



AFTERMATH!™

Scenario Pack 1: INTO THE RUINS

The City of Littleton



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MAP KEY

	Door
	Door with Push Bar
	Sliding Door
	Elevator Door
	See-thru Door
	Window
	See-thru Section of Wall
	Object in Room
	Counter or Railing
	Stairs
	Ladder
	Significant Line
	Significant Area
	Designation for Non-standard version

Walls give an indication of their structural strength by the thickness of the line.

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INTO THE RUINS

An Introductory Level Scenario Pack for *Aftermath!*

INTRODUCTION

This scenario pack is intended to provide a group of players with a starting place for a campaign using *Aftermath!* This package is intended for the Gamesmaster only. If players read the scenario pack, the Gamesmaster should prohibit them from referring to it during play. He must be ready to change a section of the scenario if the players should begin to act with knowledge gained from having read what is contained herein.

The scenario package consists of a map of Littleton, an average American city, updated to the current status of the city, and several detailed descriptions and maps of various areas in and around the city. Some areas are not detailed because they are left for the Gamesmaster. He may flesh them out as he desires to fit the city into his campaign structure.

Each subsection of the scenario package is dealt with separately and a Gamesmaster may utilize what he wishes from each. The diversity is intended to present a sampling of possible adventures in an *Aftermath!* world.

Conventions used in the scenario pack are the same as those used in the text of the rules.

LEARNING ABOUT LITTLETON

Unless the adventurers start as members of the farming community, they should be considered as wanderers who have just come into the area of the city. A Pre-Ruin culture BCS roll, if successful, will only give the vaguest outlines of its history. Post-Ruin Culture general knowledge holds only that the city itself is unhealthy.

If the characters are from the Farming Community, they will know the basic history. If not, they can learn it from a cooperative elder of the Farming Community.

The alternative to being told the history is to travel through the city and learn its current state firsthand, and to use that knowledge to deduce the events of the past.

HISTORY OF LITTLETON: THE RUIN

Littleton was a fairly average American city. It was on the small side, but showed a fair cross-section of the economic and social life of the country. It had several industrial concerns, a supporting agricultural community, and a government research station, the last through the good offices of its Congressman who had a strong position on the Appropriations Committee.

The private lives of the citizens were largely unaffected by the social upheavals common in the late 1980's. Most of the people assumed that they were safe from the changes being wrought. Some, as there always will be, "knew" that doom was coming and prepared. Protective shelters were built and supplies stockpiled.

Following several riots on the local campus of State University, campus security forces were increased and the city police acquired additional riot control gear in anticipation of further unrest. Both precautions proved wise.

In the fall of 1991 the great dread of the latter half of the twentieth century was fulfilled: *Nuclear War!* Although improved defenses and reduced nuclear arsenals meant that the destruction was not as widespread as some had feared, most of the major cities perished in multiple atomic fireballs. Littleton weathered this storm because it was situated well



away from such tempting, highly-urbanized targets, and was well clear of fallout drift patterns from the nearest bomb and missile strikes.

The National Guard and the Civil Defense units were mobilized. To most of the citizens of placid Littleton, it was only an extended drill. Friends and relatives in distant cities were gone, but their own existence continued. One could almost believe that everything would return to normalcy soon.

Refugees and survivors began to drift into the city. As their numbers grew so did the violence. When a temporary shortage of food for the main refugee camp (set up at the airfield) occurred, the occupants of the camp panicked and began to riot. In order to stop the spread of panic, Mayor Thompson declared martial law over the advice of most of the city council. He ordered the local units of the National Guard to quell the rioters and instituted an identity card system for permanent residents of the city. The riot was contained, but the mayor did not cancel his decree. Only card-carrying Littleton citizens were allowed across the river.

Thompson foresaw a possible destruction of the governmental system and began to lay the groundwork for a structure that would leave him in what amounted to a dictatorial position of control in Littleton. If the city was to survive the time of troubles to come, it would need a strong leader; and Thompson intended to be that man. It was only a month since the first nuclear exchange and already the breakdown of central government had begun.

Two days before the special election of the "City Administrator for the Duration of the Crisis," the next hammerblow against civilization's foundations fell. Thompson was addressing the League of Women Voters concerning his plans for the "defense" of the city against the "benighted ignorants who would seek to tear down this bastion of civilization, our Littleton." His confidence was high because the polls showed 70% of the population behind him. The roar of the applause was drowned out by the

explosion of a grenade. The mayor and half of those present died. The assassin was apprehended, but died in his cell some two hours later. Six of the eight people who had come into contact with him had perished in senseless acts of violence within twelve hours; the other two died in screaming convulsions. The biochemical war had come to Littleton.

Spreading like wildfire, mutated bacteria and chemical agents spread from the target zones of the multiple-warhead missile. A dozen different deaths were spread to the winds. The panic began in earnest.

Riots and looting became widespread. The Guard and police forces, unable to cope, withdrew to defensive positions. People avoided one another more often than not, for who knew if his neighbor carried one of the plagues? Fires broke out and swept through the city as the firefighters could not or would not respond to the alarms.

After the first waves of plague subsided, mobs began to form. Driven mad by their own sense of impending doom, or by the action of drug or disease, they moved through the city destroying and pillaging. The National Guard Armory fell to one of the mobs, its disease-weakened defenders dying bravely to a man. With automatic weapons, the mob spread its destruction further. Mob fought mob while the lights of civilization flickered.

By the end of the winter of '91, Littleton had been decimated. Ninety percent of the population was dead, and half of the buildings in the city had been razed. Certain sections of the city began to acquire reputations as unhealthy. The danger might have been due to lingering biological or chemical weapons, or it might have been something else. Whatever it was, the intrepid souls who ventured into those sections did not return.

Less affected by the initial onslaught of the biochemical attack, the farmers and suburbanites began to rally against the streams of maddened survivors and hungry refugees from the city. Singly and in small groups, they attempted to resist the onslaught of these human locusts. Many died, but gradually leaders appeared and consolidated the rural folk into an effective resistance. Farms were saved and defensive perimeters were set up. Refugees with useful skills or talents were allowed to remain. Others were forced to move on.

HISTORY OF LITTLETON: THE FIRST TEN YEARS P.R.

During the first ten years P.R. (Post-Ruin), the surviving communities of Littleton began to consolidate their holdings. There was little cooperation, due to lingering memories of the untrustworthiness of others in the Time of the Mobs. The rivalry for resources did not make community leaders eager to work together. The Ruin had shattered most of man's trust in his fellow man.

In the city, survivors often turned to cannibalism, earning the nickname of "Ghouls" for those sinking to that level. The population dwindled further.

The southern farms coalesced into what would later become known as the Farming Community Cooperative. During this time, they were led by a board of six members.

Other communities began to organize themselves as well, but each kept to itself. Occasional clashes occurred as scavenging parties fought over some bit of useful equipment. This only fueled the growing spirit of isolationism.

Gradually it became non-cost effective for communities to send groups into the city in search of much other than building stone. They began an attempt to become self-sufficient.

The end of this period is marked by the appearance of the first elements of what called itself the "Recovery Force."

HISTORY OF LITTLETON: THE SECOND TEN YEARS P.R.

The Recovery Force was little more than a group of armed brigands. They sometimes professed to be authorized units of the National Guard sent to Littleton to restore order. They claimed that the war was over and that they were there under the orders of the governor. However, the governor seemed to be four different men.

When they first appeared, they were welcomed by some of the communities, who soon found themselves living under a military dictatorship. Revolts began to occur and what became a protracted guerilla struggle began. The smaller forces of the brigands were counterbalanced by the fact that the communities of Littleton still refused to cooperate.

When the smoke cleared, the remnants of the Recovery Force had been sent packing. Most of the communities had been effectively destroyed. Those that had survived were reduced in population and resources. Despite a strong belief in community integrity, the three major surviving communities began to open up trade. Still jealous of their own domains, they began to specialize and develop "products" which would allow them to barter for the "products" of the other communities.

The communities consisted of the Farming Community Cooperative, the Academic Community, and the Eastern Coalition. The Farming Community Cooperative is the major source of fresh foodstuffs. It is dealt with later in this scenario pack. The other two communities will be dealt with in forthcoming scenario packs if response is sufficient. Briefly, the Academic Community exports knowledge and technical expertise, including medical care, while importing foodstuffs and raw materials. The Eastern Coalition still works the ruins of the city somewhat as well as doing some farming. Its principal exports are salvaged items, food, alcohol, and machined parts. It will trade for supplementary foodstuffs, power sources, and raw materials.

HISTORY OF LITTLETON: THE RECENT PAST

In the last five years the interdependent network of communities has stabilized. Most of the city proper has become a savage concrete jungle. Several gangs of roving bandits have established themselves in the area. Some of these have set themselves up as gangster-lords offering "protection" to what small parts of the city remain inhabited. Others operate as "Trolls," waylaying and robbing any who seem weaker than they are.

The Unhealthy parts of the city have retained their reputation. Some have come to be considered haunted by the more credulous survivors. Perhaps the strange sounds and lights coming from these areas after dark have contributed to this conclusion.

Into this world come the adventurers. Are they the new hope of Littleton, or are they merely another band of looters who have come to rob the necropolis that once was a fair city?



THE FARMING COMMUNITY COOPERATIVE

HISTORY

The Farming Community Cooperative was formed out of the impromptu organization of farmers and suburbanites banded together to preserve their homes, farms, and families from the refugees of the Time of the Mobs. Led by six stalwart and capable men, they persevered.

Slowly organizing into a tighter community with a localized residential area and communal fields, the community began to grow and prosper in the ruins. The hastily-organized Committee for Defense was replaced by the Council of Community Elders. By acclamation, the members of the Committee were elected as the six elders.

In a short space of two years, the community was able to begin producing sufficient food to trade for what they could not produce. The Council, backed by the people, decided to keep the trading power of the community centralized. Entrance into the community was only allowed to those who could demonstrate that they had a skill or area of knowledge unavailable to the community. This slow growth was intended to prevent strain on the fragile economy. Instead, it fostered a growing sense of isolationism and a distrust of strangers.

The Cooperative began to patrol its territory to check intrusions by unwanted others. Rumors of unwarranted violence on the part of guard patrols were dismissed as overexuberance by the Council. The isolation of the community intensified.

When the Recovery Force began to enter the Littleton area, the Cooperative attempted initially to remain aloof. Its attitude saved it as a neighboring community fell under the sway of the brigands. The arming of the Farmers' Defense Force began. The Cooperative and its Defense Force played a major role in the defense against the aggressive policies of the Recovery Force. But there was a toll.

During the protracted struggle, the population of the community was reduced significantly. Four of the members of the Council of Elders were killed either in battle or by Recovery Force assassins. Much of the military resources of the Cooperative was expended in the struggle. The surviving members of the council voted to delay elections until the Recovery Force was finally defeated.

The last battle with the Recovery Force took place just north of Interchange 41. The power of the Force in Littleton was broken. The Cooperative forces suffered the tragic loss of one of the last surviving members of the Council. The hard road to recovery was set out upon once more.

Jason Cartwell was the last member of the original Council. He was the hero of the Cooperative. The people voted him a position on the council for life. Six new members were elected to Council, many of them heroes of the fighting. New decrees came from the Council. The Defense Force was to be kept in existence to counter any further threats before they could develop to the level that the Recovery Force had achieved. The Force was to be placed under the direction of Cartwell. Since Recovery Force assassins had been able to penetrate into the community a stronger isolation from outsiders was called for. The power of the Council grew.

As it turned out, the rulings were for the better. Small bands of former Recovery Force brigands still raided the Cooperative. Cartwell and his Defense Force were always where they were needed. His popularity grew among the people whom he had saved. Slowly and surely it developed that he became the unofficial head of the Council and thereby the ruler of the Cooperative. No one objected much.

Eventually Cartwell retired from the Council and retreated to his house on the outskirts of the residential community. The Council still rules the Cooperative and often consults Cartwell for his valuable advice.

The Cooperative has maintained its basically isolationist ways, though it has softened a bit in the past few years. That is to say, strangers are not shot on sight. They will be spoken to first and if the guards are not satisfied, they might start shooting. Trade has been established with the other survivor communities of Littleton and the Farming Community Cooperative has become the major supplier of basic foodstuffs. But the Council has recently raised its production quotas and also its barter values to the now-dependent communities.

Raids by advance parties of Second Recovery Force units have begun. The Defense Force has been allotted a higher portion of the barter availability in an attempt to acquire increased stocks of defense materials.

For now, things are calm. Production quotas are being met, although some families are beginning to feel the strain. The Council still has things well in hand, and the old "baron" (Cartwell's nickname, given to him by his Defense Force lieutenants) can be called out to defend and save the Cooperative again if necessary.

Thus stands the well-known history of the Farming Community Cooperative.

THE STORY BEHIND THE HISTORY

As always, history is not quite what it seems. Jason Cartwell is not the benevolent hero he is made out to be. The two Recovery Force assassins that killed members of the Council were his men. That might explain why the murderers were never caught. He has been following a calculated plan to control this and other communities.

He has built himself what amounts to a feudal overlordship. The Defense Force is his own personal army and goon squad. Some members function as a secret police. The Council is packed with his flunkies. He rules the Cooperative from his house and rarely leaves it.

The stories of a Second Recovery Force are phonies. The bodies produced as enemy scouts killed in action are those of unsuspecting wanderers killed by the Defense Force to bolster the story that is being used to build an army to take over the Academic Community.

The populace is beginning to have problems in meeting the increased production quotas. Many have realized that they are slaving under a dictatorship as bad as any imposed by the Recovery Force in its heyday. But even those who know say nothing. They fear reprisals from the baron's goons.

Cartwell's excesses are increasing and he is becoming less concerned with camouflaging his actions. At this time, he is even considering abolishing the farce of the Council. There are none to oppose him openly.

INTERACTING WITH THE COOPERATIVE

The reception of wandering adventurers will depend on how they handle the initial contact. If approaching the community by road, they will encounter a roadblock manned by a squad of Defense Force goons. If they approach cross-country, they will encounter a Defense Force squad (50% chance) or a client family.

The goons will react in a variable fashion. If their overall reaction is Bad, the group has just become the Second Recovery Force Raid-of-the-Week. A Poor reaction means that the guards will attempt to turn the party away. A Mediocre reaction requires a bribe to get past them, if they can be convinced that the party has some legitimate business to transact, such as trading. A Good reaction will get the party past the goons without trouble. An Excellent reaction will cause the squad leader to begin to feel the

Player Characters out for possible recruitment to the Defense Force.

A client family will run from and/or refuse to treat with the party if the reaction roll indicates worse than Mediocre. A Mediocre roll indicates a cautious acceptance of their presence and the family will give the group directions to the residential community. A Good roll wins the adventurers the family's hospitality and directions to the community center. An Excellent roll will add a warning to watch how one walks in the residential community but no details will be given.

If the group decides to leave at this point, they have a fifty percent chance of encountering a Defense squad on the way out. This squad will have its initial reaction roll reduced by 15.

Once in the residential area, the characters can trade at the Grange Hall, attempt to ply a trade (this will have a 10% "tax" levied on proceeds), try to get a job, acquire a place to rest, etc. Needless to say, they will be kept under surveillance by the Defense Force. The exact nature of their stay in the Cooperative is left for the Gamesmaster and the players to determine. Remember that the baron "likes his community quiet and peaceful." Somehow he seems to overlook the matter of the occasional rowdiness of the Defense Force members with a simple "boys will be boys."

TRADE WITH THE COOPERATIVE

The Cooperative can trade foodstuffs, either fresh or dried natural foods, at twice the normal cost in barter points. Natural fiber products, animal products, metallic armors, metalwork and woodwork are all available. They are interested in technological items that do not require a constant power source, plastic products, firearms that fit the calibers most common in the community, ammunition, and fuel alcohol. Other items may be traded to them, but will have only half value.

The chief trader has a Commerce Skill BCS of 17 and is in the employ of the baron. He not only is aware of the true situation, but is voluntarily aiding and abetting the baron. He is too old to fight with the troops, so he serves as he can in getting the best possible deals for the baron.

SETUP OF THE COOPERATIVE

The main production fields are worked by farmers who reside in the main residential center. They travel out to the fields each day. The bulk of the population of the Cooperative lives in this residential community. Those adults who do not farm perform some other function in the town. Children help their parents or custodians in the work done by those adults.

The residential community is a mixture of single-family and multi-family buildings, specialized workshop buildings, storage facilities, and special-purpose structures. These last include a small schoolhouse, a primitive hospital, and administrative center, several windmills, a barracks for Defense Force members, the Grange Hall used for town meetings, two small churches, a small inn, and a service station. The grounds of the baron's house are about 2 kilometers to the south.

