
Subject: Rescue Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:03:45 GMT

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Have an idea for a rescue? List it here!

Posted by Tikatu

Subject: Re: Rescue Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:03:56 GMT

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What if there is a massive explosion at a Tracy Industries manufacturing plant? Or even a bomb going off? What if one of the Tracy boys was there doing 'family business' stuff? It would have to be serious enough to warrant IR's help...

A group of anti-IR extremists plants a huge bomb somewhere important (seat of the World Government?) and demands that IR brings Thunderbirds One and Two to the site...or they detonate.

by ArtisticRainey

Subject: Re: Rescue Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:04:04 GMT

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Oooh, you want lots of Gerry Anderson explosions, don't you, Rain!! I kinda like the ideas!

by Tikatu

Subject: Re: Rescue Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:04:22 GMT

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What about massive flooding, similar to what's going on in Iowa right now. The locals can't keep the rivers back and it's pretty scary. Is this something we could work with?

by Lillehafrue

Subject: Re: Rescue Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:04:30 GMT

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Rescue idea...

What if something happened in one of the team's hometowns? Would that person go on the rescue and how would he/she handle it knowing there might be friends or family among the injured?

From Lillehafrue

Subject: Re: Rescue Suggestions
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:04:39 GMT
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From Icarus1982:

What about a rescue dealing with a major roadway that travels through a tunnel. Maybe the tunnel collapses at one end, causing a wreck within the tunnel along with a fire being triggered closer to the other end thus blocking both entrances of the tunnel.

Subject: Re: Rescue Suggestions
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:04:52 GMT
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From ArtisticRainey:

We did a tunnel rescue way back when based in India, but there's nothing to say we couldn't again. There are many tunnels in the world.

A roadway would be interesting. The last one was a monorail, but with hundreds of vehicles all being manned by many different people of different driving abilities, it would be interesting. Something along the lines of City of Fire where one bad driver causes a whole heap of trouble.

Subject: Re: Rescue Suggestions
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:05:11 GMT
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From hobbeth:

It's very possible to do similar rescues in different parts of the world. Only this time the bad driver should be male. Very Happy

How about a second rescue in the same part as a previous one?

What I have in mind is another North Sea rescue. Here's a possible scenario: when the Saucy Lady slammed into the oil rig, it did some damage underwater, unnoticed by anyone who might

have inspected it later. That damage, coupled by the age of the rig (we could make it 50-60 years old), and heavy seas since the rescue, could cause the damaged area (stanchion?) to buckle.

I don't know how many people are living on an oil rig at any given time (research would be needed), but it could be enough to bring IR on the job. And why a naval vessel isn't doing the rescuing? Hmm. What if there was a crisis between two countries, necessitating all naval vessels stationed in the North Sea to be elsewhere?

Subject: Re: Rescue Suggestions
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:05:20 GMT
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From scuppy3:

How about a mine accident? An explosion or something, which blocks or buries the mine shafts. There's plenty of mines around the world (and in Australia) to use.

My aunt used to live in Coober Pedy, South Australia, which is well known in Australia for its opal mines, and where the people live underground. My aunt used to tell Mum how when there was a sandstorm, they would be buried under a thick layer of dust (keeping the house clean was difficult!)

So... perhaps some major accident plus a sandstorm in the area? Would that bring IR around?

Subject: Re: Rescue Suggestions
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:05:26 GMT
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From ArtisticRainey:

It probably would, scuppy. We had a sandstorm rescue in the Sahara. The mines in Australia remind me of Cry Wolf when The Hood trapped Tony and Bob down one.

A sensational new metal is found somewhere? In their haste to mine it and cash in, safety is looked over, and smooshy goes the mine?

Subject: Re: Rescue Suggestions
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:06:11 GMT
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From starrynebula:

Don't know if anyone else has seen this article or not: click. It's about a British and French nuclear sub that collided underwater. In this case there was only minor damage to the subs.

What if we did a spin on this for a rescue. Maybe to countries who don't have the best relationship, have submarines that collide and possibly one or both of the subs are seriously damaged. Perhaps it even occurs in an area that is suppose to be an neutral zone (the same idea of a no-fly zone but underwater). The military for the one country doesn't want the other country to send military or rescue personnel to enter the area and vice versa. IR is called to assist as a neutral party to prevent hostilities from escalating. This would be a way to let Gordon and our new aquanaut in the spotlight for a rescue.

