

INCITING INCIDENTS

1 Torn and Tangled Tethers
2 Derelict Satellite Collision
3 Solar Flare Fries Critical Systems
4 A Climber Crashes
5 The Anchor Breaks Loose
6 Sabotage

WHERE WERE THEY WHEN IT STARTED

1 EVA From Exodus
2 Exercising in Fortitude
3 Drunk in Destination
4 In-Transit Aboard a Climber

POTENTIAL COMPLICATIONS

1 Decompression
2 Micro-Meteor Shower
3 Wide-Spread Power Failure
4 An Escaped Biological Sample

MAJOR THREATS

Air, Water, Fire:

Dehydration won't immediately kill you, but it will quickly impact your effectiveness. There are no natural sources of water on Harbor. In high concentrations, oxygen is a significant explosion risk. Air that has little to no oxygen can induce hypoxia, unconsciousness, and death with little warning. Many critical pieces of equipment are vectors for ignition. Fire poses a major threat to critical systems, uses up oxygen, and is difficult to extinguish in microgravity.

Exposure to Vacuum:

Brief exposure to vacuum is unlikely to cause permanent harm beyond suffocation. Transitioning to lower pressure without the use of a pressurized suit may induce Decompression Sickness. Symptoms include numbness, tingly skin, loss of balance, nausea, headaches, paralysis, and incontinence. Sudden exposure to a low-pressure environment can be deadly as the gases within internal organs forcefully expand. Exhale before sudden decompression.

Inertia:

Objects in space travel at speeds measured in the thousands of kilometers per second. Impacts with small man-made or natural debris can be devastating. An impact with a fleck of paint produces force on par with the explosion of a hand grenade, though specialized metal shielding protects Harbor from small debris.

Isolation:

Over long periods of time isolation can have significant effects on a Survivor's mental health. Without the social mores of society to ground them, views on morality may drift significantly and eventually a variety of mental illnesses may set in.

Welcome to Harbor, humanity's first permanent settlement among the stars. The bedrock of the future; a beacon of hope, ingenuity, and perseverance; now a frigid death trap. As disaster unfolds, shaking the very bonds that hold you to the Earth, what will you do to survive?

SKILLS

1 Biology	1 Fabrication
2 Astronomy	2 Extra-Vehicular Activity
3 Physics	3 Seamstering
4 Chemistry	4 Fire Prevention
5 Computing	5 Leadership
6 Your Choice	6 Your Choice

WHO ARE YOU?

Researcher 1
Technician 2
Tourist 3
Religious Envoy 4
Political Ambassador 5
Journalist 6
Engineer 7
_____ 8

WITH A:

1 Handheld Game System
2 Wooden Religious Emblem
3 Pouch of Good Booze
4 Small Plastic Toy
5 Cracked Timepiece
6 Book of Poems
7 Musical Instrument
8 Signed Memorabilia
9 Small Puzzle
10 Prescription Medication
11 Polyhedral Dice
12 _____

AND YOU'RE:

Naive and Starry-eyed 1
Calm Under Pressure 2
Relentlessly Pessimistic 3
Detached 4
Socially Awkward 5
Germaphobic 6
Terrified of Space 7
Perceptive 8
Self-sacrificing 9
An Entertainer 10
Verbose to a Fault 11
_____ 12

GROUND CONTROL

A SPACE ODYSSEY

Compatible with *Cast Away*

Written by:
Joe O'Brien & Reilly Qyote

Art & Design by:
Rugose Kohn

An independent production of:
The Afterthought Committee

Harbor acts as a staging area for deep-space missions. Positioned in High Earth Orbit (HEO), it consists of a central space elevator surrounded by 5 satellite modules all connected via carbon-fiber tethers. Transit between the modules and up the elevator is achieved via Climbers that move along the tethers like a cable-car. With the exception of Fortitude, each module docks up to three Climbers at once, with a separate entryway for each. Traveling the length of the elevator cable is a day's journey, but travel between modules takes less than an hour.