The baron's estate consists of the main house with a smaller house out in the back used as a barracks for his elite Defense Force troops. A nearby barn is used to store equipment. The entire grounds are fenced by a wire fence with a small current running through it. An alarm will be set off if this is cut or touched.

The Cooperative also protects and governs a number of client families who maintain separate residences and farms in the countryside surrounding the residential center of the Cooperative. Although less repressed by the baron's hierarchy, they are still subject to his control and reprisals.

A typical Cooperative family will consist of 2D3 adults and

2D3+1 children. The best estimate is that the Cooperative governs 700 families. The Defense Force also maintains families, though many of the members are bachelors and loners. The exact numbers in the Force are known only to the Baron and his ranking officers, but there are at least 600 troops in the whole force.

On the whole, the Cooperative is not very technically-oriented. It has no reliable source of electrical power. Most of the power available comes from the windmills, and is channeled into repowering the batteries of the devices used by the communities within the Cooperative. The baron's house is reported to have electricity. There is a scarcity of high technology Skills and Knowledges within the Cooperative and the overall literacy rate is dropping, although the effects are currently hard to see.

Given time this community could lose much of the technical knowledge it has now and gradually slip back to a simple agricultural, illiterate collection of peasants working for a feudal overlord.

SAMPLE PERSONALITIES FOR THE FARMING COMMUNITY COOPERATIVE

This section provides character listings for some of the prominent residents of the Cooperative. The Gamesmaster need not use them as they are. He may freely add other characters to play the roles of significant people in the structure of the community.

Jason Cartwell, the baron (52)

WT	WL	STR	DFT	SPD	HLH
22	36	16	14	14	15
BAP		MNA	PCA	DRT	
7		2	3	41	

Skills: Rifle, Modern (20/5); Pistol, Modern (20); Tactics (16); Operational Command (12); Breech Loading Artillery (7); Automobile Driving (17); Horseback Riding (15); Gambling (12); Hunting (12)

Armor: Police Riot Armor: Helmet (1-2, AP); Gorget (3, MP); Street Suit (3-28, PX); Torso Armor (4-12, M-AP); Gloves (29-30, LP-MP); Arm Harness (21-24, MP); Leg Harness (13-16, MP).

Weapons: Rifle R16 in 30-06 caliber with full bullet belt and 5x telescopic sight; 2 Pistol P23 with 25 rounds of 44 Magnum.

Notes: A hard-boiled, ambitious man who prefers mostly to work through others. He will rarely deign to see wanderers and then only those who are reported by his lieutenants as having something interesting to say or offer. Cartwell envisions establishing a dynasty, for he believes that civilization will not recover from its fall for many, many years.



Jason

Elmer Cartwell, oldest of Jason's four sons (30)

WT	WL	STR	DFT	SPD	HLH
12	12	18	12	15	25
		BAP	MNA	PCA	DRT
		7	2	3	40

Skills: Rifle, Modern (20/2); Pistol, Modern (18); Brawling (18); Knife-fighting (20/15); Hunting (12); Fishing (10); Beast Riding (12); Tactics (8); Boating (12)

Weapons: M1 Garand rifle with 5 stripper clips in a cartridge belt; M1911A1 autoloading pistol with 1 spare clip; twin pearl-handled Bowie knives.

Armor: Police Riot Armor without the Arm and Leg Harness.

Notes: Elmer is the heir apparent to the baron's seat. He is prone to brawling with those who make fun of his name. If he loses, he will plot to secretly attack and kill the person who "made a fool" of him.

Ken Asslam, first lieutenant of the baron (38)

WT	WL	STR	DFT	SPD	HLH
27	30	25	24	18	25
		BAP	MNA	PCA	DRT
		9	3	3	53

Skills: Rifle, Modern (20/14); Pistol, Modern (20/4); Autoweapon (5); Tactics (15); Operational Command (12); Pilot, Rotary Wing (8); Throwing (15); Interrogation (12); Tracking (8); Stealth, Rural (16); Beast Riding (18)

Armor: Police Riot Armor, except that the Helmet contains the equivalent of a police hand-held radio and can be sealed as a gas mask. He also has Vambraces (27-28, AP).

Weapons: M-16 Carbine with six 20-round clips in a cartridge belt; Browning High Power Autoloading Pistol with two spare clips; 1 U.S. Mk. 1 Hand Grenade.

Notes: Asslam is in charge of the Defense Force. Anyone wishing to see the baron must be okayed by him. He is the executor of the baron's decrees. Although contemptuous of the baron's sons, he says nothing and will do nothing while the old man lives, as he is totally devoted to Jason. After the elder Cartwell's death, he plans to make a bid to gain the baron's position.

If the adventurers appear to be a threat to the stability of the Cooperative, Asslam will send them out on missions such as clearing the highways of Trolls or investigating the Unhealthy Zone surrounding the Ticktockman Corporation Warehouse (see *The Last Whole Man on Earth*, page 14). If they have joined the Defense Force organization and are making trouble, he will assign them to Troll duty with progressively more difficult assignments. This Troll Duty will make the adventurers essentially buccaneers, and may well ruin their reputation with the other communities, as well as probably getting them killed (which is what Asslam has in mind).

Doc Halderssen,**Cooperative doctor and member of the Council (54)**

WT	WL	STR	DFT	SPD	HLH
28	8	12	21	12	8
		BAP	MNA	PCA	DRT
		6	3	2	18

Skills: First Aid (19); Advanced Medical (12); Pathology (7); Therapy (5); Pharmacy (12); Lab Technique (10); Distillation (20); Fermentation (15); Technology Use (18); Brawling (8); Pistol, Modern (7)

Armor: Street Suit (4-18, 21-28, PC); Combat Boots (17-20, LL); Cap (1, HC)

Weapons: Pistol P7 with 10 rounds

Notes: Doc, although a member of the Council, is not one of Cartwell's puppets. He opposes most of the actions of the baron, but does not speak of it outside the Grange Hall. He knows that he is treading a thin line. He is only suffered because of his medical knowledge.

The stress has led the doctor to a drinking problem. When drunk he is likely to drop hints of the true situation. If plied with liquor and questions, he will eventually tell the whole story behind the history. He will even tell his questioners that the member of the Council who died in the Battle of Interchange 41 seemed to have been shot in the back.

Doc usually hangs out at the inn, where he tells tall tales of the Pre-Ruin days to the younger members of the crowd in return for drinks. He usually carries with him his Medkit 2 which contains 25 bandages, 25 units of medical supplies, 4 units of Panomycin, and a half-full bottle of homebrewed "snake-bite medicine."

John Jones, Cooperative blacksmith (28)

WT	WL	STR	DFT	SPD	HLH
12	12	31	21	12	30
		BAP	MNA	PCA	DRT
		6	3	2	52

Skills: Blacksmithing (19); Machining (10); Technology Use (15); Firearms Repair, Primitive (7); Firearms Repair, Modern (12); Armorer (6); Single Weapon (15); Pistol, Modern (5)

Armor: Helmet (1-2, SP); Jacket (4-11, HC); Pants (10-18, HC); Boots (17-20, LL); Torso Armor (4-12, 21-22, LP-SP); Vambraces (27-28, SP)

Weapons: Forge Hammer (WDM 2, C; ENC .6)

Notes: The smith, known to his friends as Jonesey, is the head of the growing underground resistance to the baron's excesses. At present they have little hope and merely dream of a time free from oppression. They are not very well organized. If approached by the adventurers, Jonesey or any of his cohorts will be reluctant to speak of their hopes, plans, or organization out of fear that the strangers are Defense Force secret police agents.



Asslam

SAMPLE DEFENSE FORCE SQUAD

A Defense Force squad will usually consist of six men and/or women. The quality of the individual, his armor, weapons, and Skill expertise class, can be determined from the tables below.

INDIVIDUAL QUALITY

Die Roll	Quality
01-20	Average Rabble
21-60	Average
61-75	Increased Average
76-85	Superior
86-95	Increased Superior
96-00	Heroic

WEAPON

Die Roll	Weapon
01-20	Bowie Knife
21-30	Ceremonial Sword
31-45	Bow
46-69	Pistol P18 (38 Special)
70-76	M1911A1 Pistol
77-89	M-14 Rifle
90-95	M-16
96-00	Two rolls ignoring results of 96-00. Subtract 25 from the second roll.

EXPERTISE CLASS

Die Roll	Class
01-05	Green (BCS 5)
06-30	Novice (BCS 8)
31-70	Trained (BCS 11)
71-85	Veteran (BCS 14)
86-95	Elite (BCS 17)
96-00	Heroic (BCS 20/2D5)

ARMOR KIT

Die Roll	Kit
01-20	Helmet (1, SP); Jacket (4-11, HC); Pants (10-18, HC); Boots (18-20, LL)
21-60	As 1-20 plus Torso Armor (4-12, LP-AA); Gloves (29-30, HC)
61-75	As 1-20 but Street Suit (3-18, 21-28, PX) instead of Jacket and Pants.
76-80	As 61-75 plus LP-AA Torso Armor and HC Gloves.
81-85	As 76-80 but Helmet (1-2, MP).
86-95	Police Riot Armor without Leg and Arm Harness.
96-00	Police Riot Armor (see Caldwell's armor on page 4).

A man with a bow will have a quiver of twenty arrows and a man with a gun will have 10 plus 2D10 rounds except for a man with an M-16 who will have 20 plus 2D20 rounds and the clips to put them in.

The Expertise class refers to the principal weapon with which the man is armed. He will be in the next lower class (minimum if Green) with any other weapon with which he is equipped. He will be two classes lower with any weapon that is acquired during a battle. Skills other than Combat Skills may be determined randomly by rolling 1D20 and using the result as the non-player character's BCS if the Gamesmaster decides that the character in question should have a certain Skill.

The Gamesmaster may find that it will be easier to go through the tables only once to determine the various categories for the leader of the squad and to assume that the rest of the squad is composed of Average Quality Men whose weapons, Expertise Classes, and Armor Kits are one category less than the leader's corresponding data. This will make keeping track of the number of men and variety of equipment and scores easier on the harried Gamesmaster if a firefight develops.

If more than one squad appears, the Gamesmaster may wish to make some of the men appearing Extras.

THE STORM DRAINS

The city of Littleton, like many cities, has a network of sewers, storm drains, and steam tunnels under its streets. This section of the scenario pack represents a portion of that system and the basements of various buildings to which the tunnel system connects with an opening large enough for a man to pass through.

For the most part, the upper stories of the buildings represented on this map are considered to have collapsed. If the Gamesmaster wishes, he may design upper floors for the buildings and allow his Player Characters to explore them.

The principal activity for Player Characters would probably be searching the ruins for usable equipment or supplies. Alternatively, the players may wish to have their characters establish a hideout or holding here. In that case, they will have to clear out, or ally with, any current residents.

THE DRAINS

The drains are circular and about 2 meters in diameter. This allows two people to pass each other but generally makes side-by-side fighting impossible. They are unlit, so

characters will have to provide their own source of illumination.

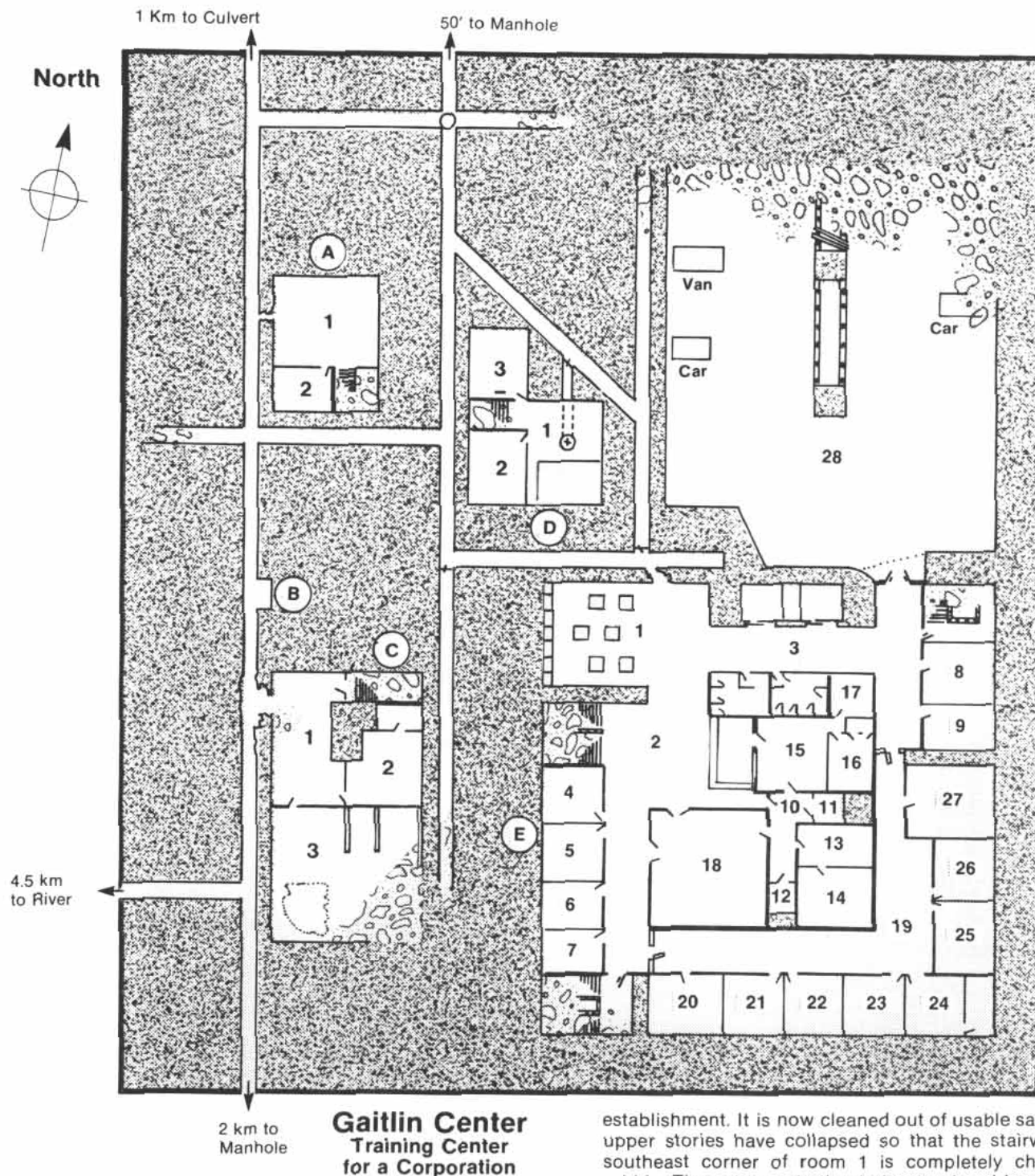
The floor of the drain is covered by stagnant water about ankle deep. The slime covering the metal or plastic material of the drain will make the surface very slippery. Due to this, the Treacherous Ground penalty to the BCS is doubled to -2 and the distances traveled before a check for Slipping are halved. A character may still move 1 meter during each Action without penalty.

Hand-to-hand combat in the drains has 3 Restrictions due to the nearness of the walls and ceiling. Bows are ineffective beyond Point Blank range since the arrows' flight will intersect the ceiling. Even at Point Blank range a Bowman must crouch in order to fire.

While the adventurers are in the drains, the Gamesmaster should check for an Encounter every 20 minutes of game time. A roll of 1 on 1D10 indicates an Encounter, and he should check on the Drain Encounter Table, page 13.

AREA A

Area A was the basement of a small commercial



LEGEND

	Door		Stairs
	Door with Push Bar		Significant Line
	Elevator Door		Significant Area
	Object in Room		Manhole
	Transparent Wall		Grating
	Door in Transparent Wall		Manhole Grating
	Railing		

establishment. It is now cleaned out of usable salvage. The upper stories have collapsed so that the stairway in the southeast corner of room 1 is completely choked with rubble. The entrance to the drains was hand-hewn through the wall of the basement into the wall of the drain. A character must step up to get into the building, since the lower part of the wall was left to prevent frequent flooding of the basement.

This area has recently been appropriated by a small band of Ghouls. They did not dig the entrance to the drains. They have simply decided to use this area as a convenience while they are hunting in this district of the city.

There are ten members of the gang at present. Most of this group were born after the Ruin, and are not particularly bothered by the ethics of their diet. The older ones held that a man must survive however he can.

Most are out scouring the ruins at any given time. If they have a captive, two will be left to guard their hideyhole. Otherwise only one will be left behind.

