



DS3 Mafia RPG - Voe Doc



Name: Hans Tiedemann

Occupation: [EarthGov](#)

Description:

Hans Tiedemann is the highest civil authority present on Titan Station - Director of Operations aboard the station. Due to Overseer's absence, he's also in charge of the Marker 12 Site Project. Due to the Necromorph outbreak, he puts the Station under martial law. He also ordered the evacuation in an attempt to save as many people as he could from the Necromorph outbreak on the Sprawl despite being ordered not to launch one. It is unknown exactly how many, if any people survived their escape from the Sprawl. His only goal is to restore order and save the Project. Therefore all key targets have to be eliminated. Nobody is allowed to enter the Government Sector and hamper the Project research.

Objectives:

All those bodies are triggering the Convergence Event, but for the most part, it is due to key Patients making their way closer to Marker and enduring pain along. You have no choice, protect the Marker against everyone, Necromorphs and violators alike. Your special unit as at your disposal now (you can recruit EarthGov Marines from the Spaced Players Pool)

Weapon:

Javelin Gun 2-1 - The Javelin Gun is a survey tool, designed to fire a titanium spike at high speeds, which can be used to impale your targets. Additional upgrades can improve the attack so that you can pin your targets to the surface, immobilizing them. After your target was hit, you can charge your weapon later and cause additional damage by electrifying the spike.

Day Phase Actions:

##FIRE SOLAR BEAM - Depending how many of your marines are in the Solar Array, the cannon will fire on a single target (2 marines - 100% damage, 3 marines - 200% damage, 4 marines - spaced, armor doesn't count). Solar Beam can damage the Public sector beyond repairs. **##EMERGENCY EVAC** - Ends the day N/A ANTI OFFLINE

##SHOOT (-1 ammo) - The projectile pins the enemy to a surface, immobilizing them. [-55% health damage your target + immobilize (target can no longer perform actions during that day)]

##CHARGE (after one hour from **##SHOOT**) - You can cause extra damage by charging, which electrifies the titanium spike and shocks your target dealing extra damage [-100% health damage to your target]

Ammo: 3

Power Nodes: 1

O2 Supply: No

Medkits: No

Health Status/Max Health (Strength): 25/100

Converged: Yes You have not been Converged with Marker yet

Government Sector Access: You are safe in Marker Chamber unable to interact with outside

You're safe in Government Sector of the Station. You can't be harmed from outside though you're unable to interact with outside as well. You can't buy equipment anymore either.

Solar Array Access: No

Posting Gimmick/Restriction

Mention in every post: The Project is worth every life lost on this Station. You can use different wording.

RIG Body Armor:

No

RIG Stasis Module:

No

RIG Kinesis Module:

No

Credits: 7000

Other actions:

##RECRUIT - You can recruit one player from the Spaced Player Pool. You can only have 4 Marines in total in game. Once you recruit you cannot do anything else for three turns.

EMERGENCY ARMORY - Buy emergency ammo or health packs - use buy **##BUY AMMO** or **##BUY MEDKIT**

##PASS EQUIPMENT - you can choose to pass equipment (anything but rig upgrades) to one person.

Conditional Actions:

If Tiedemann gets hacked outside from the Government Sector, it will release Ubermorph. At the same time, Government Sector will be compromised and Tiedemann will have to quarantine to Marker Chamber, this will deactivate ANTI communication/investigation for the following day. If Tiedemann gets hacked within the Government Sector, the Marker chamber will be unlocked, and any key patient inside can release the Convergence Sooner. If both key subjects are killed

(spaced) or escape, the Marker will slowly die off (convergence levels start to decrease). Tiedemann can get special night action upgrade (either when his marines enter Solar Array - Solar Array Blast cannon, or when Daina gets inspected without converting more than two marines - Air Strike to UniHQ). Tiedemann will earn Power Nodes as reward for killing Daina, or one of the key patients. Tiedemann will be available to recruit extra Marines to protect EarthGov/Marker Chamber in case the Government Sector gets compromised and there are less than 4 Marines in the game already (Tiedemann can only have 4 marines in game at once).

Hello, it's Voe. I am glad to be back at the commanding position. I shall keep in mind the mistakes I've made in the past, and make sure this time will be different.

