Asteroid X

ZM Map C

THRUSTER 3
PERSONNEL LIFTS
LIFTS
CARGO LIFT

COMPUTER WORKSTATION
FUEL PUMPS

DOCKING BAY

DOCKING LEVEL

THRUSTER 2

CARGO BAY

REACTOR SHAFT
Day One

We have just restored power. The aliens hit our base with some kind of power disrupting weapon. We were immediately in the dark, floating around like fish in an aquarium with the gravity gone. I was with Happy and Lt. Grogan in the command room when the flying saucers broke through our defenses. We were completely helpless as they battered the base with their beams. They obliterated the transmitter and took out thruster 1, as well as the holding bay and the environmental systems area. Lucky goddamn shot! Could they have known where to hit us? At least the reactor was undamaged. We put on our space suits and managed to restore power. It seems that after taking a few potshots at us the aliens kept on moving—must have seen us as much of a threat. So many soldiers & so many friends. Blown into space...

Day Two

The dead who were not blown into space have been stacked in the nerve center. Hopefully they can get a proper burial on Earth if we get out of here. We have a triage set up in engineering, but it doesn’t look too good for Cadet Small. The kitchen and the deep freeze are gone with the rest of the south wing. We have only the tubes of food paste and the bits squirreled away in the barracks and officer quarters. Still working on getting the transmitter up but it looks doubtful.

Day Three

Nobody has come. No ships. The docking bay is damaged but there should be no problem for star skippers to land. Happy was on the comm when Lt. Russell reported in from the front but he says he lost contact with him shortly before we got hit. We fear the worst. The transmitter is our best hope now unless a ship comes.

Day Four

Disaster! Happy was working on one of the mains and there was a backsurge to the reactor somehow. The cell casing has ruptured and the entire deck has been flooded with radiation. We shut it down and are working on battery power. Hopefully we can repair the casing before we run out of juice on the batteries. Food is another problem. Grogan says Cadet Small is just using valuable resources and we should do something about that. Maybe he’s right, but I can’t bring myself to think about that right now.

Day Five

Cadet Small is gone. Happy has been acting strange lately. We are all under stress but I’m afraid he’ll be the first to crack. If you ask me Happy pulled the plug on Small. Grogan wouldn’t go against my orders. I am having trouble concentrating. I haven’t told the crew but there’s no way we can fix the transmitter without parts from other important systems. We should have the reactor fixed soon though, but just in case I must conserve even the batteries in this DIOP. Don’t know when the next entry will be.