0: Liaison

The central module acts as crew quarters, central logistics, intake, and storage. A large cylindrical airlock connecting to Earthbound, the space elevator itself, dominates the middle of the inner chamber. Small capsule-like crew quarters dot the walls, while the space between is filled with packing crates.

Complication:

There is an 80% chance the airlock door is badly damaged and will not open. Calling Earthbound to the station takes a full 24 hours.

You Might Find:

Toiletries, 100 lbs of flour, water-based nutrient treatment for soil, expensive whiskey (hidden beneath the uniforms)

1: Galileo

The primary research facility, command deck, and laboratory. The most compact module on Harbor, three small laboratories take-up the bulk of the space, while dual computer arrays line the opposite wall. One array controls the sensor and communication equipment while another controls station lockdown and can remotely control equipment including rockets and shuttles, the climbers and the station's maneuvering thrusters.

Complications:

- The communication dish was badly damaged. Repairs require a space-walk with the proper equipment. A back-up array on Exodus is damaged but more easily repaired.
- A chemical spill has become a small fire in Lab 2. Suppression systems have sealed the lab and depressurized the environment to no avail.

You Might Find:

Various chemicals, cleanroom suits, and other lab equipment

2: Creation

Built to study agricultural sustainability in space as well as micro-gravity's effects on genetics and botany. The interior surface of the capsule, aside from the occasional handhold, is covered in greenery that sprouts from large soil 'pillows'.

Complication:

The irrigation system is malfunctioning, wasting water and flooding the soil pillows as it spills out into the open air. Large globes of water and dirt now float freely throughout Creation. Crop failure is inevitable.

You Might Find:

Edible plants, soil treatment supplies, stored water



5: Exodus

A construction and docking facility for other spacecraft. The most prominent feature is the sleek reentry shuttle, Icarus, held in place by large magnetic clamps. Icarus' starboard wing is in disrepair, but that is only a problem if used for re-entry. The ship is unfueled but a fuel pump with two hoses sits aft of the shuttle and small hand and power tools float freely or are bound by elastic cord to the walls.

Complications:

The fuel pump is misconfigured. A careless attempt to fuel Icarus launches a gout of flame from the hose's clamps for a moment before the tanks catch fire.

You Might Find:

An angle-grinder, a welding rig, EVA suits, various tools

Staying onboard Harbor is dangerous and, in the long-run, untenable. Whether by their own initiative or an eventual rescue mission from Earth, escape is a must. Use the tables to inspire your own circumstances. Use complications provided for each module or create your own. While the elevator, Earthbound, and the shuttle, Icarus, represent the main vectors for rescue, give anything that seems reasonable a fair shake.

3: Fortitude

The largest module in Harbor. It's center column is a cylindrical drum that spins around a stationary axis, creating artificial gravity. Used for recreation and dining purposes, the interior houses a combination conference room, kitchen, and eatery as well as a gym stocked with terrestrial exercise equipment and a small medical bay.

Complications:

- The drum grinds to a halt, sending objects and occupants flying, or it accelerates to increase the inertial gravity well above earth-like levels.
- There is a slow leak, venting the atmosphere.

You Might Find:

Personal effects, fresh foods, utensils, first-aid, alcohol

4: Destination

The newest addition to Harbor, its primary purpose is public tourism. Two comparably large private rooms occupy half of the module, the other half is dominated by a large viewing window and the world's first zero-gravity bar and lounge. All beverages served in pouches.

Complications:

A faulty climate control module slowly replaces the oxygen with helium.

You Might Find:

Clothes, prepackaged snacks, a personal music player

CONTRACT NO.		DATE		PRODUCTS CORP.	
DWN	KEN FLARNBIN	97/09/15	TIME	SKOKIE, IL, U.S.A.	
CHK	LANCE MUNYON	97/09/17	HARBOR, Modules, Plan		
ENG	FRANK STEINWATER	97/09/17			
PROD. MGR			SIZE	CAGE CODE	DWG NO.
MFG ENG			G	19710	2554527436
			SCALE: 1/1 REL. DATE: 97/09/17 SHEET: 11 OF 11		