Did the forums just break?

Catalyst.jpg

LOL. Bluehell productions forums - 403 forbidden

Does my life support purge kill necromorphs, btw?

Not really. As necros do survive without air.

God dammit.

I assume i can't use the bench or shop? Vert?

Nope as per role description above.

However. Whenever someone enters the gov sector, you may be able to interact with them.

DAY 2

"This is not happening. Not on my station. Not on my watch. Whoever dared to hack to the security in this section is an IDIOT! He has just compromised the entire compound and those monsters are marching here! They have no idea what that 'Thing' is capable of. I have no other choice, I have to get back to the Marker Chamber immediately. Until quarantine is over, I'm suspending all inspections and unnecessary tasks in order to pinpoint the intrusion and eliminate the threat. Tiedemann out."

Vert, if I attempt to shoot at someone outside the government sector, do I waste my ammo and nothing happens? You didn't really tell me a lot about who is

present around here.

**Since I told you you can't do it, it simply won't happen.
You won't waste ammo but possible day action.**

As in, I'm hiding in the marker chamber. What if somebody just comes around and shoots me? I have no way of knowing of that. Anyone can kill me at this point because although I'm supposed to be camping the entrance with a javelin, they will still get the first shot as I don't know when they're coming.

You should check again what was posted D2.

It doesn't say who broke through.

There were multiple security breaches anyway.

Yes and I'd like to know them so I can kill them if such need arises.

You have access to solar array but you are now quarantined in marker chamber so you can only attack people in the area.

[illegible]

I r anger.

DAY 3

“No matter what I do, I can’t stop these pesky survivors accessing the Solar Array. I will need to issue a direct command to the Security or deal with them myself. Once again Solar Array has been breached and I have no communication with that damn computer. I will have to send out orders publicly. Advanced interrogations are on hold, though ANTI should be able to intercept the violator’s RIG.”

DAY 4

“They have gone too far this time. This Project is worth more than every single remaining life left on this Station, and I WILL not allow any trespassers to live before they reach the Government Sector. I can’t access ANTI due to someone constantly breaching the communication and accessing Solar Array. I have to put stop on that. From now on, ANTI is on red alert level 2 and protected. Anyone inside will trigger her auto defences.”

Vertigo, can I shoot people inside the solar array from here?

ANTI has her own defences she can use during every night now.

As for you, you can’t use the Solar Array (nor ANTI) at this time.

Congratulations. You have found the Head of Unitology. Your night action has been upgraded. It is time to end this psychotic cult before they cause even more damage.

DAY 5

"I've got a report that the Church HQ has been successfully eliminated. This should take care of our friends who believe Marker is only meant for Unitology.

Well I guess I've proven them wro... What?! What is this?! Someone has shut down the mainframe? I'll get them... Marines, proceed to the Solar Array! We need to seize the power again!"

Congratulations. You have found and destroyed the Church. You have earned one Power Node as a reward, you can use it to upgrade your gear during night.

Also, since ANTI is dead, no advanced interrogations are possible, provisions are cut by 60% and Solar Array is opened to everyone.

You can't perform your day and night actions, until you seize the Solar Array by at least two marines.

Is it just me or you also think the marines are down right retarded?

"Peacekeepers" :p

Well, I can't do much atm. I don't want to post (or rather i do, but choose not to) so I can spare myself the trouble iLTS can cause with his "analysis" of what I've said. Considering even triattack elected to inspect me last night, I just don't feel like doing anything until i can hammer/kill/use any actions.

oooo garrus is doing shit

or not

You can use the Beam Cannon tonight (will update your actions asap), but how it will work out depends how many marines are gonna get there. If there are less than two, the action will fail. The more marines the beam cannon (solar array) has, the more devastating power it will deliver.

You can shoot whoever enters the Marker Chamber! You will be notified once someone enters it.
You can also grant one or more Marines access to Marker Chamber.

You can also use the bench to upgrade anything for the power node.
If i were to buy more power nodes tonight, can i do multiple upgrades next night?

You can't buy anything. Everyone who's in gov/marker section, can't buy anything. You know that since D1 :p
You're allowed to upgrade though.

I can only upgrade my weapon, though. Can i send a message AND upgrade?

