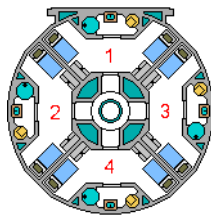


## New Era Commercial Survey Module: CSM-GP5

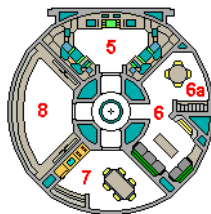
The CSM-GP5 is a converted 16 meter diameter cargo container used by the mining industry to do general surveys of asteroid belts and planets. The design allows companies and corporations to easily transport using existing fighters throughout known space.

The CSM-GP5 has a crew of eight and weights approximately 3,000 tons. It has a crew of 8, Level 4 computer, science lab and powerful multispectrum optical telescope. The design allows the container to be connect to stations or ships with specially design cargo rack. I can also act as a stand alone platform where samples can be examined.



Deck 1

1-4: These are the crew's quarters. They are double occupancy stateroom. Each room contains, two beds, two wall lockers and a full bath. Above and below each bed are storage areas and compartments for personal belongings. A small monitor is mounting over the head of the bed so people can watch their favorite vids and receive personal mail from home. (Should be treated as a home computer. Level 1)



Deck 2

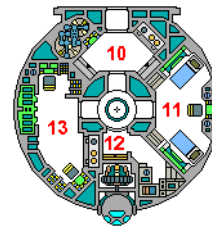
5: The ship's computer. The computer is Level 4. The computer runs and records most of the systems on board. It is tailored for analysis of chemical compounds and mineral resources.

6: The Lounge: The crew can sit here and watch vids as a group or just relax. It is also used as the briefing room.

6a: This small area contains a table for play cards and a library.

7: Galley: Contains a full kitchen and a table that seats six.

8: Food storage: The food is either dehydrated, canned or concentrated. There is enough food to last 20 ship days.



Deck 3

10 Airlock: The airlock is a safety precaution as well as used to load and unload the crews. The air lock control is on the right as you enter. To the left, is the control panel which activates the module. The airlock can only accomadate one being at a time.

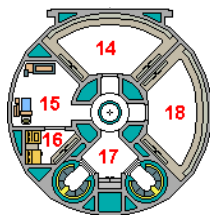
On ships or stations with specially equipped cargo rails this airlock allow access to the ship. On TT-456s and NT-1000 access to the ship is done by a spacewalk to the ship's airlock.

11 Med Bay: This is simply a first aid station for the ship. It contain to life support beds and two small supply lockers. A small work station is provided to allow the Med Tech to monitor patients.

12 Electronic Bay: This room contains the electronics needed to run the telescope. A

wall locker at the entrance contains an Electronic Toolkit.

**13 Analysis Lab:** The lab is for general analysis of mineral and organic material. The controls for the sample analysis unit (bright green in the center) is at the top of the room. At the bottom is the controls for the telescope. The station allows the operator to map a planet or asteroid, limited meteorological studies and gases analysis using it's multispectral telescope. It has a very limited mapping capability concerning solar systems and by no means can it use an astronavigation program.



**Deck 4**

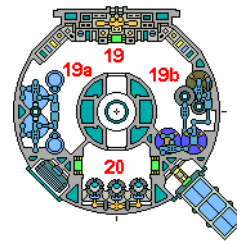
**14 Specimen Storage:** Sample of minerals and organic material are stored here for further examination at a research facility.

**15 Gymnasium.**

**16 Laundry.**

**17 Escape Capsules:** There are 2 escape capsules here, each seats 4. Once launched the cannot return to the container due to the explosive bolt and charges that launch them. In the center between them, is a locker with extra provisions. Under each seat, is a survival kit.

**18 Stores:** This compartment contain spare parts, chemicals need to run the Analysis unit in Room 13, and personal equipment which cannot be store in their staterooms.



**Deck 5**

**19 Electrical Control Panel:** This group of equipment allow the pod to transfer power from the ship to the container.

**19a Atmospheric Scrubbers:** This main the ship's atmosphere for 20 ship days or 400 hours. Recharging this unit can only be done at a spaceport

**19b Water purification plant:** This unit cleans and sanitizes the water used in the container during its mission. Recharging this unit can only be done at a spaceport

**20 Battery Room / Solar Panels:** There are 3 batteries in this room which provide 15 hours of emergency power, in case the container is separated from the ship. The solar panels are there in case of emergency as well. When both are deployed, they provide enough power to run the systems on the container and charge the batteries.