In room 1 are the bed rolls and miscellaneous junk belonging to the cannibals. They carry any valuables or quality goods that they have in their possession with them at all times.

In room 2 is a captive. He is about 12 years old and has spent most of his life on his own. If rescued, he will stay with the group of adventurers only long enough to get outside again. He will then attempt to run away into the ruins. He assumes that his name is Boy since that is what people shout at him when he is seen roaming the city.

The door to room 2 is padlocked. This lock was added by the Ghouls when they moved in. It is a heavy key lock with a complexity of 4. The door itself has a Barrier Value of 10.

The Ghoul Gang

(Notes regarding a particular character appear after the basic description)

#	Name	WT	WL	STR	DFT	SPD	HLH
1	Halsey	14	17	20	14	13	22
		BAP	MNA	PCA	DRT		
		6	2	3	41		

Skills: Pistol, Modern (18); Brawling (20/5); Search, Urban (15)

Armor: Street Suit (3-18, 21-28, PX); Sporthelmet (1-2, SY); Boots (17-20, LL); Gloves (29-30, LL)

Weapons: Pistol P3 with 12 rounds of 357 Magnum and 31 rounds 38 Special; pair of Brass Knuckles.

Notes: Halsey is the leader of the gang.

The rest of the gang are Average Men. All basically wear the same armor, consisting of: Fatigues (4-18, 21-28, HC); Boots (17-20, LL); Torso Protection (4-12, HH).

Name

- 2 Shirley (33) **Skills:** Rifle, Modern (12); Brawling (9); Nutritionist (6)
Armor: Steel Helmet (1, SP)
Weapons: Rifle R38 with 25 rounds of 22 RF Magnum.
Notes: Shirley is Halsey's wife.
- 3 Johnson (36) **Skills:** Pistol, Modern (12); Brawling (9); First Aid (15); Advanced Medical (3)
Weapons: Pistol P31 with 12 rounds of 380 ACP and 1 spare clip.
Notes: Johnson carries a Medkit 1 with 15 bandages and 4 units of medical supplies.
- 4 Hunter (19) **Skills:** Archery (16); Brawling (9); Stealth, Urban (15); Tracking (12)
Armor: Steel helmet (1, SP); Hood (1-3, Q-HC); fatigues are camouflaged.
Weapons: 35-pound pull bow with 20 hunting arrows, standard.
Notes: Hunter is Johnson's son.

The rest of the pack wear the standard armor. All have a BCS with the form required to use the first weapon listed, and a BCS of 7 with any others.

- 5 Carrie (16) **Weapons:** Slingshot, elasticity 2 with 20 ball bearings, Bowie knife.
- 6 B.T. (22) **Weapons:** 6 Throwing Knives, 2 Belt Knives, machete.
- 7 Kelly **Weapons:** Pistol P27 with 11 rounds of 44-40; Trench Knife

8 Little Halsey (14)

Weapons: Pistol P2 with 10 rounds of 38 Special.

Notes: Little Halsey is the leader's son.

9 Helen (20) **Weapons:** Machete and Bowie Knife, 3 Throwing Knives.

10 Arlie (18) **Weapons:** Rifle R22 with 12 rounds of 22 Long Rifle, Machete.

The Captive

Name	WT	WL	STR	DFT	SPD	HLH
"Boy"	7	18	14	19	22	18
BAP	MNA	PCA	DRT			
11	3	3	34			

Skills: Stealth, Urban (17); Survival, Urban (17); Search, Urban (12); Hunting (10); Throwing (12); Brawling (14); First Aid (2)

Armor: Shorts (10-13, HC); Bracers (27-28, HL); Sandals (19-20, LL)

Weapons: None at the moment

Notes: A "wild" kid who wants nothing to do with other people.

AREA B

Area B was formerly a service area. It was used as an equipment readying and resting place by workers in the drains. There are several shelves intended to hold equipment. One of these shelves is now occupied by a body.

The body is that of a luckless adventurer who succumbed to a disease while hiding here. It wears fatigue jacket and pants with a cap of the same material. It also wears a pair of combat boots. Under the jacket is a sleeveless shirt (4-11, PX). A belt holster contains a .45 caliber autoloading pistol that has rusted beyond repair. The clip holds 6 rounds, of which only 1 is in usable condition. If the others are used, they will automatically be duds. A successful BCS roll will reveal this information. Handloading may be used at full BCS; Pistol; Modern at half; and Firearms Repair, Modern at one-quarter BCS. A belt sheath also contains a usable Trench Knife.

The body also wears a Knapsack. In the Knapsack, along with spoiled food, is a half-full bottle of pre-Ruin vodka, 2 half-damaged packs of cigarettes, and one self-inject syrette of Polycellulac 3.

If the body is disturbed, a Giant Rat will attack. The rat is hiding in the shadows behind the body. Detecting a Hidden Thing will reveal the presence of the beast. This rat is infected with a disease and will infect any characters unlucky enough to be bitten by the rat. The formula for the disease is S - (+) - WT - 6 hr. - 4 - 12 hr - Vomiting symptoms.

AREA C

Area C also represents the basement of what was a commercial concern. It has an entry from the drains due to a partial cave-in of the drain and surrounding environment. This cave-in is fairly recent and has not yet settled. Any characters attempting to enter the basement must make a Deftness AST when moving over the rubble which chokes the tunnel here, or they will set off a minor rubble slide. A critical failure will indicate that a major slide is started.

A minor slide will pelt the character causing it with falling debris. The Effect Number difference between the number rolled and the character's Deftness AST is the number of D6s to be rolled to determine how much C type damage will be assessed against the character. The Average Armor Value

will reduce this damage. The Damage Potential generated is the Barrier Value if the rubble covering the character at the end of the slide. This must be removed from the character's body. The Damage potential is also the percentage chance that any fragile things carried by the character will be broken by the falling debris.

A major slide will affect all the hexes of the basement adjacent to the entrance and 2 hexes down the drain in either direction. This is treated as a minor slide. In the entrance, the character causing the major slide will take similar damage but D10s are used instead of D6s. The Damage Potential is the percent chance that the entrance will be sealed by a Barrier Value equal to twice the Damage Potential of the slide in the entrance space.

Only one slide will occur during a passage by a group of characters. If a return is made at a later date, the rubble will have shifted more and may be capable of coming down in a slide again.

Room 1 is essentially empty. Some debris is scattered over the floor but it appears that the room was emptied in an orderly fashion. The bulk of the east wall is occupied by the air conditioning/heating machinery. The northeast door leads up the stairs. A Wit CST will reveal that the door is bulging inward a slight bit. This is due to the pressing weight of rubble in the stairwell. If the door is opened, the character opening it must make a Speed AST or be subject to the effects of the rubble pouring out of the stairwell. The damage done is the same as if a character had been the victim of a minor slide in the entranceway. The stairway up will remain blocked.

The door of room 2 is locked with a standard key lock of complexity 2. The key is on a peg just to the right of the door inside room 3. Room 2 contains a Tool Kit 3 designed for woodworking. A wood bin is in the northeast corner. It contains scraps and sawdust. Hidden under the trash is a package wrapped in opaque plastic sheeting. The package contains one Rifle R16, a box of 30 rounds of 30-06, a Survival Kit such as characters start play with, and ten "super-K" rations.

The door in the north wall of room 2 opens on a closet containing 20 units of seasoned lumber. Each has an ENC value of 7.

Room 3 had been a storeroom. Empty shelves line the walls. The southeast corner has caved in, but no light is visible from above. The entire room is filled with gas. It requires a Wit CST to discover the Hidden Thing of the presence of the gas.

Any open flame will ignite the gas. A gunshot has a 75% chance of igniting the gas. If the gas is ignited, the entire room will be treated as the central zone of explosion of a grenade with a Blast rating of 5. The blast will pass through any exits of the room and degrade in effect as a normal grenade, treating the nearest square meter of the room as the central hex of the explosion.

The explosion will ignite the pile of oily rags in the northwest corner of the room. Unless extinguished, this fire will eventually spread and destroy the woodworking shop and its supply of lumber before it burns out. Characters in the explosion will have to check for ignition or melting of garments as if they had been exposed to a fire with a Strength Rating of 3.

The floor of room 3 has been weakened by a previous blast that occurred next door, as well as by the cave-ins. The entire southeast corner will give way as soon as a Mass greater than 5 is placed on it. This means that almost any character carrying a significant amount of gear will trigger the collapse. If the gas explosion has not occurred, the collapsing floor has a 15% chance of doing so.

Characters on the collapsing section of floor will be dropped 3 meters into a room with the same dimensions as room 3. Its southeast corner is collapsed as well. Twelve rats

are picking through the debris and will scatter on the precipitous entry of the adventurers. They will return with 48 others in a half-hour of game time. Upon their return they will mob attack any characters still in the room.

Once in this lower room, a character will discern the remains of the stairway in the southeast corner of the room. Several large cartons and boxes are stacked in the northern half of the room. Characters may expend time in searching through the piles. Each man-hour of search which is matched with a successful Search, Urban BCS roll will allow the party one find from the table below. The Gamesmaster should roll for each successful search. There will be a maximum of 10 successful searches. If the party makes 10 such searches and thereby acquires all the significant loot, the Gamesmaster should let them conduct further searches until a successful roll is made. He will then inform the players that there appears to be no more intact and/or useful loot.

Room C, Basement Loot Table

Die Roll	Item
01-20	Tool Kit 1
21-30	Plastics Repair Kit 1
31-45	2D3 hammers
46-50	10 meters of nylon rope
51-55	box of 10 E-1 batteries (90% chance that they are charged)
56-60	10 units of nails
61-65	Tool Kit 2
66-70	box of 5 E-5 batteries (90% chance that they are charged)
71-80	2D6 liters of housepaint
81-85	1D3 units of electrical parts
86-90	coverall (3-18, 21-22, PC)
91-95	10 Locations worth of Plasticloth
96-00	Heavy Flashlight

AREA D

The entrance to Area D is past a grating of five bars and through a tunnel one meter in diameter to a barred manhole. The strength of each bar of the grating is 25. Any work done on them without tools will have the Effect Die roll reduced by half. One bar must be removed for an unencumbered man of below-average Bulk to pass through, two for an unencumbered man of average Bulk, and three for an above-average Bulk person.

Once the tunnel is crawled through, the barred manhole cover must be lifted. This requires a Strength Effect Die roll of 10. The Effect Die roll may only be made when the character makes a Strength AST. Each attempt, whether successful or not, will cause the character 1 point of subdual damage. Only one character at a time may attempt to lift the cover.

This entire area is unsafe. Any explosions or gunfire will drop 1D3 pieces of ceiling. Each piece has a 10% per character in the room chance of hitting a character selected at random. Each piece will do 1D10 of C type damage to the character. This damage is reduced by the armor on the Location struck. Subtract 15 from the Hit Location die roll.

The number of pieces of ceiling that have fallen is the percentage chance that the entire ceiling will follow in one Combat Turn. This chance is cumulative. If it is determined that the ceiling will cave in, an ominous rumbling will be heard at the start of the turn of the cave-in. The cave-in will occur on the bookkeeping phase of that Combat Turn.

Characters still in the area will be buried. The Barrier Value to be overcome in digging them out will be $2 \times (3D20 + 30)$. The Barrier Value will also be divided by 10 to yield the number of D10s of C type damage that will be taken by the character. The Average Armor Value will reduce this damage.

Room 1 contains what was the emergency power generator for whatever building belonged to this basement. It runs on diesel fuel. It is currently empty. When running it will, in an hour, generate 30 "E" charges from a liter of diesel fuel. The generator has an electrical starting system and will require 2D5 "E" charges to start it. The charges must come from at least an E-5 battery.

The stairs leading out of room 1 can easily be seen to be blocked with rubble. The two doors in the room are both locked and padlocked. Each lock is a standard key lock with a complexity of 1, and each padlock is a heavy key lock of complexity 3. The doors are of fairly heavy construction and have a Barrier Value of 15.

Room 2 contains 6 empty 55-gallon drums and one drum which contains 60 liters of diesel fuel. The drums will not fit through the tunnel to the drains. On a shelf by the door is a V-10 battery which was used to start the generator. It currently contains 4 "V" charges. Each is sufficient to start the generator.

Room 3 contains a jumbled pile of stuff. Each successful man-hour's search will reveal one of the following items. The items are listed in order of discovery. A critical failure on the search roll will lead the players to believe that no more of value remains to be found.

- 48 Locations worth of Heavy Plastic sheeting
- 9 1.3m x 1.3m sheets of heavy construction plastic. Each sheet is worth 15 Locations of Macroplast if formed properly.
- Manual of Plastics Forming Skill (covers Skill range 21-49).
- Plastics Repair Kit 1
- 20 units of supplies for the Repair Kit

AREA E

Area E is the sub-ground level of the Gaitlin center. This was the headquarters of a large corporation. This level of the building was devoted to training and education of employees of the company. The upper levels are destroyed.

The entrance from the drains to Area E shows signs of having been created by an explosion. The floor inside is blackened and ruptured and the structural supports showing around the edges of the opening are twisted.

The dust throughout most of the Area is much disturbed. Since the source of the dust (the cave-ins) was so long ago and there is little source for new accumulations, it is difficult to determine if the disturbance is recent or several years old.

E1

This area holds vending machines and tables and chairs. Close inspection will reveal that the machines were forced open long ago and all the food and beverages taken. If any are so inclined, they will find that the money boxes are intact. Each will yield 10D10 quarters.

If a search is conducted (1 man-hour), a concealed panel will be discovered. It is locked by a standard key lock with a complexity of 4. The panel has a Barrier Value of 14. Inside is a closet. Assorted rotten foodstuffs reside on the shelves. Anyone disturbing them will be exposed to a disease: A—(0)—0—3 hr.—2—Gives Distractions equal to the Virulence Group Effect Die roll due to coughing for a number of minutes equal to a second Virulence Group Effect Die roll during each attack. Anyone within 2 meters of the closet is also exposed. This disturbance will also reveal 5 packs of cigarettes and 16 man-days of sealed rations. These are

standard packaged foods. Despite the packaging, these are contaminated food.

E2

This was the main reception area for the educational center. The stairs in the west are buried in rubble and an inspection will reveal bones and tattered bits of cloth poking through the debris. In the eastern portion is a waist-high counter. Over the counter is a sign reading "Information." The window behind the counter appears to be a mirror. It is a one-way mirror designed to allow a person in E7 to view the reception area.

A search behind the counter (1/2 man-hour) will uncover 3 boxes of a dozen pencils each, 18 dried-up pens, a selection of registration forms, a box of maps (Player's Map A, page 13), and a drawer sealed with a magnalock. The magnalock, as are the rest of such locks in the building, is unpowered and so may not be picked or opened even with the correct magnacard. The Barrier Value of the drawer thus locked is 10. Inside are maps (Player's Map B, page 13), 3 magnacard keys, 3 visitor name badges, and a selection of forms.

E3

This was the elevator lobby. The doors opposite the elevators have pictorial signs indicating that they are the men's and women's rest rooms. Also on the wall opposite the elevators is a sign with arrows. The one pointing east is labeled "Parking, C5, C6" and the one pointing west is labeled "Reception, C1 - C4".

The doors to the west elevator are buckled and permanently jammed. The shaft is filled with rubble and the wreckage of the elevator car.

The doors to the east elevator may be forced open if the Effect Die roll exceeds 15 on any one attempt. Up to 2 characters may work on the door. If they both make their Strength AST they may add their Effect Die rolls together. Forcing the doors may cause the elevator car, which is jammed at the floor above, to give in to the weight of the rubble pressing down on it. The chance in 20 for this to happen is the number generated by the Effect Die roll(s) used to force the doors minus 12.

If the car comes crashing down, anyone within 5 meters of the shaft will take an attack from 1D3 minus 1 pieces of flying debris. Each piece will do 1.5 times the result of 1D10 in B type damage.

If the car does not fall, it will be determined that this is the bottom floor. Anyone descending into the shaft to investigate the remains of the car in the east shaft must make a Dexterity AST. If he fails, the chance in 20 of the car falling is equal to the die roll minus his Dexterity AST value. If the car is to fall, a Speed AST will allow the character to reach the corridor outside the shaft to avoid being buried. He will, however, be attacked by 2 additional pieces of debris as well as taking his normal chances for being within 5 meters of the shaft when the car falls. A character making a Speed CST on that roll takes only the normal damage chances.

Any character failing to clear the shaft when the elevator car falls will be buried. He will take 2D10 of D10s in B type damage. This may be reduced by his Average Armor Value. The Damage Potential is the Barrier Value of the rubble and debris that covers him.

