

Cloud Force

By Morrie Mullins

The following memorandum was leaked to a member of Cularin's news media this morning. It is unclear why the leak occurred, or what the individual who provided the information sought to obtain. According to media sources, no credits or any other form of payment exchanged hands. If the media is to be believed, the source simply felt it appropriate to keep the people of Cularin "informed" as to the operations of the Militia.



The source was quoted as saying, "This is no time for us to be developing specialized units. We should be going on the offensive against the enemies of Cularin. Logically, a division like this can target only internal threats. Either the leadership of the Militia knows something the rest of us don't, or they're afraid to leave the system and go help in the war on the Separatists. Either way, it's a problem."

The imprecision of the language has led some to question whether this is actually a Militia document. Thus far, however, the Militia has had no official comment . . .

Internal Memo

To: Osten Dal'Nay, Commander

Fr: C. Drover, Sgt.

RE: Cloud Force

Date: [yesterday]

Commander Dal'Nay,

I felt it appropriate to inform you that Division Cloud Force is ahead of schedule. Our original timeline targeted strategic mobilization three months from now; our current timeline puts us combat-ready in three weeks. The training budget provided, and the technologies developed by Cularin Militia researchers, have greatly enhanced the unit's readiness. The goals of the division continue to be met, and I am confident that the soldiers will perform up to the high standards set for our Militia. In order to clarify our progress, I will address each of the charges laid before myself and Sgt. Korvalis at the formation of Cloud Force.

1. **To create the infrastructure necessary to support a division of soldiers capable of deploying individually or in small strike teams within the atmosphere of Genarius for combat.**

Sgt. Korvalis and I recruited half a dozen senior enlisted personnel to assist in designing and managing Cloud Force. We then began making rounds of zero-g training facilities to identify those individuals whose physiologic traits predisposed them to success in such environments. Because the unit is relatively small, the infrastructure necessary was minimal, and the training required for those who would command units within the division quickly completed. The similarities of operating inside the gas cloud to operating in a deep space environment further speeded the training of our leadership core. Appropriate connections were made within the naval and ground branches of the Militia to ensure full coordination of activities as Division Cloud Force approached operation status.

2. **To obtain sufficient motivated personnel to allow 12 autonomous strike teams to be created.**

As was mentioned previously, Sgt. Korvalis and I focused our initial search on zero-g training facilities to identify the leadership core. We then utilized the knowledge brought to the division by these leaders to enlist soldiers with the appropriate temperament to be part of Cloud Force. Initial queries were made through interviews with candidates identified by those in command of the division, but no offers to join were extended. Instead, we allowed word of Cloud Force to spread among the soldiers. After letting rumors circulate for eight days, we posted a call for volunteers. For 250 slots, we received 1,139 applications.

Of these, 672 were immediately disqualified for medical or mental health reasons. The remainder were tested repeatedly in zero-g and high-g environments and forced through a series of exercises designed to test the limits of their strength and endurance. Specs for all exercises were submitted to your office prior to project onset, so I will not reiterate them here.

215 volunteers failed to complete the physical trials; of these, 14 were medically discharged and three were regrettably killed. Incident reports relating to the deaths of these soldiers were submitted to your office as well, and their families have been notified and compensated consistent with Militia policy. The 252 remaining soldiers were divided into 12 units and one of our previously trained soldiers was put in command.

3. **To provide sufficient intensive training to have the units operational within six months of training onset.**

You may refer to my memos of [date 90 days ago] and [date 62 days ago] for details on our training procedures. Utilizing resources within Genarius, including facilities on and beneath Nub Saar, and utilizing bases on [BLACKED OUT] and [BLACKED OUT], training commenced. Troops skirmished regularly against droid opposition and

undertook numerous man-on-ship attack sequences. Strategies were developed and implemented to assist individual and strike team success against superior opposition. Total losses during training have been filed with your office; 233 soldiers remain active in Cloud Force. As reported initially, I expect that we will be fully operational within three weeks, and encourage you to make initial assignments of Cloud Force at that time. The soldiers are prepared to serve Cularin in any way you deem necessary.