Sure, do it nao.

What about sending money over to the mariners?

Not possible. And once they get to the gov sector or even marker chamber, there's no way to spend money anyway.

So yeah. I'd like to upgrade my gun, at first. Second would be my message to the marines, either garrus or nodlied, really, but I'll type it tomorrow.

Send me a PM, but remember, you can upgrade primary or secondary attacks, so let me know which one.

What do those upgrades do? Doc doesn't say.

It's a little surprise, but generally, the damage goes up and some weapons may even get new possibilities. Depends if you upgrade primary or secondary attack for the most part.

I want the immobilise upgrade, but then i don't know if it's primary or secondary.
Wild guess.

[Daina](#): Hi there!

So. Who dun it? I died not knowing. I honestly thought it was you. Are you going

to figure it out, you damn blind squirrel? Keep hiding by your marker. See if anything gets done that way.

Oh noes, looks like herr director is getting a bit crazy?

Herr director? Figures.

Get out of my head, vert. These are mine schizophrenic visions. ← there.

I'm just commenting, like a narrator during a discovery channel programme. I also reserve the role of the Marker, and every other "vision" is just my offspring :D

Hi cat5, lol.

iLikeToTalkTooMuchi60

If marines do what they're supposed to do, tomorrow i'll be firing ma lazor.

Why aren't they doing what you want?

Because Nodlied and M1 are too scared to show their own initiative, while triattack is 100% clueless. Always.

I told you before. Someone is responsible. You'll see soon enough. It was YOUR marker. I wanted out. I wanted iLTS too, but frankly, I just wanted out since I'd never get both.

U liek ma gunshit?

Gunshit? hah

Yup. Inspector Gunshit inspected your temple penetrating your defences.

Blowing you to pieces.

That's ok. I'd rather die the way I did, than the way you are going to if you fail to find out what is really going on here.

Meh. I'm not scared of convergence.

Pfff. The only one who isn't is Kam. Besides, you'll die before then. I could have worked with you, but you decided to oust me. I told you my objective didn't go against yours.

Not at all. Getting rid of unitologists didn't go against your plans.

I see above that your efforts were to save the "Project" from anyone who would disrupt it. The only thing that clashed with yours was my objective to take iLTS, which I knew I couldn't achieve. I could have left without doing any damage.

I am not to let anyone leave the station.

Whatever. Regardless of me, your job isn't done, and you haven't found the person who controls the necromorphs. And in all likelihood, you won't know until you are dead.

Huehuehue.

What is that supposed to be, anyway? Some sort of Polish laugh? A squirrels laugh, perhaps?

Mordekaiser es numero uno.

**Voe, don't forget about the beam cannon, if you want to use it.
You need to send out the night action, so it's ready for firing :p**

I thought it was available since tomorrow.

ok.

**It is, but needs the charging as per night action.
Ultimately its power is determined the moment you fire it.**

DAY 6

"I have all the firepower I need to get rid of the last running survivors. There is no escape for them. It ends here."

Before you can fire the cannon, you will need the marines to prepare the cannon and ready it for your target coordinates. They will have to make extra day action **{##INSERTING TARGET COORDINATES}**

Depending how many did this action, the blast of the cannon may be different. After at least two marines sent this action, you can fire the cannon using your day action. Additional marines sending this action will improve the damage. Marines don't need to stay alive once they post this action, but it has to be resolved first in order to count (aka they can't die before they send out the action).

Marines suck dick. One lost his rifle, the other one didn't shoot, and the remaining two aren't even here. I bugged Garrus on steam 5 minutes before the day that so he came up, he didn't respond. 20 past 23:00 he went offline.

You can already fire the cannon since tri posted.

Omfg. If marines were actually online, I'd have had a 100% chance of a kill on both iLTS or Retal. Nope. Too difficult to visit the forums.

Welp, even if he made it there, he would have to charge weapon. And it was also very hard to pass any day action since literary everyone spammed the board with day actions :p

Did garrus actually pass over the message i sent to him? Please tell me that he did.

I am assuming that all marines are in contact by now.

Ehm.

What the hell are you doing, you big, daft, cock? Let the survivors escape! If you keep killing, you're going to doom everyone. Forget your precious objective. The survivors want out, and you want them all to stay. It's obviously a contradictory set of objectives. If you continue to have this standoff with them, you will have enough death on your door to trigger the convergence!