E4 and E5

These were conference rooms. Each has a large table and 10 chairs. Each has a coat rack and a waste-paper basket. Each is carpeted. Their doors are labeled "C1" and "C2" respectively.

E6 to E9

These were classrooms. Each contains a small table, a blackboard, a waste-paper basket, a coat rack, and 20 to 30 chairs. Each chair has a writing surface that may be folded down out of the way. Each room is carpeted. The doors are labeled "C3" to "C6" respectively.

E10 to E17

This area was restricted to authorized personnel. It contained the office of the director of the training center, secretarial facilities, the security office, and supply cabinets.

E10 is a connecting hallway. The door to the main reception area is locked with a heavy key lock of complexity 6. The door is reinforced and has a Barrier Value of 20. A sign, facing the reception area, reads "Authorized Personnel Only". The door leading to E18 is similar in construction and is also locked. It has no sign whatsoever.

E11 is a supply cabinet. It contains 3 units of chemicals (ENC 2 each), 3 brooms, 4 mops, 2 buckets, a heavy-duty vacuum cleaner, and an industrial floor polisher.

E12 is the audio-visual supply cabinet. The door is locked by a standard key lock of complexity 4 and is labeled "AV Supplies". It contains 8 boxes of chalk (12 sticks each), 2 boxes of dried-out markers, 2 pointers, 6 blackboard erasers, 12 company films (each has an ENC of 1), 23 boxes (.2 ENC) of slides, a slide projector (2 ENC), an overhead projector (6 ENC and Very Large), and a movie projector (5 ENC). The film is made of a plastic compound is non-flammable.

E13 is the reception office of the director. The door is labeled "Director". It is a standard door with a standard key lock of complexity 4. It is locked. The room contains a desk, 3 padded chairs, a coat rack, and a small table. On the walls are artists' renderings of various company buildings. Sitting at the desk is the mummified body of a secretary. She has been shot through the left temple. After she was shot she was tied into the chair and her hands were placed on the keyboard of the electric typewriter on the desk. There are no signs of a struggle. A search of the desk (1/4 man-hour) will reveal only miscellaneous office supplies and personal effects. Nothing of value is to be found.

E14 is the director's personal office. The door has holes for a nameplate but none is present. The room is furnished with a deep pile carpet, a large desk with chair, a comfortable lounge chair, a coat rack/umbrella stand, a waste-paper basket, and a computer terminal. The walls support paintings of wind-powered ships. The mummified corpse of a man in a typical late-1980's businessman's Street Suit is slumped back in the chair behind the desk. Clutched in his right hand is a Pistol P4. Only one empty round is in the cylinder. On the desk are the following items: a shot glass, an empty liquor bottle, 4 rounds of 38 Special, one empty 38 Special cartridge, a photograph showing a middle-aged woman and 2 teenaged boys (it is signed "With all our love, John, Sean, and Margaret"), and a dictaphone.

A search of the room (2 man hours) will reveal a cane in the umbrella stand, a nameplate reading "T.H. Wood, Director of Training" in the waste-paper basket, a briefcase under the desk, 2 bottles of booze in the desk, and a safe behind a picture.

The cane, if investigated, will reveal itself to be a sword cane. As a sword it will function as a Ceremonial Sword but it has no handguard.

The briefcase, if opened in the usual way, will emit an earpiercing siren for 1 minute until the battery runs down. A Wit CST is required to figure out the real way to open it. Inside are a selection of papers such as financial reports, the September 1991 issue of a business magazine, 4 pens of which one is a tear-gas dispenser (the cartridge is full, and it requires a Wit CST to recognize the weapon for what it is. The pen has a 2-meter range and an ENC of .01), a credit-card-sized calculator with a dead battery (ENC .02), and an airline ticket package with reservations for September 12 and a destination of Ontario. The briefcase itself has an ENC of .5 and has an ENC Capacity of 2 for objects up to Medium. The briefcase will halve the effective ENC value of anything inside it, but it always has its own ENC value as well.

The wall safe has a 3-digit combination lock with a complexity of 2. The total Barrier Value of the wall safe is 60.

If opened, it will disgorge a stack of papers relating to the training center, a ledger for the center, 5000 dollars in 10-dollar bills, a packet of love letters (unsigned), and a vial of a gummy brown substance. The substance is intended to be smeared on the sword cane's blade. It is a narcotic poison. Each time the sword scores a hit which penetrates armor, the strength of the poison will be reduced by 1. There is enough to envenom the blade twice. The poison's formula is: S—N—SPD—1 Combat Turn—3—1 Combat Turn.

E15 was the secretarial office. There are four desks with electric typewriters. There is also a computer terminal. The typewriters are Large and have an ENC of 4, while the terminal is Very Large and has an ENC of 7. A search will reveal 10 reams of paper (500 sheets having an ENC of 1), 2 dozen miscellaneous pens and pencils, and assorted clerical supplies.

The door to the reception area is locked by a heavy key lock with a complexity of 6. The door is reinforced for a Barrier Value of 20.

E16 was the security office. It is a shambles. The closet in the north wall is empty but has a rack for rifles and pegs for equipment storage. The room contains a desk, three chairs, a smashed terminal, and three filing cabinets. The filing cabinets have been upended and the files scattered about the room. Each successful search (1/2 man-hour each) will reveal in order: 2 over-the-head gas masks (these may not be worn with a helmet) marked "Not safe against biological agents"; a box with 20 rounds of 38 Special; three 10 gauge 00 Buck shotgun shells; 1 tear-gas grenade; and five more shotgun shells. The duty roster on the wall is dated 10 September.

E17 was a small office. The door is fused closed and has a Barrier Value of 40 because of this. If entered, the interior will prove to be fire-blackened and the furnishings completely destroyed. The sprinkler heads appear to have been destroyed before the fire. There are charred bones here.

E18

This was the auditorium and the doors facing the reception area and the corridor in the unrestricted area are labeled "Auditorium". There are five rows of ten seats each, divided by a central aisle. The east wall has a blackboard with two erasers and six pieces of chalk. On the wall above the blackboard is a retractable projection screen. A small podium is situated in front of the blackboard. Investigation of the seating will uncover two skeletons with multiple broken limbs and other bones. They were trampled to death when the crowd in the audience panicked upon learning of the biological contamination.

E19 to E22

This was the restricted classroom area. Corporate training intended to be kept secret from the competition was done here.

E19 was the connecting corridor/lounge of the restricted area. Entry to the area was through one of the two double doors at either end. Each was maglocked. The doors are set in bullet-resistant smoked plastic (Barrier Value of 50). This means that the doors themselves have a Barrier Value of 70.

The wide area of the corridor served as the lounge and contains several comfortable chairs and a table with a number of magazines.

Near the west door is the contorted mummy of a woman in a business Street Suit. This can be seen as a Hidden Thing if characters peer through the plastic wall. This person was the cause of the massacre in room E27. Driven mad by one of the biological agents, she slaughtered her horror-stricken companions before running through the hall to die in convulsions before reaching the west door. The agent is still active in E20. It is: A,D—(+)—STR—1 hr.—3—1 hr.—Episodes of homicidal mania.

E20 to E23 are classrooms and have the same general description as the classrooms in the unrestricted area. E26 and E27 are conference rooms like E4.

E24 was the small graphics studio that served the restricted training groups. A drafting table and phototypesetter are present along with ancillary graphics equipment. The door in the east wall leads to a small photographic darkroom. A sign on the door reads, "YOU! Yes, you. Stay out when the red light is on. This means you!" Inside are a small copy camera, a 35mm camera in a vertical mount, and a two-bath photographic processor. There are 8 units of chemicals here. Each is in a fragile 1 ENC container. Several of the containers are broken and the chemical fumes have combined to form a lethal gas. Just inside the door is the body of the graphics technician who made the fatal mistake of dropping the bottles. He is wearing a pair of coveralls (4-28, HC with stiffened soles on the feet) and a pair of gloves (29-30, PS clear). The gas has the formula: A—L—DFT,SPD—30 sec.—5—1 Combat Turn. If the door is opened to allow the gas to spread into the main room, the incubation period will be tripled and the strength will be reduced to 3. As long as a character remains where the gas can be breathed and does so, the poison in his system will remain at full strength. This gas is colorless and odorless. Clues to its presence are the smashed chemical bottles, the tear-streaked face of the mummified corpse, and the position of the corpse. One hand clutches the ripped collar of the coverall and the other is outflung toward the door.

E27 was a lecture room. It is now in a shambles. Chairs and bodies are strewn everywhere. It is the scene of the carnage wrought by the unfortunate soul lying in the corridor, who succumbed to a biological agent. Five bodies are present. All but one wear normal street clothes. The odd one wears a lab smock over his Street Suit. None appear to be holding weapons, but a knife crusted with dried blood and a junked Pistol P24 are present. The bodies are only skeletons, as the room has been made into a nest by 50 Super Rats. They will mob attack anyone disturbing their nest.

ES1

This stairwell is in terrible shape. The upper part is blocked with rubble. Anyone attempting to go down the stairs to the basement will cause the stairwell to cave in. A Speed AST will allow the character to get to the landing and avoid being buried. The collapse of the stairwell is handled in the same way as the crashing down of the east elevator. Anyone completely outside the stairwell is safe from the flying debris. Once the stairwell is collapsed, this entrance to the basement will be completely sealed.

If any character looks down the stairwell before attempting to go down, a Wit CST will reveal the presence of water in the lower part.

ES2

The upper part of the stairwell is choked with rubble but this debris is stable. The lower part, almost to the level of the landing, is filled with water. This water has been filtered by the rubble above and is relatively clean. Should an intrepid character dive down and force the door at the bottom, he will discover that the basement is completely flooded and that nothing of value has survived.

E28

E28 was the parking garage. The door is labeled "Parking" and has a set of panic bars on the interior side. The entire northern section of the garage, including the entrance/exit to the street, is buried under tons of rubble.

Any characters venturing down through the well in the center will find no other exits on either of the two lower levels. There are 8 vehicles on the next level down, and 3 on the lowest level. Each will yield 1D10 of auto parts. Each unit's ENC value will vary. Roll 1D6 and multiply the result by .5 for the value of any given unit.

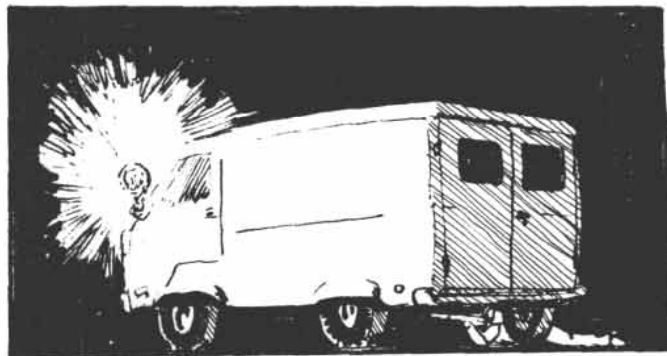
The training center level holds 3 vehicles. Two are cars (one half-buried) and the third is a van. The boards across the well will collapse if a Mass greater than 4 is put on them. A Speed CST will allow a character caught on them to grasp the railing as he falls. This requires him to drop anything held in his hands.

Any character crossing the line indicated on the map just inside the doorway will trigger the trap set by the residents. If the garage is lit, the tripwire is a Hidden Thing. If not, the wire is essentially invisible. The trap consists of a double-barreled shotgun SG1 mounted on a swivel. The gun will swing to face along the wire and discharge both barrels, which are loaded with 12 gauge 00 buckshot. The gun is placed at hip level and essentially has a BCS of 20 and 3 points of Aim with which the Gamesmaster will adjust the Location toward point 10 or 11.

The residents of the parking garage are an old man and his daughter. They retreated to this location during the Time of the Mobs and have been hiding out ever since. They know most of what goes on in the drains and have been avoiding the Ghouls. They have searched most of the Gaitlin Center, but have never gone into the restricted training area because they have seen the corpse through the west door. If characters attempt to enter, they will warn them off and ask to be left alone.

The gear acquired over the years is kept in various places in the garage. In the van are two thermal sleeping bags, four "space" blankets, two pillows, a portable radio receiver, a package of 20 chemical agent detector strips (these turn black if exposed to chemical agents, but are good only for a day once the individual strip is taken from its wrapper), 12 magnacard keys for the Gaitlin Center, and a Medkit 1 with 20 bandages and 4 units of medical supplies. In the half-buried car, locked in the trunk, are 200 paperback books. They are all fiction. There are also 2 Survival Textbooks. One is for Rural Survival and is rated to a score of 75, and the other is for Urban Survival and is rated to 45. The trunk of the second car holds two over-the-head gas masks such as are in the security office E16, and a key ring with 6 keys. One of the keys will open all the standard key locks in the Center and each of the others is designed to fit a heavy key lock. Only one of those is usable on the remaining floor of the Gaitlin Center. The rest are for locks that no longer exist. The fuel tank of this car holds 12 liters of alcohol. Outside of the van, on the far side from the door, are two alcohol-burning lamps (ENC of 1), and EV-10 battery with 2 charges left, and an alcohol-burning camp stove. Hung over the edge of the well in the center are 30 man-days' rations of dried natural foods.

If disturbed, Arnold will take up a firing position behind and beneath the van. The protection given him by this position against someone firing from the doorway is shown in the accompanying illustration. He will turn on a small



Arnold's Position

searchlight, which is directed at the doorway. Powered by the EV-10 batteries and controlled from Arnold's firing position, this light will partially blind anyone standing in the doorway. The light itself is situated near the front of the van so anyone firing at it will not be coming anywhere near Arnold. The nature of the echoes in the garage will prevent a character from locating Arnold's position from his voice. Nancy will move to a position behind one of the pillars in order to direct flanking fire on anyone charging Arnold's position.

Arnold Swiger

WT	WL	STR	DFT	SPD	HLH
32	24	20	13	8	16
BAP	MNA	PCA	DRT		
4	2	2	38		

Skills: Rifle, Modern (20/14); Pistol, Modern (20/12); Brawling (15); Stealth, Urban (20); Search, Urban (18); Survival, Urban (17); Literacy (12); First Aid (6); Leatherwork (4); Handicraft, Ropemaking (12); Technology Use (12); Dirt Farming (8)

Armor, surprised: Cap (1, HC); Jacket (4-11, HC); Pants (10-18, HC); Boots (17-20, LL); Vest (4-9, LL)

Armor, unsurprised: Helmet (1, SP); Jacket (4-11, HC); Pants (10-18, HC); Boots (17-20, LL); Ballistic Flak Vest (4-12, M-MP plus a Barrier Value of 5 before the armor is reached); Gloves (29-30, LL)

Weapons: M1 Garand with bayonet. 5 rounds in rifle and a cartridge belt with 9 stripper clips. Pistol P18 with 32 rounds of 38 Special and a "quick load" reload holder. Bowie Knife.

Notes: Arnold is basically a peaceable fellow but will fight to retain his privacy. He "ain't comin' out 'till it's civilized out there again." He is very protective of his daughter.

Nancy Swiger (28)

WT	WL	STR	DFT	SPD	HLH
18	26	24	24	22	30
BAP	MNA	PCA	DRT		
11	3	3	55		

Skills: Pistol, Modern (18); Archery (20/4); Single Weapon (9); Brawling (10); Stealth, Urban (19); Search, Urban (14); Survival, Urban (13); Literacy (15); First Aid (2); Survival, Rural (5); Tracking (4)

Armor: Cap (1-2, LL); Jacket (4-11, LL); Pants (10-18, LL); Boots (17-20, LL); all of the preceding are tailored "buckskin" style; Gloves (29-30, HC)

Weapons: Pistol P18 with 20 rounds of 38 Special; 35-pound pull bow with 20 hunting arrows in a quiver; Machete; Bowie Knife.

Notes: Nancy is quiet and retiring due to a life spent in hiding and seclusion. She is an avid reader and if it comes to a bartering session will get her father to give a good deal to anyone offering books. Her Looks are rated as High, but this is a Hidden Thing due to the lighting and dirt and grime. If a group makes friends with the Swigers, Nancy will put on a Plasticloth dress which she saves "for company."