4. **To oversee development of technologies to aid strike team efficacy in atmospheric conditions generally unfavorable to combat on a scale smaller than ship to ship.**

Because neither Sgt. Korvalis nor I are technicians by trade, we recruited a team of technicians from other Militia branches. Once the technicians were briefed on the mission of Cloud Force, they began working to develop appropriate gear to aid in the conduct of our missions. Several key pieces of technology have come from their work, and I will be submitting the names of several of these individuals for commendations, at your discretion. The tech developed includes:

Gasmasker. Worn on the back but with a sensor on the chest, the gasmasker recreates the pattern of gas molecules that existed prior to the soldier's interference with them in order to mask the soldier's movement. I am told that the masker precisely replicates the state of the atmospheric gas on Genarius, even accounting for natural currents, to make it more difficult for sensors or visual inspection to pinpoint the trajectory of our soldiers. Testing of the device is ongoing.

Light Radiation Suit. The LRS is a variant of the armored flight suit that is standard issue to all soldiers in the Militia's naval branch. Most of the actual armor has been removed, and the seals have been reinforced to allow for extended exposure to vacuum environments. In addition, the suit is constructed from [BLACKED OUT], a material which testing indicates makes it nearly impervious to radiation. Further treatments with a combination of chemicals (see my report dated [23 days ago] for specifics) are ongoing.

Due to numerous incidences of radiation poisoning during training exercises, we have also begun issuing protobactin cylinders and injection kits to all Cloud Force soldiers. The LRS is being redesigned to accommodate an injection panel so that protobactin can be administered without breaking the seal on the suits, in the event that a soldier is exposed to the gas mixture while not wearing his/her suit but does not become symptomatic until the suit is again being worn.

The training regimen we have developed is intense, and the funding for both training and technology is greatly appreciated. Sgt. Korvalis and I would welcome a visit from yourself or one of your designees any time you feel an inspection is warranted.

Cordially,
Drover

New Feat: Zero-G Combat Focus

You have received additional training in zero-g combat, allowing you to develop more precise control of your body in intense combat situations.

Prerequisite: Zero-g Training, Tumble 7 ranks.

Benefit: You gain a +1 bonus on attack rolls, defense, and Reflex saves made in low gravity or zero gravity.

New Equipment

CuMil Gasmasker

Cost: Not publicly sold

Weight: 1 kg

Availability: Specialized, Military

Gasmaskers were developed for military use in the swirling clouds of gas giants such as Genarius and Bespin. In the interest of stealth, military bodies began considering using small-scale strike teams to approach and disable enemy ships, rather than risk ship-to-ship combat that might result in unpredictable atmospheric disturbances.

The standard gasmasker model attaches to the chest and back of any standard flight suit and utilizes a set of sensors that take precise readings of the atmospheric conditions surrounding the wearer. Because disturbances in the gas patterns of cloud giants are easily detected by properly configured sensor arrays, the gasmasker utilizes a molecular intake-output system that allows its wearer to pass through the gas cloud without disrupting the gas patterns in a way that sensors are likely to detect. The DC to detect an individual equipped with a functional gasmasker using even an optimally configured sensor

array is increased by 15. (No ship-scale gasmasker has been successfully developed, due to the volume of atmosphere displaced by even the smallest ships.)

A gasmasker operates off a small internal power cell that lasts for three hours before needing to be replaced. If the gasmasker is utilized with a powered flight suit or can otherwise be attached to an alternate power source, it can operate as long as the new power source remains operational.

Light Radiation Suit

Armor Type: Light Armor

Proficiency Group: Light

Cost: 8,000

Damage Reduction: 1 (4 vs. energy weapons)

Maximum Dex Bonus: +5

Armor Check Penalty: -2

Speed: 10 m/6 m

Weight: 2 kg

Availability: Specialized, Military

The Light Radiation Suit was developed for maximum mobility and protection for individuals experiencing long-term exposure to radioactive gases. The joints and seals have been reinforced to completely protect the wearer from radioactive environments for up to four hours of standard use.

After four hours of continuous exposure, if the four primary seals are not replaced, they begin to degrade. For every 15 minutes of exposure after the degradation of the seals begins, the wearer of the suit takes 1 point of Constitution damage. The wearer can make a DC 12 Fortitude save to negate the damage. However, a successful save does not remove any Constitution damage resulting from prior failed saves, nor does it keep the wearer from having to make another save if he is still in the radioactive environment wearing his compromised suit 15 minutes later.

A seal-patching kit with two full sets of replacement seals is built into the left leg of each LRS. Patching the seals requires a DC 15 Repair check. An individual attempting to patch his own suit while wearing it must make a DC 25 Repair check, due to the awkwardness of the operation. Extra patch kits cost 200 credits.