I'm afraid I can't do that.

I'm afraid you aren't going to have a choice in the matter pretty soon.

I'm afraid that you're wrong.

Are you sure about that? :D

100%. I am never wrong. I sometimes pretend to be so, so people don't realise how dangerous I am.

Huehuehuehuehue

What is that? Some sort of american laughter?

I'm sorry, I learned some Polish.

Yeah you should be. Faggots are forbidden to learn this language.

Huehuehuehuehuehuehuehuehuehuehuehuehuehuehuehue

Hueheuehuehueheuheuheuheu

Oh, good. Now we're sharing a laugh. Or, whatever that is. We'll be sharing a destiny soon, too!

Can't wait!

Going to sleep. Don't you dare let anyone kill me in the meantime.

DAY 7

"I don't know how they did it but they have managed to get to the Moon. I have no other choice, I have to request for additional Marines to protect the Government Sector from the infiltrators. It ends here, Clarke. Set the Moon Colony on full alert!"

You can now recruit a Marine from the Spaced Player pool (including pluk who is de-facto spaced as well) as additional night action.

You can only have four marines in game at once and you can only recruit one per night. The marine will spawn in Government Sector with standard equipment.

Well, you have one thing going for you. Whoever is in charge of the necros is an

idiot for picking Garrus. You also have another thing going for you. You can pick me. :D :D :D :D :D

You want this?

Absolutely. It's rare when I get a chance to lose twice in one game. And I've run out of things to say to you.

Great. I can summon you tonight.

If only the marines weren't dumb and started shooting by now.

Also, we need all marines regardless to enter the gov sector. We must shoot those gayvivors dead.

I'll shoot Kam. I won't shoot Chaos. iLTS...I'm unsure. Depends on how Kam flips.

I don't know about Chaos. TBH i have absolutely no idea. He claimed you're town. When you were scum.

Yes, of course, we worked on that together. Everything we said about me except my role name was true. His objective didn't really change, so he was willing to work with me so that we could both escape. His alignment reverted after I was killed. He could have chosen to simply reveal me and revert himself, but he did not. Not intentionally, anyway...At least I don't think it was.

I know he's just looking to escape, so he can't be a threat to you. Kam and iLTS are different stories altogether. I'm considering the possibility that Catalyst himself is the leader of the necro team...it would take someone who didn't know Garrus would stand against his new objective to choose to convert him. And that would be Catalyst.

You know, the last time i decided to trust your amazingly enlightening ideas, I ordered everyone to open up on my own marines, thinking they were my enemies. I am a bit more reluctant nowadays in regards to taking your ideas seriously.

Yeah, I know. :D

Of course, I'm sitting here wondering if what I'm looking at is a fake doc. That

would be really irritating if I came back into the game trusting you because of it.

I think there is too much detail in this doc to be the fake one. Like the “kill the survivors” bit.

Except if I’m reading your objectives correctly, you aren’t to harm iLTS or Kam. Which means you’re knocking heads with them and no way to get around it except for one of you to drop your objective. They want (supposedly) to destroy the marker, you want to keep the marker, the only way to stop them is to kill them, but you want them alive. This must be why VERT is so sure convergence will happen.

Most likely Convergence will happen on Day 8.

...

Zomg

Wow. My objective is to kill the survivors. I don’t have a kill action.

Marines do. Marines are under my command. Marines don’t want to listen to me.

Great game design.

Or team match up.

Thats why you can still recruit and you can choose whom this time. You were still in charge of the life purge and sola beam + special gunship action against church.

You are armed.

You were safe from killing and spacing as well almost whole game.

Overall I think you were more powerful than Overseer before.

Bitch to nodlied though if you dont like his approach :-P

Purge doesn’t kill. (it does if the target didn’t bought a O2 in previous nights or if the target didn’t access the solar array/didn’t have access).