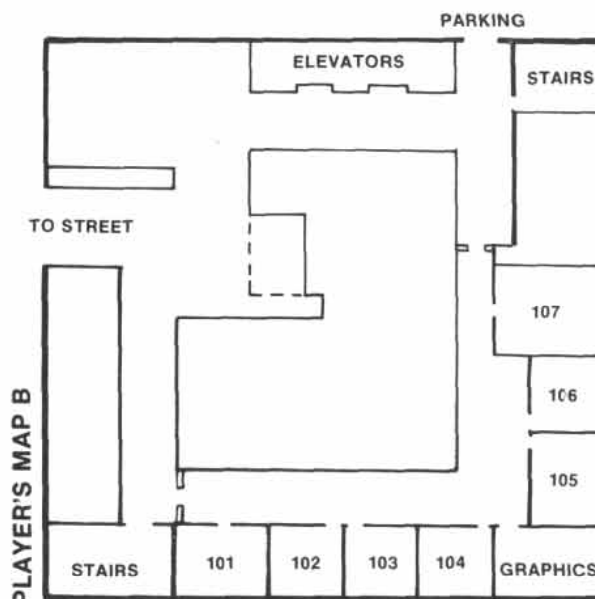
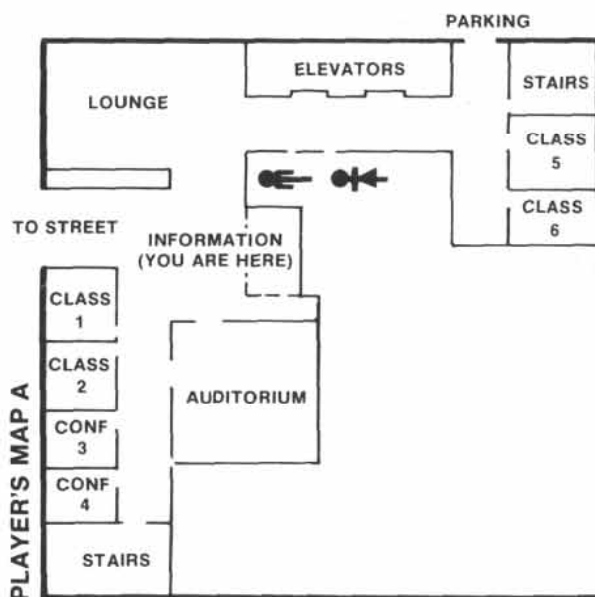
STORM DRAIN ENCOUNTER TABLE

Roll once every half-hour of game time while the party is in the drains themselves and once every hour if they are in a building. If the party is making noise add 5 to the die roll to indicate a response to the noise being generated.

Die Roll Encounter

01-02	1D10 of rats
03-04	1D10 of mobs of rats
05-06	2D6 of Super Rats
07-08	2D6 x 10 of Super Rats
09-10	3D10 of Giant Rats
11	The Swigers (see E29)
12-14	1D3 of Ghouls
15-19	2D3 of Ghouls
20	All Ghouls not on guard in their hide out (See Area A)

If any of the characters have been eliminated, they will not be available to be encountered. This means there will be no encounter.



THE LAST WHOLE MAN ON EARTH

In the ruined suburbs lies an Unhealthy Zone. No one has ventured there for five years. The last group to do so had but one survivor, and he died within a week, raving in a fever. He told tales of an assault on his scavenging group by men with "dead eyes" who walked through a hail of gunfire to massacre the other members of the group. A threadbare tale at best, but the fact exists—only one man came back. Were his ravings based on some bizarre truth, or simply a fever dream?

All the surviving communities know that once there was a community near that part of town, but nothing has been heard from them since the last defeat of the Recovery Force. There were presumed destroyed by the brigands. The survivors had far too much to do rebuilding their own areas to go looking for trouble.

Even when the community was functioning, travelers and scavenging parties frequently disappeared in that part of town. There must have been a reason. The communities cannot afford to send men out to investigate such a preposterous story. Perhaps those wanderers over there would be interested to find out for us.

What about it, adventurers?

BACKGROUND

Indeed there was a community at one time. It was effectively destroyed in a battle with the local units of the Recovery Force. The ruins left little to be desired in the way of a habitation. The meager survivors of the Recovery Force band moved into an area not far from the location of the community. Unknown to them, the locals considered it an Unhealthy Zone.

Its reputation was deserved. Almost three-quarters of the brigands died within a week from an active biological agent. The rest moved deeper into the city preying on scavenger groups, Ghouls, and city dwellers in indiscriminate fashion. Their numbers were reduced through battle and a strange form of attrition. They discovered occasional sources of a biological agent which wiped the mind of a person clean. The body still functioned, but as they say "no one was at home upstairs." Ray Coleman, self-styled captain of the unit, discovered that these mindless wrecks of human beings could be "programmed" to perform relatively simple functions. He nicknamed such programmed bodies "zomboes."

It was found that some of the zomboes could "learn" more complicated tasks than others; but the bulk of them were best suited to things which often relied on reflexes and what man calls instinct. If the task was something that the person had done before his mind was wiped, the programming was easier and more successful. It was also found that a zombo

did not feel pain, or at least did not give any evidence of feeling pain. This led to perverted jokes among the more bizarre members of the gang.

Coleman began to use the zomboes as shock troops and terror weapons. Spending their lives freely, he was able to amass enough to live comfortably. His group moved into a warehouse. This was to be Coleman's downfall.

Unknown to him, the warehouse's occupants, survivors from before the Ruin who had been holding out on their own, had recently contracted the dread zombo agent. The agent was still active and Coleman succumbed.

The ensuing epidemic left only ten members of the gang in possession of their faculties. The leadership was shared jointly by two men: Jack Adams and Charles Morilan. They began to fortify their holdings. Raids continued on surrounding areas. Trespassers on their turf were ruthlessly eliminated. Their stockpiles grew.

Gradually the pickings became leaner. The survivor communities no longer sent scavenger groups into the area, and the city dwellers and Ghouls had mostly moved to other places safer from the depredations of the gang. One by one the members of the gang died, until only Jack and Charlie were left. They retired to their warehouse in hopes of a change of fortune. It was not to be.

Five years ago Jack contracted a mutant virus and left the warehouse with the avowed desire to end his own life before the disease took him. He made his farewells to Charlie and left. Unknown to Charlie, Jack did indeed follow through on his plans.

In the isolation, Charlie began to go mad. Day by day the conviction grew on him that he was the last whole man on earth. All others were zomboes. He has continued to kill anyone approaching his holding. He has noted, however, that the "things" (as he refers to what he thinks are zomboes) are getting smarter. This is a rationalization of the obvious intelligence displayed by his victims.

Now Charlie squats like a mad spider in his warehouse waiting for the "things" to come to try to kill him. While he waits he trains his force of "loyal" zomboes and slowly draws his plans. For in his mind he is the Recoverer, the salvation of the world. He will "march forth with his invincible army of loyalists to wrest the cure for mankind from its unknowing hands."

In his madness, he will never stir forth to act on this plan. There will always be another thing to do before he is ready, before the sign comes. Time will pass and Charlie will remain there, killing trespassers and growing old. Except for an occasional raid to get food he will never voluntarily stir from his "Fortress Morilan."

FINDING THE BUILDING

The Gamesmaster may lead the adventurers to the building by allowing them to see the glow of the floodlights at night while Charlie is investigating a disturbance. Alternatively, the building may be just one of those found as the characters are searching this section of town.

EXTERIOR VIEW

A four view drawing is provided showing the building. The building is essentially featureless except for the doors and windows indicated. The opaqued windows will only appear as dark-colored panels inset in the wall.

The building walls are reinforced concrete with a Barrier Value of 150. They are impervious to small-arms fire. The extra-thick wall surrounding room 8 has twice the Barrier value.

The roof is the only surface which will catch a grappling hook. The roof is also reinforced and has a Barrier Value of 100.

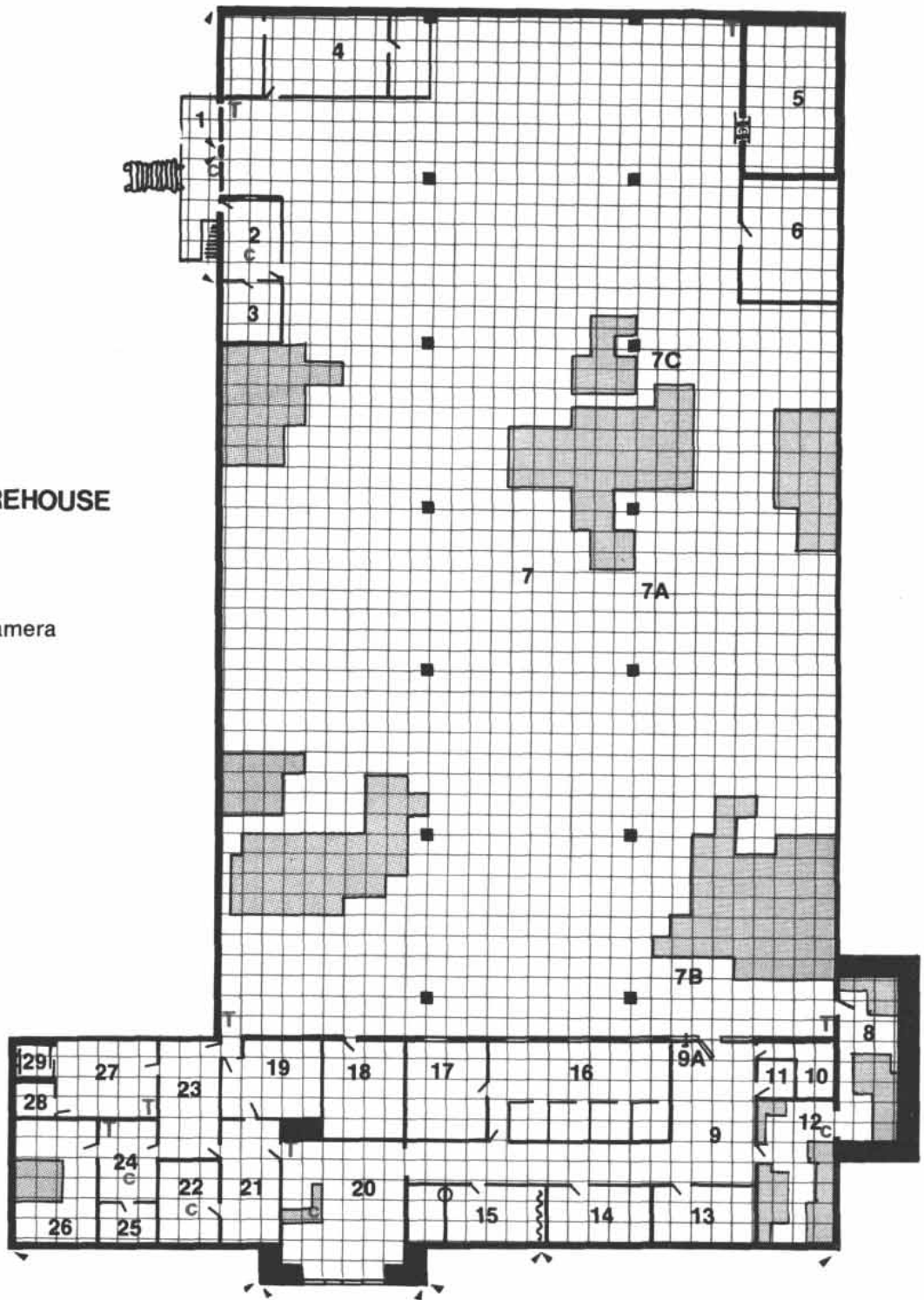


TICKTOCKMAN WAREHOUSE

Key

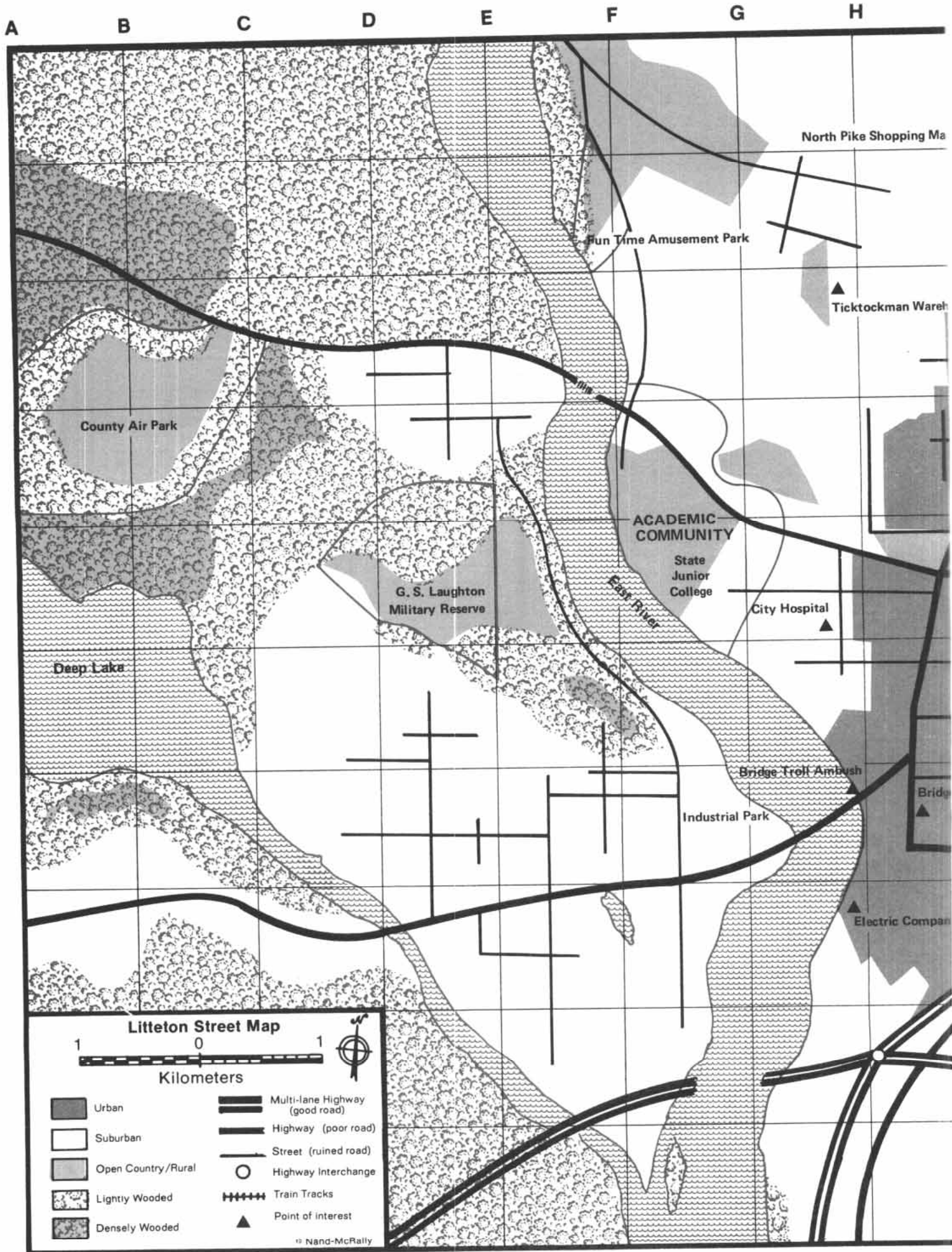
- T Television Camera
- c Intercom
- ⊗ Statue
- ▶ Spotlight