Subject: Re: Rescue Suggestions
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:06:36 GMT
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This isn't a rescue scenario, but related. What if there were two rescues that overlapped, but required different machines to effect the rescues? Like the mine collapse and an ocean rescue. That would need TB2 to leave the pod for the first one, fly back to get the pod with the tools for the second one, then fly to the second rescue. Precious time would be lost.

Or even two rescues at nearly the same time, but far apart that necessitated the same equipment, like rescue calls from two oceans (Pacific & Atlantic, Atlantic and Indian, etc.).

At some point, someone could comment on this, suggesting a need for a few smaller pods and equipment to go in them, and a smaller version of TB2 to transport the pods. These could be kept, perhaps, on Mateo Island.

Food for thought for a future post or three.

Posted by Hobbeth

Subject: Re: Rescue Suggestions
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:06:54 GMT
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I've often thought about something like that, Liz. And I've often wondered why it was necessary to have 6 pods - surely 1 or 2 would be plenty. But that's canon.

A second, smaller Thunderbird Two is a good idea, I reckon. Would it be more aerodynamically suitable to fly?

By scuppy3

Subject: Re: Rescue Suggestions
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:07:39 GMT

Since we were talking about a space rescue, I thought I'd bring up this little plot bunny we dropped back in Chapter 10.

Quote:"Along with over 200 passengers, flight 7002 carries two giant pandas, a gift from China to Chile. Relations between the two countries have been strained, since both are competing to win the lucrative Glenn space station contract. The station will assemble the vehicle for the next Mars mission...

Maybe this "under construction" space station could be used as part of the space rescue. I know it would be very much like our previous station rescues, but we could put some kind of spin on it.

What do y'all think?

Posted by Tikatu

Subject: Re: Rescue Suggestions
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:08:04 GMT
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Seeing as the flight with the Panda's was sabotaged - the station or possibly the vehicle being assembled would be a likely target too.

Posted by starrynebula

Subject: Re: Rescue Suggestions
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:08:21 GMT
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I brought up a suggestion during the brainstorming session, and it was decided to put it up here, so every player could weigh in on it. So here goes:

The idea is that an underwater volcano not far from Tracy Island could unexpectedly erupt. Although it was known to be there, the ability to know when and how violently it would go off was still not available to scientists - not even Brains.

Assuming that it was enough to build up above the water, it could spread ash throughout the Fiji Basin, where we figured TI to be located (and it seems to be the only inhabited island in the basin). They would want to evacuate as many personnel and as much equipment as possible, but time is of the essence.

Ash spreads quickly and falls over a very wide area. When Mount St. Helens erupted in the 80s, there was at least 2 inches of the ash every day as far away as Coeur d'Alene, Idaho for a week

or two - perhaps longer.

So what do you think of this possibility? Is it feasible? What would they do? Would Mateo Island be far enough away for them to evacuate there? Would they go to Penny's ranch?

Posted by Hobbeth

Subject: Re: Rescue Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:08:35 GMT

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Here's an idea to tie in with the World Gov't subplot. What if the World Gov "created" an emergency, with the goal of getting hold of one or more operative and any equipment they could? They'd have to make it as legit as possible, but once IR got there, they could either arrest first--or if the emergency was real, let IR do their thing, then arrest.

What do y'all think?

Posted by Tikatu

Subject: Re: Rescue Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:08:57 GMT

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I'm not sure WG would dare, right now. They would have to set up the 'emergency' in an isolated area so there would be no witnesses, or the negative publicity would be to great. Especially if people realized the rescue had been set up. I'm sure the resort manager has had a lot to say already.

Possibly WG will have a 'strike force' set up to go after IR at the next emergency and try to arrest them there.

However, I could see someone like that idiot WG agent setting up an accident without getting approval from anyone higher up. Or an inside group of WG urging him on to get information even if the 'arrest' doesn't work.

"Should you or any of your men be caught or killed, the Secretary will disavow any knowledge of your actions"

I bet Jeff will now be insisting all communications between IR and anyone else are recorded.

Posted by susanmartha

Subject: Re: Rescue Suggestions
Posted by [artisticrainey](#) on Thu, 26 Jul 2012 22:36:59 GMT
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Posted by Tikatu

Susanmartha's always finding odd and useful links which she sends on to me via email. Here's a list of some of those links.