## **Appendix 1: Equipment**

**Duty Uniform:** The duty uniform is a light weight space suit meant to be wore when onboard a space ship. The suit is equipped with a temporary pull out clear plastic helmet that is pulled over the head and worn until a real helmet can be located. The atmosphere is stored in two flex tanks located in the chest and will last for 2 hours. The suit provides some protection from shrapnel and should be treated as Kevlar armor. When mated with a helmet and backpack system, the suit will act as a spacesuit. The suit doesn't do well in corrosive atmospheres. Cost: 1000 Credits.

Escape Capsules: Their life support system last for 7 ship days or a 140 hours. They are capable of planetary reentry and use a parachute to land. They can make slight course adjustments in order to land on the nearest planet. An emergency beacon begins to broadcast as soon as the capsule leaves the ship. The signal will broadcast for 7 ship days. They cannot outrun other ships or evade incoming fire. Cost: 50,000 Credits.

Capsule Survival Gear located under a hatch in the floor. List of items:

- 1 Atmospheric condenser for extracting water from the atmosphere (fills four canteens, see )
- 1 Food Processor.
- 3 Man Tent
- 1 Emergency radio
- 1 Recharging System with two external ports. (solar powered or hand cranked)
- 1 Shock fence (covers 10 by 10 meter area.) 4 emitters with 10 charges each.
- 40 Survival Rations
- 2 Survival Rifles (10 shot Rifle with 3 clips and a built in single shot, shotgun with 10 rounds.)

If the equipment is divided up between the survivors, it can be easy carried between the 4 of them.

Personal Survival Kit are located under the seats. List of items:

- 1 Backpack
- 1 Compass
- 1 Collapsible Shove (Does Club Damage)
- 1 First Aid Kit: 3 bandages, antibiotic spray and 1 autojector antitoxin.
- 1 Flashlight, recharge by built in hand crank.
- 1 Lighter
- 1 Personal Emergency Beacon
- 1 Poncho
- 1 Sleeping bag
- 3 Signal Flare
- 1 Survival Knife (Does Knife Damage)
- 7 Survival rations.
- 1 Water Purification Canteen, with 7 filters.

## **Appendix 2: GM Master's Notes**

The container is on loan from United Resources Corporation to the Truane's Star Department of Commerce (DoC) for this mission. As with all government contracts, it went to lowest bidder. Therefore these are some of the considerations you should make during the 5 day journey to Zebulon system.

### **Roll 1D10:**

1-3 The container is great shape and everything is stowed correctly and everything is in running order. They player will spend the next 5 days bored out of their skulls.

4-7 The storage rooms are a mess and need 5d10 hours to organize and everything is in running order. The computer is a mess and need 1d10 hours to organize and make sure it's running properly.

8-10 The necessary supplies were piled into the storage room without any thought. Minor repairs are need on the Telescope and Analysis Unit, each will take 6d10 to sort out. The computer is a complete mess and there are files missing. Mapping Volturnus will be impossible.

### **Pirate Attack:**

To impress on the Player the need to hit the escape capsules and get off the ship. There is a loud bang and the explosion above their head. The radiation warning goes off, meaning there is a large scale radiation leak somewhere. After leaving the ship they will see that the number one engine has plowed into the shuttle container causing the contamination.

### **After the player land on Volturnus:**

Their mission to survey the planet and system was to last 18 days (2 days less than the maximum of the CSM-GP5 life

support system out of safety concerns.) Therefore, they are under the assumption that rescue is 21 to 24 days away. The GM should impress this upon them.

Second, the destruction of the cargo ship that brought them here by pirates should be of grave concern considering there is an Emergency Beacon blasting away on their Escape Capsule. They will not be able to do anything until after they have landed. They have 10 minutes after they land to disable it or the Pirates will have their location. Roll a D10, if it 8 or higher pirates will know their general location and send out a search party. This can be offset, however because there are a number of pods coming down (2 from the container and 2 from the ship.)

#### **Captain Ohed Epps:**

If the Captain survives (50/50 chance), he will not be too pleased see the characters and blames them for the destruction of his ship. His smuggling days and dealing with the underworld may lead him and his crew to side with the pirates or attack the group for the above reason.

#### **If the players Botch the Adventure:**

Allow the player to struggle it out for 22 Days before a Truane's Star Defense Force cruiser shows and rescues them...