I can recruit but with 0 guarantee they’ll do what I want. (the recruited marines will have an objective to protect you/marker at all costs objective)

I am armed but can’t shoot anyone. (they can’t shoot you either for now :p)

Gunship was a one timer which I didn't know about beforehand. (it was a conditional action based on how many marines you have and after you've found the cult leader by inspection)

Wtf are the marines doing. If this is some crazy plot to get me killed i think it's going in the right direction (although i must admit i'd be more than happy if iLTS decided to enter my domain).

Things are going very well as planned so far :p
We had a slow start but now it's going the right direction (me thinks).
Everything will be decided Day 8 after Convergence hits.

Welcome aboard, lieutenant Cat5.

Vert, do I still have a power node, as my description says?

Not anymore. I can now reveal to you that you only get power nodes when you kill someone directly and it has to be someone important (key patients, or, head of unitology).

Do i need to compose a pm or can i post my night actions here?

PM so I can reply to PM actions.

grrr then you'll get it tomorrow.

DAY 8

"They told me he was necessary... I spent three years with his demented brain. The so called 'Pure Brain', 'Pure Being'. One of the two key patients who were successfully transformed. Half human, Half necromorph. Now just as I thought, he became a threat. I have no longer use for him, he must be stopped before the Convergence is complete or Marker is destroyed. I have to stop anyone trying to reach the Marker. Be it necromorphs or saboteurs alike. The Project is worth more than every life lost on this Station!"

When does the day start, then? I would really like to be able to know beforehand.

Is iLTS in the marker chamber? Can he steal my gun? I dunno how long I can still stay awake.

Vert, can I buy armor?

Also, how does my ability to recruit work during the day?

Sorry for confusion, it's ammo not armor :P

You can recruit anyone from the spaced player pool but you have to watch out for marine limit which is 4.

You can recruit pluk or generalcamo.

OK CVC posted.

Dear, voe pls use your gimmick :p

Good thing you have enough credits for da fines.

-18000

You never told me i had a gimick. Re-read the doc, nothing here.

:p

It is there, that's why I told you all to check yer docs before day starts.

DAY 8

"They told me he was necessary... I spent three years with his demented brain. The so called 'Pure Brain', 'Pure Being'. One of the two key patients who were successfully transformed. Half human, Half necromorph. Now just as I thought, he became a threat. I have no longer use for him, he must be stopped before the Convergence is complete or Marker is destroyed. I have to stop anyone trying to reach the Marker. Be it necromorphs or saboteurs alike. The Project is worth more than every life lost on this Station!"

I see no gimmick here.

Sorry for confusion, it's ammo not armor :P

You can recruit anyone from the spaced player pool but you have to watch out for marine limit which is 4.

You can recruit pluk or generalcamo.

OK CVC posted.

Nor here.

Hint: All your stats/info are on the top of the doc :D

Ima cba to post it everywhere when my net is dropping like a bitch (+everyone else wants their actions and docs resolved asap)

You could have at least told me i received a gimmick lol.

I told you all after Convergence everything will change so better check yer stuff first hehe, someone even got their objectives changed etc.

EarthGov will most likely lose unless Nodlied and tri won't help the Convergence and the brute trio won't assist either by the time the day ends.

But you're doing good so far (at least in a way).

BTW you got extra ammo from iLikeToSnipe as a kill reward.

Yay. I would still prefer 3 phase actions instead of 2 though.

VERT! RESOLVE DAT INFECTION! D:<

Alzo, how to kill catalyst?

Now it's too late for da uber blast beam cannon or spacing (yes, spacing was making him weaker while shooting stronger after regen).

Anyway, he can't attack nor any other Necro, they can just converge.

Either let Cata converge or keep shooting him before he completes regen.

Stasis would also do the trick but no marine/alive player is left with that.

So we only have to shoot those who keep coming? Also, is catalyst going to heal for a pre-set duration?

Yea. Yea.

Then I guess all I have to do is immobilise the brute. I have 4 ammo pieces, meaning I can afford to only buy medkits now. Can i fire upon multiple targets on the same phase? Can I fire upon someone one phase, and then charge the second?

Only one type of action per one turn. So you can basically attack only one necromorph at a time.
Use your three marines.

Two marines can't one shot a necro with their pew pew guns :(

They would have to attack at once :/
Or join your attack on a Necro you could kill.

All three.
But that's a waste of my secondary fire.

BTW when you have one action left before turn ends, use ##end turn, that way you'll start fresh with three avail. actions.

