

Mines of Karatha

Posted by stark - 24 Jan 2012 22:59

Karatha Mines

The karatha mines were established in 2460 by the Enabba corporation a modest mars based mining company. The corporations main focus is mining contracts.

Karatha itself was a boon to the small corp who in its ambition set up mining operations on the outskirts of D'naa territory. While using the presence of VASC outposts to help ensure military support.

Erynum is the mineral of interest and it was discovered by early geologists to have a massive deposit in the colonies present location. The company while being mostly automated houses a few local families who diligently stay and make sure the machines are operational.

Digging so quickly and so deep the miners accidently breached a D'naa Stronghold, possibly the very same one under the temple ruins not too far west. The surprised D'naa quickly mobilized and invaded the mines. In desperation the miners destroyed the entrance into the mines shutting it off and trapping many miners under the surface. They expect a surface attack at any time.

The main body of Karatha houses the mine entrance and lifts. The main entrance is inaccessible due to the miners blowing it shut, to keep the colony from being overrun by invading D'naa soldiers. Leaving the only accessible way into the mines a simple service hatch.

NPC Info

The miners are a hardy folk who have lived their whole lives in a somewhat of a cast system in mars civilization. Born to miners their children are bred to be miners and so and so forth for generations. This keep these secluded colonies somewhat sheltered but you will find no better surveyors of geology elsewhere.

Mining is s dusty business and when creating an npc just keep it in theme, they most likely will be in pressure suits as well as masks while working in the tunnels. Enforcers are the tactical units of the colonists and usually come as mercs or combat experienced private sectors of mars.

Types of npc's needed:

Merchant

Enforcer (combat)

Merc

Geologist - Chessa

Doctor

Trapped or Captured Miner

While not all npc's are necessary for combat they still need to be metered up. if you are fired upon run to an enforcer for protection

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Re: Mines of Karatha

Posted by stark - 25 Jan 2012 23:07

Mines of Karatha part II

the first part dealt with players unlocking and doing menial tasks as well as collecting items for mission and prestige. The second part will focus on mines and internal combat maybe escalate relations with the miners.

The lower mines has been opened up and has been redesigned for combat so well get routine combat going in there with time limited and possible objectives. i expanded it with an extra ladder and stairs, karatha combat is been limited to no gravpack, jump jets are alright, on only a few players at a time, D'naa are standard rifle+ grenades & melee.

if you can think of some objectives let me know otherwise karatha is going to be a deathmatch kinda area with occasional objectives and npc's ill also get the items collected sorted out.

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Re: Mines of Karatha

Posted by Kriss - 25 Jan 2012 23:14

Stop pissing off the merchant. Think that's kinda important.

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