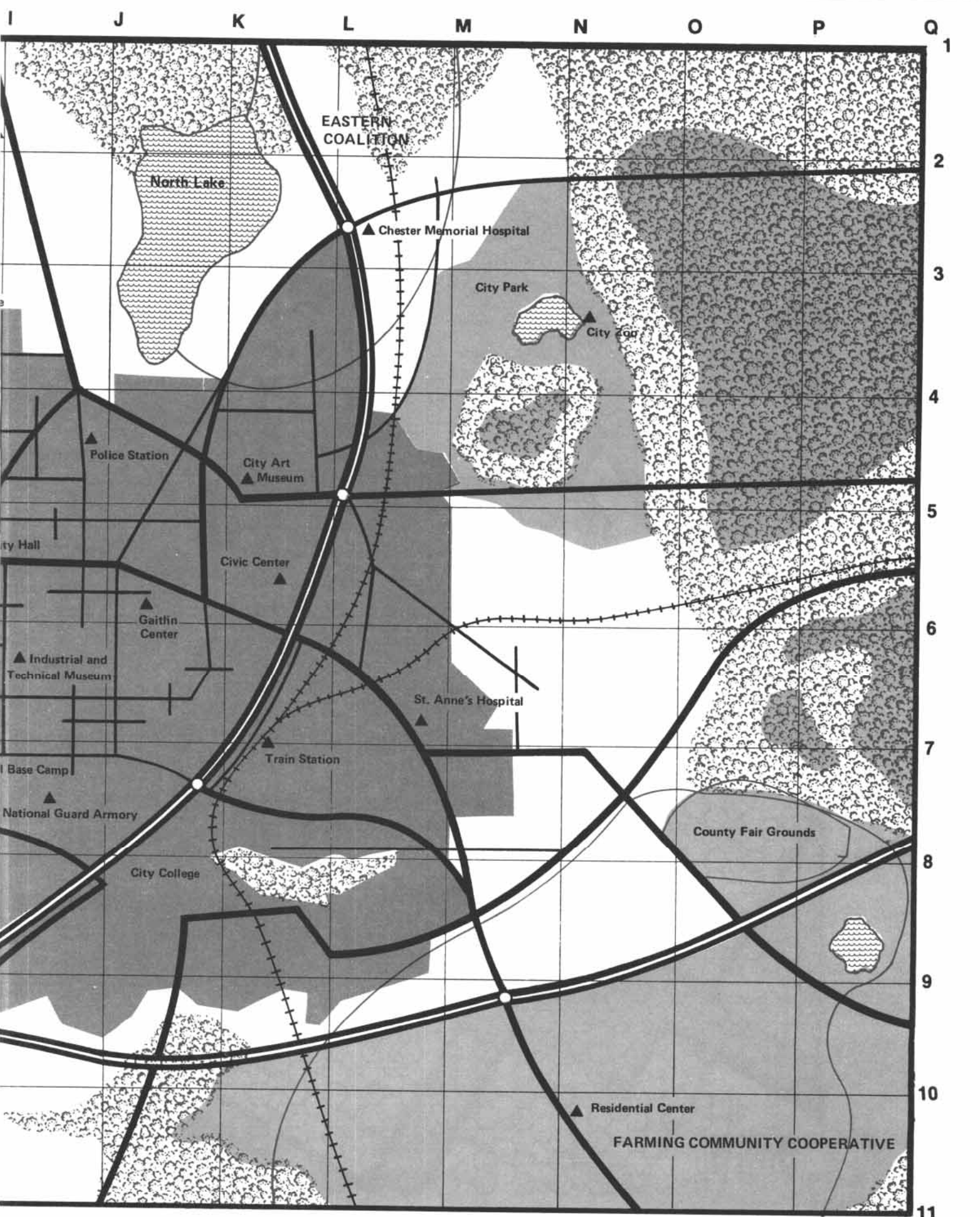
FIRST FLOOR

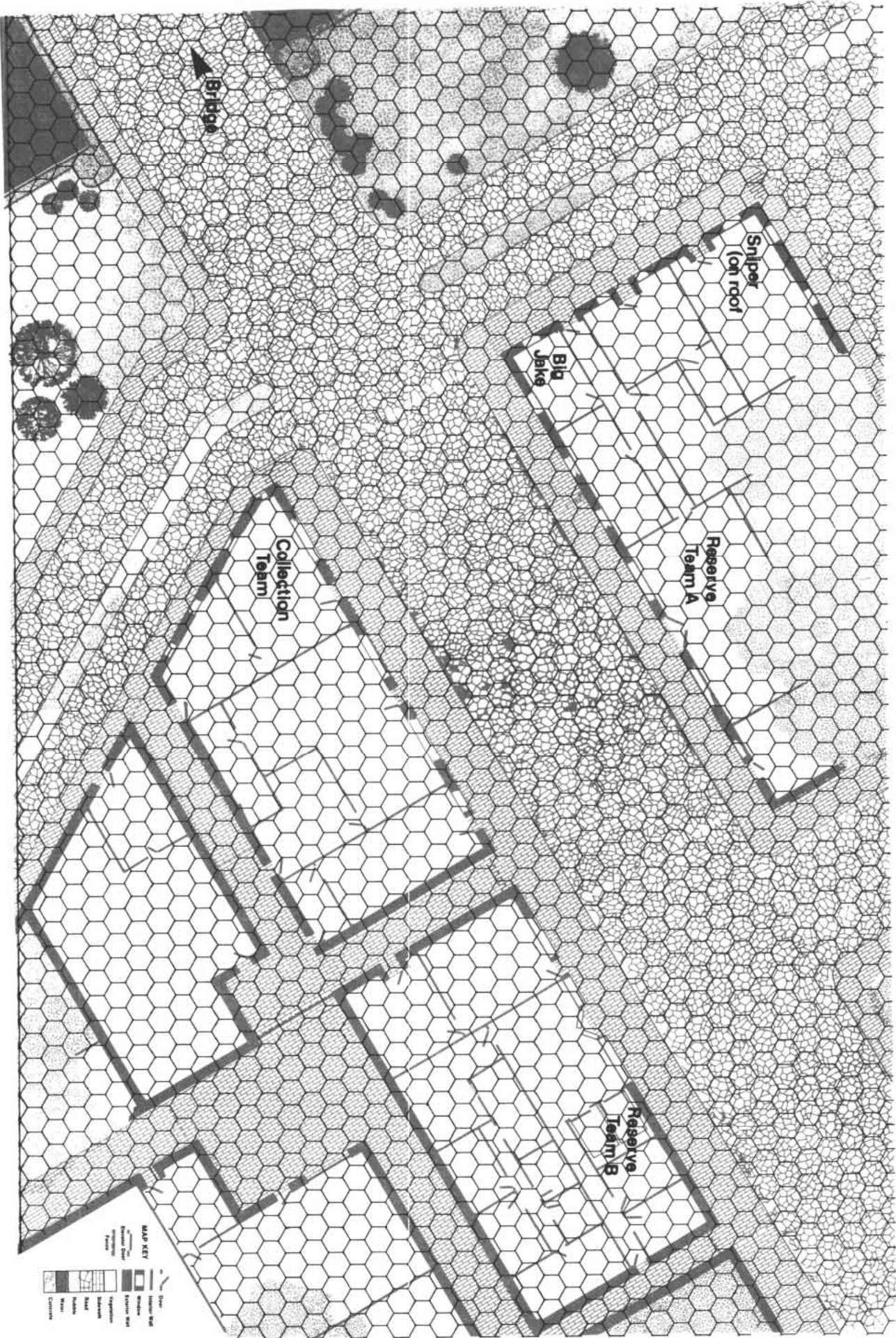


SECOND FLOOR



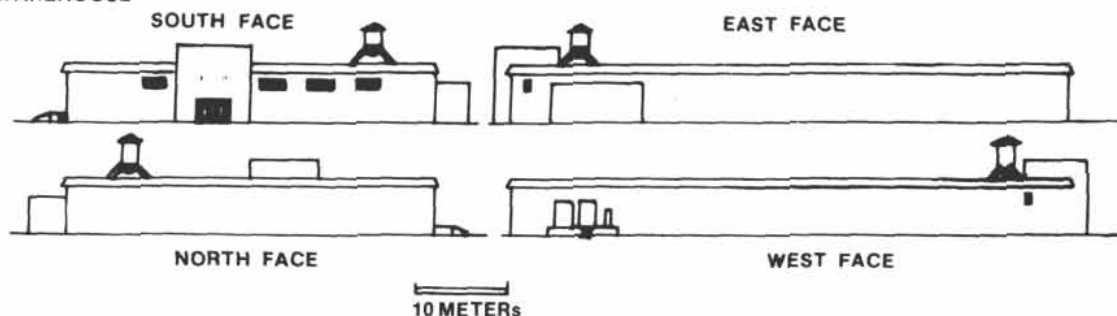






BRIDGE TROLL AMBUSH SITE

FOUR VIEWS OF THE WAREHOUSE



The building appears to be in excellent shape and is completely sound in a structural sense.

THE WAREHOUSE

This warehouse was the central headquarters and warehouse of the Ticktockman Publishers, whose fortune was built on a series of schlock romances. The rich owner had the second story of the office section converted to a luxury penthouse.

THE ROOF

The only significant features on the roof are the water tower, which has a capacity of 8000 liters and, on the raised section, 15 square meters of solar panel. The water tank currently only holds 1000 liters.

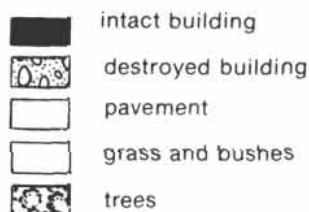
1—THE LOADING DOCK

A wooden ramp is emplaced against the loading dock. This is used by Charlie when he makes a foray on the motorcycle. Between the large doors is a box which has two buttons and a grilled area. The left button is a buzzer which sounds loud enough to be heard throughout the main warehouse. The right button is the talk button for the intercom whose speaker

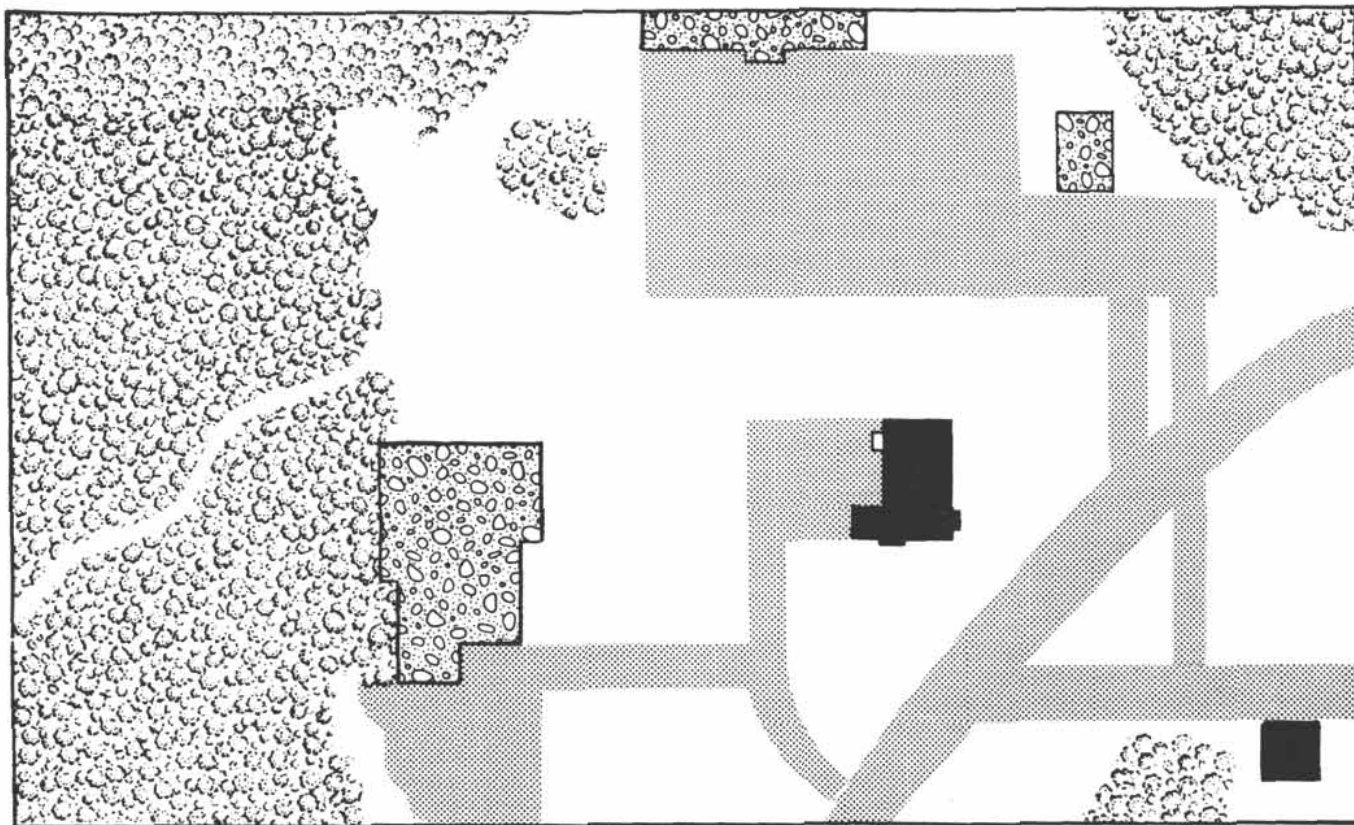
and mike are represented by the grill. The intercom has been modified so that it will always transmit sound from the loading dock, and can at the same time receive a broadcast from the command center. If a group has not already been detected, there is a 20% chance that sounds made here will come to Charlie's attention.

The large doors are made of corrugated metal and roll up overhead. Each is locked. The locks have no opening to be picked from the outside. The Barrier Value of one of these doors is 40. If forced, it will trigger an alarm in the command center.

Aerial View of Surrounding Terrain



10 meters



The small door to the side is a metal-reinforced door with a Barrier Value of 30. It is locked with a heavy key lock of complexity 6. The door is also braced by a metal bar for an additional Barrier of 20. If the lock is picked, only the Barrier value of the bar will oppose entry.

2—SHIPPING OFFICE

A small window looks out on the area just inside the loading doors. The camera in the corner of the main warehouse can see through this window into the center and southeast corner of this room. A desk has an intercom on it, as well as a blotter, pen set, and telephone. The telephone does not work, the pens are dried up, and the intercom is set on transmit. Some file cabinets contain shipping records.

3—SHIPPING DIRECTOR'S OFFICE

Similar to room 2, but there is no intercom. This room was disturbed some years ago and not bothered with since. There are signs of a wild party to be found if anyone searches the room.

4—WORKERS' LOCKERS

This area contains lockers along the walls. There are fourteen of them, numbered clockwise from the door. Lockers 2, 3, 7, and 10 have the extra armor for the zombos. There is a fifty-percent chance that any given locker will have 1D3 girlie pictures. Locker 4 has 4 girlie magazines and an empty lunchbox. Locker 12 has a motorcycle helmet (1-2, SY) and a pair of gloves (27-30, Q-PC). Lockers 1, 8, and 9 each have a pair of coveralls (4-28, PC with reinforced soles).

The arch in the west wall leads to the showers and the door in the east wall leads to the sanitary facilities.

A large metal industrial washing sink dominates the center of the room. It is surrounded by benches in each compass direction. On the west bench sit Zomboes 2 and 3. If alerted they will armor themselves from Lockers 2 and 3, and stand by the door until they have a target to attack or are ordered to do something else.

5—FROZEN FOOD LOCKER

The door to this room is cold to the touch. It has a three-digit combination lock on it. The lock has a complexity of 2 and will add its Barrier Value of 10 to the door's Barrier Value of 40 if anyone attempts to force it. Inside are 300 man-days' rations of frozen natural foodstuffs. If the refrigeration is lost the food will spoil in 2D5 days.

6—FOOD STORAGE

This room has been converted for storage of food not requiring refrigeration. The south wall has five 200-liter drums of water. The other walls are lined with shelves. The total amount of food stored here is 120 days of packaged rations and 60 days of dried natural foods.

Zombo 5 is on guard here. If enough time is given, he will proceed to the Locker Room when the alert is sounded and armor himself from Locker 10. He will then move to location 7c and wait in ambush for unwary characters.

7—THE MAIN WAREHOUSE

The main warehouse contains crates of books. Each crate is 1 meter on a side. They are made of wood and contain 144 paperbacks each. The crates are stacked four high. The ENC of one crate is 10.

The books are all the sort of thing that made this company's fortune, with titles like *Love's Tender Passion*, *Tender Love's Passion*, *Passion's Tender Love*, *The Tender Passion of Loving*, etc. Each book has an ENC of .1.

Four television cameras survey the floor. They are controlled from the command center. The lights in this area are also controlled in the command center by circuit breaker. A loudspeaker system lets Charlie give orders to the zombos in the main warehouse.

Area 7a is the location of the forklift. See "Charlie's Forces" for details. Once the alert is sounded the driver, Zombo 1, will drive to the Locker Room, armor himself from Locker 7, and

drive the forklift back to position. On command he will attack intruders by attempting to ram them with the forklift.

Area 7b is the location of "Remote Unit." See "Charlie's Forces" for details.

8—THE POWER ROOM

The door to the main warehouse is locked with a heavy key lock of complexity 6. It is also barred on the inside. The bar is crosswise and is of iron with a Barrier Value of 60.

The room contains a motorcycle and the machinery which utilizes the solar panels on the roof. There is a wax-sealed 200-liter drum containing 20 liters of fuel alcohol. The machinery is wired to explode if detonated from the command center and is boobytrapped to kill anyone tampering with it. A Wit CST is required to note the trap and Defusing Explosives Skill is needed to deactivate it. The bomb itself is 3 kilograms of Plastique 40 cunningly placed to turn the machinery into a giant fragmentation grenade and, in a secondary explosion, to bring down the roof. Anyone in the room is treated as being in the explosion hex of a 10/5 fragmentation grenade. Anyone outside the room is treated as if the grenade had exploded in the doorway. The collapsing ceiling will do a number of D10s of C type damage equal to the result of 2D3. The damage potential generated is the amount of Barrier that must be shifted to dig the character out. The character's Average Armor Value will reduce the damage done by the collapsing ceiling. Each character in the room should have damage rolled for him separately.