Apparently i still have a power node. What can i do with it?
Nothing atm (I think it is a leftover anyways).

Aaaaaa what if the necros don't enter the chamber at all? Will we all die?

They won't win for sure.

What the fuck. How is this not overpowered? Garrus is completely invulnerable to our actions and can upgrade multiple necros whenever he pleases. What else, does he have a night kill?

I'm not gonna do night kills during day.

Who knows. Anyway, any clue how to stop an assault of 10 200hp necros at the same time?

Depends on tri, nodlied and what the brute does.

Okay. How can the EarthGov win, in this case? We can't kill catalyst.

Neither can catalyst can kill you unless more necros will perform the Convergence.

Pfft. Cat5 :p

Shoot him, you have my permission if you really want :p (j/k that won't kill him though)

What do you mean I wouldn't kill cat5?

Now it's quite possible.

Oh god I'm gonna run out of ammo. When i charge garrus this time, and then immobilise kamuix the second next phase starts, pluk can finish off chaos knight and we're done with several more necros. I wish other marines were here, though. I think it's a bit unfair.

You only miss generalcamo (though we know he's always off when he's needed). Cat5 is other story though (probably still pissed he lost due to you or cba to try). Hey btw you have already shot Chaos this phase.

Nope, i have shot chaos last phase but you decided to end it right there without explanation.

Omg i can't save category 5, which means he'll turn next turn. It's dumb.

By the way, does brute converge as a single being, or as 3?

It splits.

So if it converges, we all die?

If all body parts do.

Btw, you can charge, that will might kill chaos knight.

But then i can't charge tomorrow, can i?

next phase every necro in there will converge :p

You have to get rid of them, not just make them weaker or immobilize a necro with already completed action.

Then you should simply end the game right here. I can't kill 3 people in 1 turn. Including the brute.

True, but you can play waiting game.

It may be bad tactic but same as with time zones.

So if i immobilise a necro, he can still converge?

Next turn.

Okay, let's plan a bit then.

We have 3 necros in here, including the brute.

Brute means 3 people who can converge separately tomorrow, instantly killing everyone.

The remaining two necros can converge too.

The logical solution would be to charge the weapon right now, killing chaos and ending the turn. The beginning of the next turn could either be an insta-gib of the garrusmorph by myself and pluk, or immobilising the brute, preventing it from separating and converging, but having garrus do it himself, killing cat5 in the process. Category 5, morphed the same moment, can instantly converge, killing me. I turn into a necro, and this necro instantly converges, killing pluk and general camo. In each case, it is game over right here.

You can win either way as Necro. Or perhaps get lucky with necros derping and not making it.

Anyway it's still pretty open. Perhaps even generalcamo may show up.

How much ammo do the marines have? Doesn't the rifle have a secondary that blasts multiple people to hell?

They can't use the secondary as it can be only used outside of marker chamber

when they are attacked (they can't be attacked in Marker Chamber).

Wanna buy some ammo or medkit?

I can't. I will then have 2 actions tomorrow (for the nth time already), so I wouldn't be able to use it anyway, given i have to charge and shoot (or the other way around). Dumb ass mechanic.

You can buy ammo/medkit, end turn
Next turn quickly shoot chaos again or someone else.

You have to be quicker than necros though.
Either way still quite a lot of possibilities, or play the waiting game.
(or you can surrender and end the day regardless and let the necros do their magic?)

I'm going to wait.

The Project is worth every life lost on this Station.

grrr

GENERAL CAMO TO THE RESCUE

SHOOTS THE WRONG PERSON

LOL

Hmm, if they can finish off kam next turn not a bad move...

I don't know how much hp does kamomorph have.

I can't tell :p

I can make it up to 200dmg tomorrow?

Are you gonna charge chaos knight this phase?

No. I will need either pluk or camo to finish off chaos before he converges, and shoot the ubermorph next phase.

Get ready for new turn.

It all decides now.

Welp we lost.

eee chaos was faster like one milisecond.
omg. I am so disappoint.

PLUK HAS FAILED ME

PLUK IS A TRAITOR TO THE CAUSE

dfsdfgafgsfdgbshbxfghsgjhsghsghssdrhfg

fucking category5.