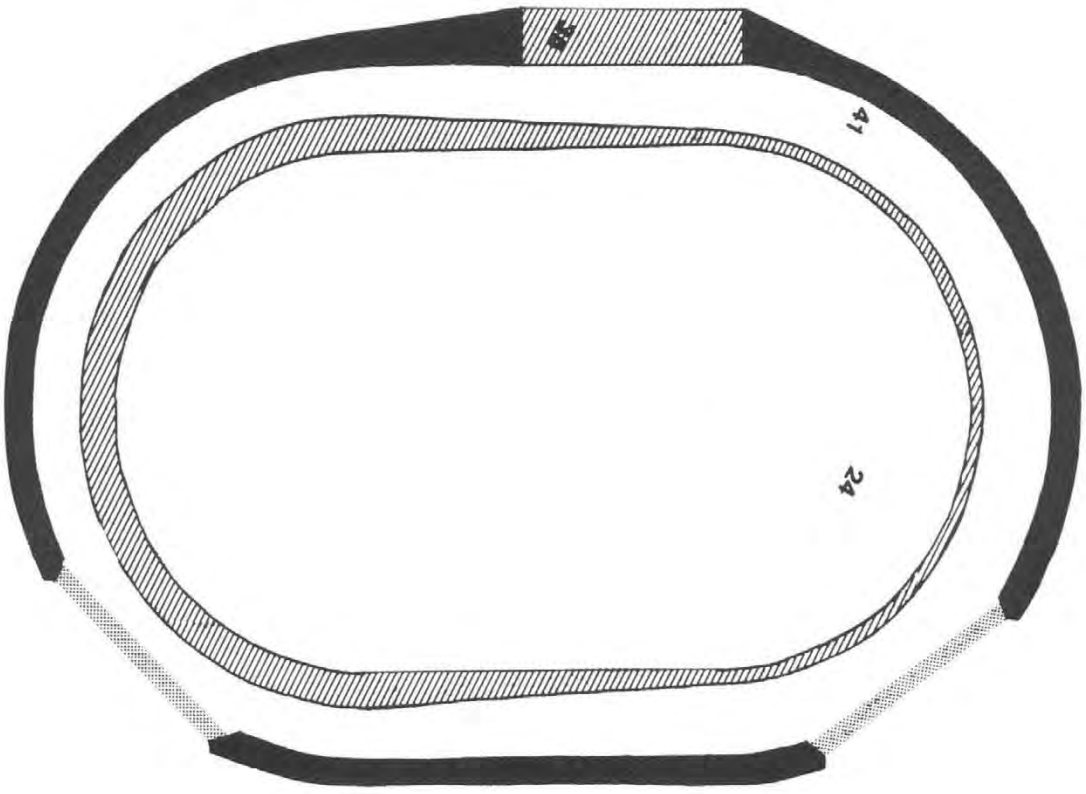
VIEWPORT

FIXTURE

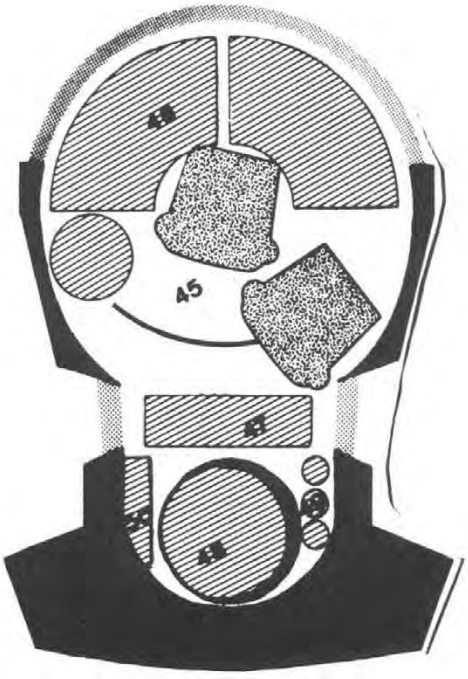

37
40
38
FORE
19
22


24
35
30
AFT
35
35

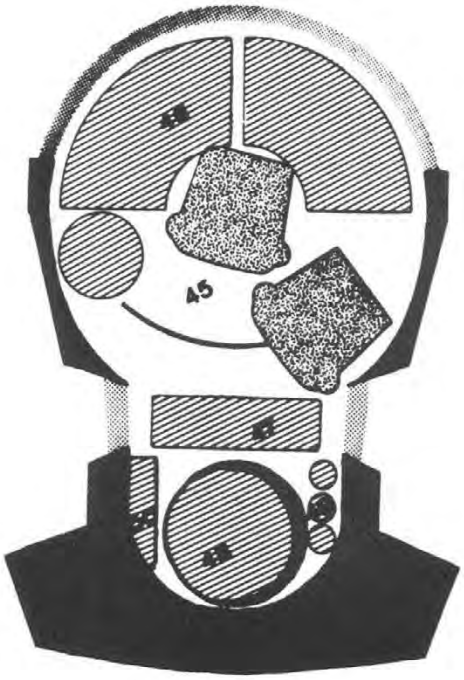
1
2
3
4
FORE



AUX. MINISUB BAY

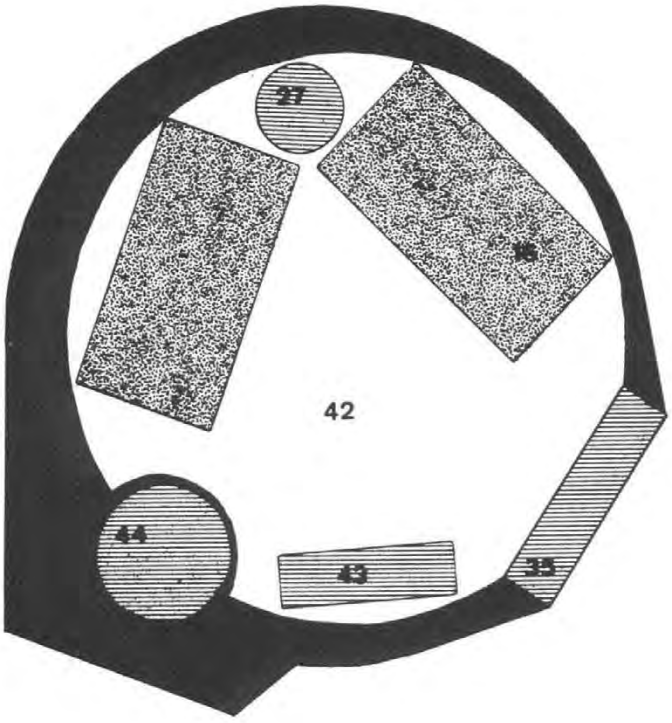


JOEY-1



JOEY-2

DECOMPRESSION MODULE

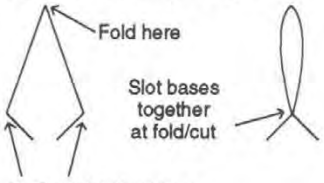


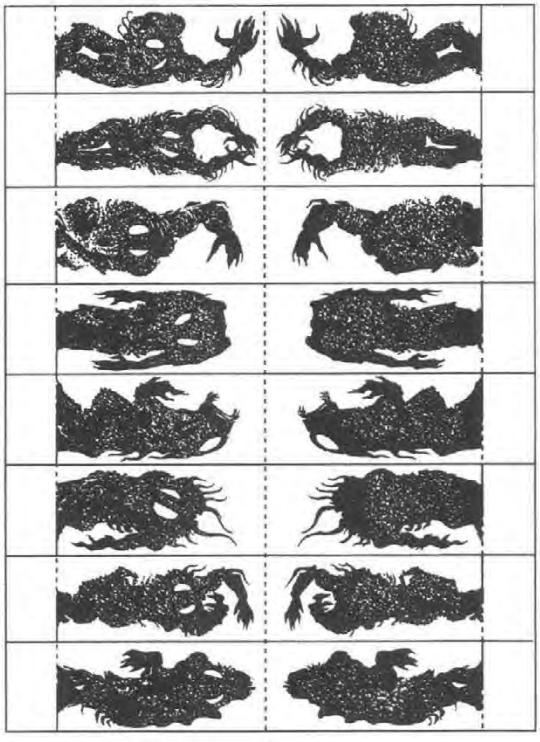
STAND-UP ASSEMBLY

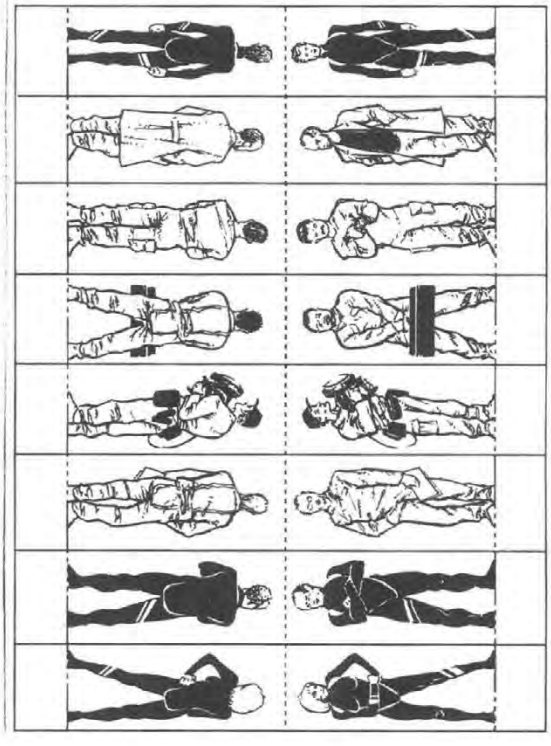
Cut out the two blocks of stand-up figures. Once you have each block removed, separate the individual figures by cutting on the long solid lines.

At the base of each figure is a line, half-dotted and half-solid. Cut along the solid half at the base of each figure. Then fold inward along the rest of that line, and along the central dotted line.

The two places you cut in the base of each figure can then slot together, supporting the figure.







Crawl

Swim

Walk

Run (this length x2)

Flee (this length x3)

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Flee-O-Meter

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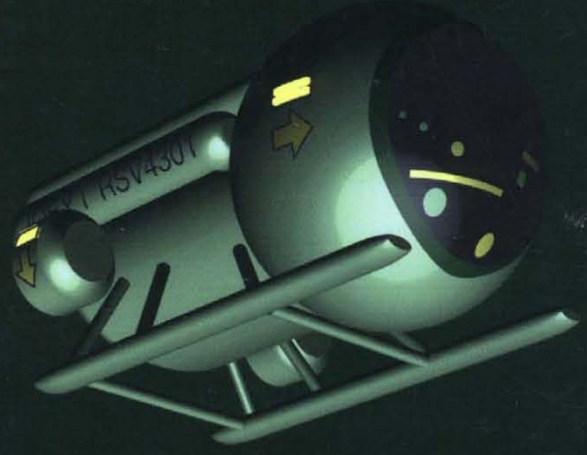

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