Motorcycle

Classification: Off-Road Motorcycle

Base Safe Speed: 60 kph

Soft Target

Fuel System: Alcohol

Mileage: 20 km/liter

Tank Capacity: 10 liters

Structure: 2

Area: 2

Damage Resistance: 4

Current Durability: 15

Maximum Speed: 120 kph

9—CONNECTING CORRIDOR

The wall facing the main warehouse is inch-thick, clear, heavy construction plastic. The door is made of the same material. The door is locked with a heavy key lock of complexity 6. A firing port is cut in the wall to the west of the door. This port will only expose the muzzle of the gun. The gunman behind it will be completely covered by the barrier of the wall, but anyone firing at him will be able to see him clearly.

Zombo 6 is stationed at 9a. He will report any observations to the command center with his citizens-band type hand radio.

10 and 11—REST ROOMS

These are functional rest rooms. The northern one is labeled with a graphic "M" and the southern one with a "W".

12—ACCUMULATOR ROOM

This room has been converted to hold the accumulated power storage. There are three banks of 7 accumulators each. Each accumulator holds a maximum of 50 Charges. Damage done to the accumulators will be reduced by the "Armor Value" of the machinery, which is 7. Each accumulator has a "Damage Resistance Total" of 50. Once an accumulator receives 10 points of damage it will no longer put out power until it is repaired.

Each accumulator is equipped with a master switch which

will shut it off. Each switch is also boobytrapped. A Wit CST will spot the trap. Even if not disarmed, the trap has only a 20% chance of functioning. If it functions, the accumulator will discharge one tenth of the charges remaining in it or 5 Charges, whichever is less, into the metal grid covering the floor of the room.

The accumulators are also mined with 1 kilogram of Plastique 40, which will turn them into a 5/5 fragmentation grenade when detonated from the command center. The southern half of the room is treated as the detonation hex and the effect will decay beyond that point.

The door to this room is locked. The lock is a heavy key lock of complexity 6.

13—KENNEL

Formerly a conference room, this room has been converted for two attack-trained dogs. They are both Dog Type VI and have a DRT of 35. They know all the residents by sight and smell and will not attack them.

14—WORKROOM

This room has been converted into a work room. It contains a Tool Kit 2 and an Auto Repair Kit 1.

15—PROJECTION ROOM

This room contains a stack of twenty folding chairs in the southwest corner. A curtain covers the east wall. The curtain simply covers a projection screen. One cushioned chair is sitting in the center of the room facing the screen. The secret panel in the west wall is a Hidden Thing. It opens into a projection booth. Contained in the booth is a 35mm projector (ENC 15) and a slide projector (ENC 5).

16—ART DEPARTMENT

This was the room where the galley copy for the books was assembled. Most everything is in a sorry state, but two complete Complex Drafting Kits can be assembled in 3 man-hours under the direction of a character who can use one.

The windows in this room are of the same material and thickness as the wall between areas 7 and 9.

17—COMPOSITION DEPARTMENT

This was the room in which the galley copy was set. It is mostly empty, for the machines were gutted for their parts by the former owners in order to barter them for needed supplies.

18—STORAGE ROOM

This room has a jumble of things in it. A search through it will take a man-hour. The contents are left to the Gamesmaster, but a maximum of three significant finds is about right. None should have a Utility of over 3. Most of the contents of the room is useless junk.

19—DISPLAY

This room was a display room for products of the corporation. Once copies of the covers of books published by the company resided in the glass-fronted frames which line the walls. Those covers have long since been removed.

The door to the warehouse is a standard door with a complexity 3 heavy key lock. It is currently locked.

20—RECEPTION AREA

The main feature of this area is a reception desk. On it are an electric typewriter, an intercom, and two telephones. Zombo 4 sits behind the desk. She will report anything she observes to the command center by using the intercom. If captured, she will respond to any question with, "I'm sorry, but Mister Morilan is in conference right now. If you like, I'll have him call you back when he is free."

The windows on the outside are a double layer of heavy construction plastic, each two inches thick. Between the layers is a layer of polarizing material which can be set to make the window act as a one-way mirror to the outside, or go completely opaque. The control is a Hidden Thing under the surface of the desk. Once trouble is suspected, Zombo 4

will be instructed to polarize the windows to opaque.

On the walls are faded promotional posters for the ten December 1991 releases of books. On the east wall is a sales chart which shows a steady growth curve.

The doors to the outside are welded shut, making them as strong as the windows in which they are set.

21—WAITING ROOM

This was once a luxuriously furnished waiting room. The furniture is now tattered and marred. A series of pictures shows artists' renderings of various buildings, labeled as to years of occupancy by the Ticktockman Corporation. The last in the series is dated 1989, and depicts this building in a pleasant setting.

22—OFFICE

Once an office, this room had been converted into a bunkroom for three men. The bedrolls are neatly folded and placed along the north wall. The rest of the room is cluttered with overturned furniture and the debris accumulated by three men with sloppy personal habits. A layer of dust covers everything.

23—CONFERENCE ROOM

The only feature in the room is a large oval table with a marred and stained surface. The door to the warehouse area is the same as the corresponding door in room 19.

24—INNER RECEPTION ROOM

The furnishings in this room are the same as in the main reception area, but everything is in terrible condition. The typewriter is Junked and the telephones are beyond repair. The intercom, although it appears battered, still works.

25—OFFICE

Although smaller and containing only two bedrolls, this room is in the same condition as room 22.

26—PUBLISHER'S OFFICE

The office furnishings of this room are pushed into the southern half. The northern half is dominated by a huge four-poster brass bed with red lace bed curtains. The bed is occupied by Zombo 7. If the door is opened, she will face the intruders and ask, "Play now?"

In the southeast corner is a viewscreen, currently inactive, which may be tuned to any of the operating television cameras in the building.

The door to this room is locked by a heavy key lock of complexity 3. The door is of standard construction and has a Barrier Value of 15. On the door the word "angel" is scrawled in a shaky hand.

27—PERSONAL SECRETARY'S OFFICE

This room has been emptied of all furnishings. A third attack dog, identical to the others, is kept here.

28—STAIRWELL

Formerly a stairwell, this small area has had the access to the second story sealed off. It is now used as a storage area. One 200-liter drum of water is here. It is half empty. On a shelf are 6 man-days' rations of package rations.

29—ELEVATOR

Charlie can control the elevator from the command center. Once the alert is sounded, he will turn it off on the upper floor. He will leave the door open. This will require intruders to scale the shaft. Nothing may be worn on the back of a character attempting to squeeze past the elevator in order to gain the top and go in through the access door on the roof. A character with a Bulk greater than High may not attempt this at all.

The doors at the bottom must be forced open. This will require an Effect Die roll total of 15 to be applied in a single attempt. Up to two characters may work on the door at once. Unless the characters are using tools to insert in the crack, or have already gotten the doors partially open and have

jammed something into the opening, they will have their AST reduced by 3 due to the difficulty in getting a grip on the doors.

In passing through the access hatch in the roof of the elevator car, a character must execute a Jump Action in order to drop to the floor. During this time he will be exposed to fire if Charlie has manned the barricade in the doorway to room.

THE SECOND FLOOR

The entire second floor is luxuriously appointed. Unlike in the rest of the building, everything on this floor is kept in sparkling clean condition. The basic decor is modern. The windows on this floor are constructed like the ones in the main reception area (room 20). The control is at the base of the window along with a powered control to open them. They can fully open in 10 Action Phases. Charlie usually keeps all these windows open.

S1—LOBBY

The walls are hung with six original paintings by assorted modern masters. In the alcove is a table with an inch-thick solid oak surface. On the table is a thousand year old oriental vase.

S2—SERVANTS' QUARTERS

Originally intended for the gentleman's gentleman of the owner of the Ticktockman Corporation. It is simply furnished and apparently unused.

The current occupant is Jives, a servant-model Animatron. He is one of the principal sources of the rumor that the men with the "dead eyes" could walk through a hail of gunfire. Jives will greet anyone entering his room with "May I help you, sir?" and will level his pistol at the character and fire.

S3—KITCHEN

This kitchen has all the modern conveniences built-in.

S4—DINING AREA

A large table with six chairs almost fills this area. Two places are set, one at either end. The food at the west end is untouched. The place settings are silver. A decanter holding a half liter of Pre-Ruin brandy is in the center of the table.

S5—ENTERTAINING AREA

Most of this area is open space. A large sculpture is in the northwest corner. A table and two chairs are against the north wall and a wet bar near the south wall. On shelves behind the bar are 12 bottles of Pre-Ruin liquor. Half are full 1-liter bottles, and the rest are split evenly between two-thirds and one-third full bottles.

The north wall is painted with an abstract mural.

S6—LIVING AREA

This room contains a couch, a table, a large bookcase, and a chess table. The curtain across the southern half of the west wall is fireproof and has a Barrier Value of 7.

Over the couch is Charlie's trophy wall. It contains the following items: a Rifle R3; a flak jacket (4-6, 8-12, LP-AA); two sport helmets (1-2, SY), a badly tanned leopard skin; and a pair of large antelope horns.

The chess table holds a game in progress. "Seated" on one of the two chairs at the table is a bust of the 37th president of the United States. A smoking jacket (4-11, 21-28, Q-LC) is folded over the other chair. In an ashtray is a half-smoked cigar and a humidor holds 4 vacuum-packed cigars and a vacuum pack of 20 cigarettes.

The bookcase has a built-in television set, stereo, and tape deck. The bulk of the books are fiction. These number one hundred seven. There are Reference Books on the following subjects: Solar Power Generation, Advanced Medical, Decontamination, Complex Explosives, Television Mechanic. It also contains the following Manuals: Electrician (BCS 12); Machining (BCS 8); First Aid (BCS 15); Radio Communications (BCS 8); Internal Combustion Engine

(BCS 7). There is also a ten-volume set of Chemistry Texts. Each volume covers 10 points of the Skill.

There are two cabinets in the bookcase. One contains 10 reels of tape for the tape deck. Eight of them contain Charlie's story in his own words. Listening to these will allow the player controlling the character who does so to read the section of the scenario pack covering Fortress Morilan and its history. The ninth contains a recording of a conversation during a chess game. Charlie's voice will be recognized addressing the other voice as Jack. The other voice will be recognized as Charlie's if a listener makes a Wit CST. The character must have heard Charlie's voice to do this. The tenth tape is blank.

The bookcase also contains a 200-record collection. All but 20 of the disks are too worn to be played. Those twenty are all of late-1980s popular music.

S7—THE CONTROL CENTER

This is Charlie's position for commanding his "loyalists" during an intrusion by "things." He is aided in his duties by Sheila, a receptionist-model Animatron. Sheila is Charlie's failsafe device. If he gives the order "Now, Sheila, now," or if he fails to reassure her with "not yet" every five minutes after he leaves the command center, she will initiate the destruct sequence. This will set off the charges in rooms 8 and 12. It will also set off a charge in the command center similar to the one in room 12. If anyone other than Charlie enters the command center, she will initiate the sequence. It takes her one Action to start it, and each device will explode in order on successive Combat Turns starting at the end of the second Turn from the one on which the sequence was initiated. Once initiated, the destruction sequence cannot be halted.

A 20-Charge fire extinguisher stands under the window.

The command center has an emergency power source consisting of an accumulator similar to the ones in room 12. Power may be routed to anything on the second floor, but can only be used to control things on the first floor. It cannot power such things as the lights, cameras, and freezer. The intercoms will continue to work.

The control center has a chair for Charlie and a position for Sheila. There are eight TV screens, one for each of the cameras. There are circuit breakers and individual controls for all the lights. A master intercom allows Charlie to control all the intercoms in the building. A base station citizens-band type radio is present. There are also controls for the destruct devices and the "Remote Unit." Charlie may throw one switch per phase and Sheila under his orders may throw one switch every two phases. If Charlie is addressing the intruders or giving orders to the zombos he will be restricted to one switch per Action.

None of the switches is labeled. Charlie has memorized them all.

The control board breakdown is provided for the convenience of the Gamesmaster. With it he can keep track of what lights are on and what equipment is functioning. It also allows him to see the limits on what Charlie can do from the command center.

S8—THE MASTER BEDROOM

Although it is basically well-appointed, there are two anomalies. Just to the south of the door stand three 20-Charge fire extinguishers. Under the window is a coil of rope tied to one of the bedposts. The window control is attached to an E-5 battery. This is Charlie's escape route. With the battery he can open the window if the power is gone, and throw the rope out to climb down.

In the western closet Charlie stores his armor. In the eastern closet are three suits of Plasticloth, two pairs of shoes, a pair of sneakers, two pairs of combat boots, a pair of industrial boots (17-18, LL and 19-20, SP), two sets of thermal underwear, a winter jacket, and a pair of thermal mittens (27-30, Q-PC).

THE CONTROL BOARD BREAKDOWN

Cameras

NW Warehouse
NE Warehouse
SW Warehouse
SE Warehouse
Area 20
Room 24
Room 24
Room S1

Intercoms

Room 2
Room 12
Room 20
Room 24
Room S2
Room S3
Warehouse Loudspeakers

Lights, Circuit Breakers

Rooms 1-7
Rooms 16-18
Rooms 13-15
Rooms 9-11, 20
Rooms 19, 21-27
Room 12
Room 8
Elevator Power
Rooms S1-S2, S4, S5
Room S3
Rooms S6-S8
Loading Dock
Exterior Floods
South Face Exterior
Floods

Elevator

Lights
Doors
Motion

Lights, Individual Controls

Rooms 2-3
Room 4
Room 6
Area 7
Rooms 8, 12
Room 21
Room 19
Room 22
Room 23
Room 24
Room 25
Room 26
Room 27

Other

Remote Unit Controls (1 Action)
Destruct Room 8 (1 Action)
Destruct Room 12 (1 Action)
Destruct Command Center (1 Action)
Destruct Jives (1 Action)
Overall Destruct

CHARLIE'S FORCES

THE ZOMBOES

Zomboes have no will to speak of. Unless they are following programmed instructions or direct commands they will sit idly in one place. They respond only to the programmer or one who has been identified to them as an acceptable authority. Treat the reprogramming of zomboes as if they were training. Zomboes always have a Learning Hindrance of 2. Unless they already had a Skill, they will not progress beyond an initial score. If they had a Skill already, they will never surpass the score which they had before becoming zomboes. Zomboes are incapable of Technical Knowledges or any High Technology Skills. Character's former Wit Group is the number of Skills in which the zombo will be able to express some versatility. This covers such things as intelligent tactics in combat and proper care of malfunctioning firearms.

When a character is made into a Zombo his Wit will be halved and may not be increased.

Charlie's zomboes all have memorized the layout of the building. They can move freely in the dark. This may mean that they will walk directly into an intruder or something which has moved. If they walk into an intruder, or even another zombo, in the dark, they will initiate combat at that point. If the lights reveal they are fighting a fellow zombo, they will desist as soon as they discover that fact.

All zomboes are immune to System Shock occurring for massive damage. They are however subject to shock due to Trauma. If they succumb to Shock, they will recover in half the normal time. They have twice the normal human Damage Resistance Total.

Zombo 1: the forklift driver

WT	WL	STR	DFT	SPD	HLH
8	0	12	12	18	12
BAP	MNA	PCA	DRT		
9	2	4	36		

Skills: Automobile Driving (10); Brawling (12)

Armor: Standard Kit: Coveralls (4-28, PH) plus armor in locker: Helmet (1, SP); Gloves (29-30, HC); and Flak Jacket (4-12, LP-SP)

Weapons: Forklift

Zomboes 2 and 3: stevedores

WT	WL	STR	DFT	SPD	HLH
6	0	12	12	12	12
BAP	MNA	PCA	DRT		
6	2	3	36		

~ **Skills:** Single Weapon (12), Brawling (8)

Weapons: Average Length Heavy Pipe

Armor: Standard Kit

Zombo 4

WT	WL	DFT	SPD	HLH
5	0	10	14	10
BAP	MNA	PCA	DRT	
8	2	4	30	

Skills: Brawling (4)

Armor: Dress (4-14, PC)

Weapons: none

Notes: This zombo essentially only performs lookout function. In extremes Charlie can order her to move about to draw fire from intruders.

Zombo 5: Coleman

WT	WL	STR	DFT	SPD	HLH
10	0	31	22	20	28
BAP	MNA	PCA	DRT		
10	3	3	88		

Skills: Polearm (15), Single Weapon (12), Pistol, Modern (6), Brawling (6)

Armor: Standard Kit

Weapons: Long Heavy Pipe; billy club (as a standard club but Survival Value is 6 and WDM is 1.5)

Notes: This is the last member of the gang other than Charlie. Charlie uses him as a roving unit to move to trouble spots, preferably to outflank intruders.