<http://www.komonews.com/news/tech/9837227.html> Scientists living in undersea lab study reef changes
Scientists living in undersea lab study reef changes

<http://www.komonews.com/news/tech/5410786.html> Would you trust a robot to park your car?

<http://www.komonews.com/news/national/6290132.html> Snowmobiler buried in avalanche for 8 hours survives with scrapes

<http://www.komonews.com/news/tech/7035932.html> Odd couple aim to put civilians in space

<http://www.komonews.com/news/tech/10379307.html> New fire-retardant gel can save homes

<http://www.komotv.com/news/national/10770481.html> 10 dead, 58 rescued in Mexico oil rig accident

<http://www.komonews.com/news/local/11212976.html> McChord aviators bring supplies, charity to southern hemisphere

<http://www.komonews.com/news/national/11692461.html> Grain elevator collapses, trapping family in huge wave of corn

<http://www.komonews.com/news/national/15666522.html> Billions of gallons of water trapped in tunnel could threaten old mining town

<http://www.komonews.com/news/offbeat/18947524.html> Swiss man soars above Alps with jet-powered wing

Subject: Re: Rescue Suggestions
Posted by [artisticrainey](#) on Thu, 26 Jul 2012 22:40:01 GMT
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How about a second rescue in the same part as a previous one?

What I have in mind is another North Sea rescue. Here's a possible scenario: when the Saucy Lady slammed into the oil rig, it did some damage underwater, unnoticed by anyone who might have inspected it later. That damage, coupled by the age of the rig (we could make it 50-60 years old), and heavy seas since the rescue, could cause the damaged area (stanchion?) to buckle.

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Subject: Re: Rescue Suggestions

Posted by [artisticrainey](#) on Thu, 26 Jul 2012 22:40:34 GMT

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From scuppy3

How about a mine accident? An explosion or something, which blocks or buries the mine shafts. There's plenty of mines around the world (and in Australia) to use.

My aunt used to live in Coober Pedy, South Australia, which is well known in Australia for its opal mines, and where the people live underground. My aunt used to tell Mum how when there was a sandstorm, they would be buried under a thick layer of dust (keeping the house clean was difficult!)

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Subject: Re: Rescue Suggestions

Posted by [artisticrainey](#) on Thu, 26 Jul 2012 22:44:39 GMT

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[http://news.yahoo.com/s/afp/20080804/wl_sthasia_afp/mountain accident_himalayas_pakistan](http://news.yahoo.com/s/afp/20080804/wl_sthasia_afp/mountain_accident_himalayas_pakistan)
Helicopters save climbers after K2 disaster

<http://www.komonews.com/news/27237909.html> Teens rescued from ice cave collapse

http://news.yahoo.com/s/afp/20080824/wl_afp/france_italy_mountaineering_avalanche_080824150847 Rescuers suspend hunt for eight climbers after French avalanche

[http://news.yahoo.com/nphotos/Electronic-exoskeleton-replaces-some-wheelchairs-rechargeable-batteries-Ratner-back-pack/ss /events/sc/082508eleexoskeleton](http://news.yahoo.com/nphotos/Electronic-exoskeleton-replaces-some-wheelchairs-rechargeable-batteries-Ratner-back-pack/ss/events/sc/082508eleexoskeleton)
Electronic exoskeleton replaces some wheelchairs

Subject: Re: Rescue Suggestions

Posted by [artisticrainey](#) on Mon, 06 Aug 2012 11:17:32 GMT

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Had a thought there for a rescue, or perhaps for an "off-screen" rescue that we would tell around the debriefing table. There's a disaster at a world-famous bakery. Now I'm not talking a small-town set-up; I mean a huge complex that makes bread, cakes and biscuits that are shipped all around the world. There's a disaster, perhaps a malfunction with their nuclear ovens (). Well, couldn't the military/emergency services handle it? Perhaps, except for one thing: the recipes are kept in a secret underground vault that only two people have access to. One of them is dead and one of them is trapped inside. The person trapped inside refuses to be rescued by the emergency services/the military because they don't trust them. The person wants to be rescued by International Rescue because he or she knows that they will keep their secrets.

Don't know if it would really work, but it was just a thought.

Subject: Re: Rescue Suggestions

Posted by [Lillehafrue](#) on Thu, 09 Aug 2012 01:09:33 GMT

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Rain. This: <http://www.kfc.com/about/secret.asp>

It could be fun!!