Zombo 6: the security guard

WT	WL	STR	DFT	SPD	HLH
12	0	21	22	19	15
BAP	MNA	PCA	DRT		
9	3	3	52		

Skills: Pistol, Modern (18), Unarmed Combat (18), Animal Handling (12), Tactics (3)

Armor: Coveralls (3-28, SY); Vest (4-12, Q-PX plus ballistic cloth for a Barrier Value of 5); Helmet (1-2, MP); Gloves (29-30), PC)

Weapons: Pistol P38 with 20 spare rounds of 357 Magnum in a bullet belt (it only has 30 bullet loops)

Notes: This zombo is Charlie's heavy infantry support in the first level. He is the dog handler and can be ordered to release the dogs in Room 13. They will obey the zombo's voice. His usual position is at the firing port at 9a, but he will be ordered to move to oppose entry to the non-warehouse section of the first floor. He is the smartest of the zombos and may be treated as being crafty in the execution of his orders.

This zombo also carries a citizens-band type hand radio with which he communicates with the command center. In Location 6 is a pocket watch which will act as an additional 5 points of Barrier to any missile weapon that strikes him here when fired from his front. The watch will then be destroyed. It is an antique clockwork watch and needs no batteries.

This zombo carries a key ring with keys to open all the locks on the first floor except those to Rooms 8 and 12.

Zombo 7: Angel

WT	WL	STR	DFT	SPD	HLH
2	0	10	21	15	10
BAP	MNA	PCA	DRT		
7	3	2	30		

Skills: none

Armor: none

Weapons: none

Notes: Charlie will not send this zombo into battle but will not be concerned with her destruction if it means the demise of one or more "things."

THE ANIMATRON

Jives/fully mobile, internally powered, limited response servant model

WT	WL	STR	DFT	SPD	HLH
10	—	21	14	15	—
BAP	MNA	PCA	DRT		
7	2	3	—		

Skills: Housecleaning (20), Cooking (20), Butlery (20), Pistol, Modern (10), Brawling (5)

Armor: Butler's uniform (4-18, 21-28, PC); shoes (19-20, LL) plus natural AV

Weapons: Pistol P3 with 6 spare rounds of 38 Special in his pocket

Notes: Jives will be used to outflank a party exiting the elevator or to ambush anyone attempting to exit the lobby through Room S2. Jives's gun is concealed by a towel draped over his arm. This does not affect his firing abilities.

Jives becomes a 10/5 grenade when destruct sequence occurs. If he is destroyed, there is a 30% chance that it will trigger. If he has had his torso junked, there is a 30% chance that a destruct order will not work.

Sheila/nonmobile, externally powered, wide response demonstration model

WT	WL	STR	DFT	SPD	HLH
15	—	10	14	15	—
BAP	MNA	PCA	DRT		
7	2	3	—		

Skills: Technology Use (20); Control Board Functions (20)

Armor: Dress (4-14, PC); Shoes (19-20, LL) plus natural AV

Weapons: Control Board

Notes: Sheila's standing orders are given in the description of Room S7. If she is destroyed before she can initiate the overall destruct sequence, there is a 90% chance that an internal sensor will trigger the destruct sequence automatically in one Combat Turn.

Sheila is connected to an emergency Ev-10 battery, which will activate if the main power source (solar panels or accumulator) is cut off. There is a 10% chance that the linkage will malfunction and not operate. If it does not operate, treat Sheila as if she had been destroyed.

THE CAMERAS

The cameras are mounted on swivel housings, allowing them to pan left and right. Any attack on a camera will hit the pan mount 30% of the time, and the camera itself the rest of the time. Each part of the unit has an "Armor Value" of 5. Five points of damage will freeze the pan mount in position, two more will Junk it, and a total of ten will destroy it beyond repair. The cameras require 5 points of damage before they cease functioning, become Junked after 10, and are destroyed after 15 points of damage. Anyone striking either unit with an uninsulated weapon will take 1 Charge of electricity damage with a "WDM" of 2.

THE INTERCOMS

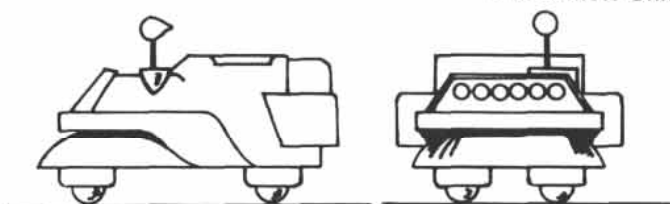
The intercoms can be used to talk to Charlie. He probably will not respond. An Excellent reaction is needed. He uses the intercoms as microphone pickups to keep track of intruders. Any loud noises, such as an explosion, gunshots, a door being forced, etc., will be picked up and trigger a warning alarm in the command center. Softer sounds have only a 25% chance of being noticed if Charlie is unaware of the intruders. Once he is aware, this chance is increased to 75%.

Any well-placed attack directed against an intercom will destroy it.

THE REMOTE UNIT

The Remote Unit is a radio-controlled robot. Once activated, it will be directly controlled by Charlie from the command center. This requires most of his attention, but he can still give Sheila orders to operate switches. The robot will move and/or act as if Charlie himself were moving and/or acting.

The Remote Unit



The Remote Unit is 1 meter long, a half meter tall. It is electrically powered by batteries. Its swivel casters allow it to move in any direction with equal facility. The electric motors allow it to move silently. It has a maximum BMA per Action Phase of 1. The motor is powered by an Ev-10 and it will use .1 Charge for each Action or part thereof, that it is in motion.

The Remote Unit is armed with six taser lines. Its targeting unit operates by infrared. Charlie's BCS with it is 15. Only one line may be fired per Action and the Unit must be stationary for that Action.

Each line is connected to a small harpoon with expanding barbs. The device will generate $1.5 \times 1D10$ of damage to calculate penetration of armor only. If it penetrates it will only do 1 point of lethal damage. Removing the harpoon with First Aid Skill will cause 1 additional point of damage. Removing it with the unsuccessful application of that Skill will cause $1D3 + 1$ points of lethal damage. The harpoon is fired by a cartridge and the sound is a Hidden Thing. If the target is missed or the harpoon does not penetrate, it may be reeled in during an Action. This will cost 1 Charge for the battery of that taser line. Each line may be fired a maximum of 5 times.

Each taser line is connected to an E-5 battery. At the end of the Action in which the harpoon hits a target, the Charge remaining in that line's battery will be discharged into the target. Each Charge will do $1D10$ of subdual damage and armor will not reduce any of it.

A character hit by the harpoon may attempt to remove it on the following phase. A Strength AST is required to rip it out. If it is ripped out and not cast away, the battery will be discharged into the character's hand. Armor will, in this case, reduce the damage in the fashion it normally does against electrical attack. Ripping out the harpoon will cause the damage as specified above. The wire may be broken by a second Strength AST.

The Remote Unit will be abandoned by Charlie when it no longer can fire its taser lines. The Unit is boobytrapped. Any character specifically looking for boobytraps will notice it if a Wit CST is made. The trap has a penalty to the BCS of the character attempting to disarm it. The penalty is a -5. The trap will destroy the Remote Unit and turn it into a 5/5 Fragmentation grenade. If the Unit is overturned at any point, there is a 50% chance that the trap will be set off then. In righting it, a character has a 70% chance of setting off the trap unless he knows about it.

The Remote Unit has an ENC of 20. Its Armor Value is 15. The Unit will take 50 points of damage before it ceases to function. A Critical Hit will detonate the trap. The Structural Rating of the Remote Unit is 5.

THE FORKLIFT

The forklift has been specially modified as a weapon against intruders. The driver's cage has been covered with wire screening. This will act as a Barrier of 3 against missile attacks and, in concert with the roll cage supports, as an addition of 2 to the driver's Overall Defense Ability against hand-to-hand attacks.

Welded to the forks is an inch-thick steel plate. This will move up and down with the forks. It has thin slots cut in it to allow the driver to see. The plate will act as a Barrier of 20 to

any incoming Missile attacks that must pass through it.

The forks themselves are sharpened. Each has a WDM of 1.5, Lethal. They are usually set at waist height. A successful attack is treated as a thrust and has a chance of special effects. Any character whose hex is passed through by the forklift will be attacked. A Speed CST will allow the character to get out of the way but he will fall to the floor. An AST means that only 1 fork hits. A failed Saving Throw means both forks hit. The forklift has an Effect die of $2D10$. The Effect Die for each fork is rolled separately.

When moving at a rate greater than 5 kph the forklift may only change its direction by 60 degrees per Action of the driver. When moving slower, it may turn in its own length with the rear half rotating about the front. Each hex of rotation takes 1 Action Phase.

Forklift

Classification: On-road special vehicle

Base Safe Speed: 10 kph

Soft Target

Fuel System: Electric

Mileage: 5 km/Charge

Battery: Ev-10

Structure: 1.5

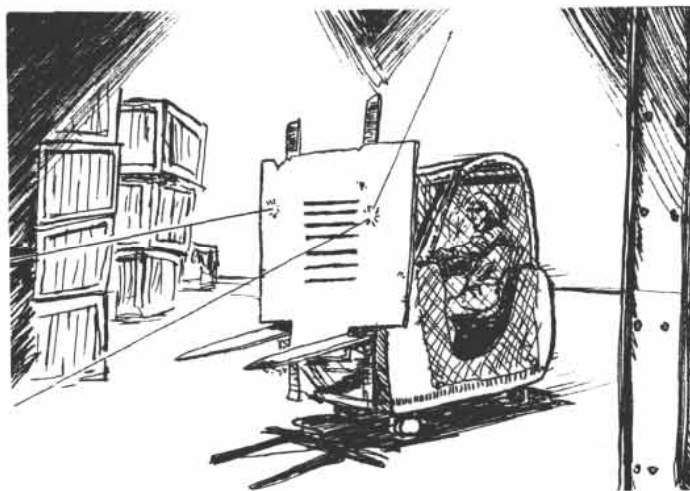
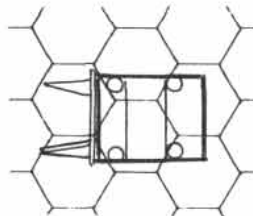
Area: $2 \times 3 = 6$

Damage Resistance: 4

Current Durability: 20

Maximum Speed: 10 kph

Notes: This vehicle is extremely top heavy. When traveling off a smooth surface use a terrain modification to a Safe Speed as 20% worse.



CHARLIE MORILAN

WT	WL	STR	DFT	SPD	HLH
15	25	21	24	24	30
BAP	MNA	PCA	DRT		
12	3	4	54		

Skills: Rifle, Modern (20/10), Autoweapon (15), Pistol, Modern (20/2), Motorcycle Driving (12), Electrician (14), Demolitions (12), Complex Explosives (9), Tactics (16), Unarmed Combat (12), High Technology Use (10), Automobile Mechanic (7)

Armor: Street Suit (3-28, PX); Gloves (27-30, Q-PC); Flak Jacket (4-12, LP-AP); Helmet (1-2, MP contains special equipment)

Weapons: M-16 with 30-round clip in gun and 3 spare 20-round clips in a cartridge belt; M1911A1 autoloading pistol with 1 spare clip in the cartridge belt; Trench Knife, two U.S. Mk. 8 Defensive Handgrenades.

Notes:

The special equipment in the helmet includes an equivalent to a police hand-held radio. This is used to stay in communication with Sheila when he leaves the command center. Charlie also has a pair of Infrared goggles which can be worn under the helmet. These operate on an E-5 at his belt and have an ENC of .02 when worn plus the batteries' ENC.

In a knapsack, which he will don when he is alerted, are his Medkit 1 with 20 bandages, 10 units of medical supplies, two units of Polycellulac 3, two units of Panomycin, and one unit of neoheroine; a pair of 3-power binoculars; 10 Super-K rations; a two-liter canteen; a Survival Kit; and a half-kilogram of Plastique 40 with a six-minute adjustable detonator.

CHARLIE'S TACTICS

If a disturbance is created in the front of the building, Charlie will observe through the windows. He will wait to see if the intruders will leave. If they leave or start to proceed around the building, he will open the window to fire on them. He usually fires three shots in an Action, saving autofire for close-in work. If the intruders take cover or return fire, he will close the window and wait.

Any assault on the building is anticipated to come through the small door on the loading dock. The basic plan is to fight a delaying action against the intruders, throwing available forces at them piecemeal: first the forklift, then the zomboes in the main warehouse, followed by the Remote Unit.

During this time, Charlie will usually have the lights out in that area until his assault is ready to start. Periodically he will briefly turn on all the lights in the warehouse. This will blind the intruders for a Combat Turn as their eyes adjust to the light. Charlie, observing through his cameras, will not have this problem and can note all their locations and make plans accordingly. The Remote Unit can operate completely in the dark, but will have a BCS modification of -2 when firing the taser lines.

If the intruders breach the power room, he will threaten to blow the room up if they do not leave. This is not a bluff. If only one character enters while the rest retreat, he will blow it at once in order to get as many as possible.

Surviving zomboes will eventually retreat to Room 23 for a last stand.

If all the defenses have been bypassed on the first floor and the intruders are coming up the elevator shaft, Charlie will man the barricade across the doorway into Room S6. He will attempt to shoot characters as they drop through the access hatch.

When they begin to close on the barricade, he will retreat to the bedroom and fire from the doorway. If things are looking bad, he will close and lock the door, order Sheila to

initiate the overall destruct sequence, and attempt to escape out the window.

Charlie is mad and will occasionally forget himself and mutter some of his orders into the intercom system. This may be overheard by a character who is within listening distance of an intercom.

If all fails and he is captured, he will attempt to coax as many intruders as possible into the Command Center, possibly under the pretext of demonstrating it to his new "friends", and will initiate the destruct sequence. If he cannot do this personally, he will order Sheila to do it, or he will allow Sheila to initiate destruct by not giving the delay command, or trick an intruder into throwing the switch.

CHARLIE'S POWER CONSUMPTION

Charlie's steady power drain includes the lights (.2 Charge per square meter of floor area), the cameras (.5 Charge each), the intercoms (.1 Charge each), Sheila (4.5 Charges), the command center (4.5 Charges), the freezer (9 Charges), and a miscellaneous drain of 1 Charge. This is used every hour.

Function	Cost
Building front floodlights	1 Charge per minute of use
Loading dock floodlights	.5 Charge per minute of use
Warehouse loudspeakers	1 Charge per Action of use
Control of Remote Unit	1 Charge per Action it is in use
Elevator	5 Charges to move between floors
Elevator doors	1 Charge to open or close
Operation of window	1 Charge to open or close

For the most part, power consumption is only pertinent during the night when Charlie must draw power from the accumulators, or during the day if the solar panels have been rendered inoperative.

ADJUSTING THE DANGER FACTOR

If the group of adventurers is just starting out or is small in numbers, the Gamesmaster may wish to adjust the balance of forces. Some of Charlie's equipment may be malfunctioning or inoperative because of needing repairs. The Remote Unit and Jives are easily removed. The Gamesmaster should not hesitate to adjust the forces as the scenario proceeds if he feels that the result will be a better game. If the dangers are lessened, the rewards should be lessened as well.

If the Gamesmaster feels that Charlie's forces will be inadequate to the task of giving the Player Characters a run for their money, he can increase them and/or make them more dangerous. More zomboes similar to Zombo 2 could be added to the troops in Room 4. Jives could be changed to a Surrogate-model Animatron and given a more powerful weapon. The number of security-guard zomboes can be increased, as can the number of attack dogs.

Remember that the balance should be adjusted to make the adventure challenging to the players. It should not be lethal to anyone and everyone who attempts it.

REPUTATION EFFECTS

Charlie is not notorious by himself, but his area is. Characters returning alive will gain 1D3 positive merit points for simply coming back. Evidence that the major threat of the area has been reduced will gain their share of the danger value of the warehouse to add to the merit points already received for Personal Bravery. The danger rating of the warehouse will be around 15. It will be adjusted up or down as Charlie's forces are altered. This is divided among all the characters attempting the scenario, not just the survivors. This, as well as any other merit gained or lost during the adventure, is subject to the usual rules concerning modifications in the accumulation of reputation.

ENCOUNTERS IN THE CITY

When characters are moving about in the city, there is a chance that they will have an encounter with someone or something. The Gamesmaster should check once each hour when the characters are traveling and once during each extended stopover. If the result of the roll of 1D10 is a 1, an encounter will occur. The Gamesmaster may roll on the table below to determine its nature. If the Gamesmaster has planned a specific encounter for a given area, he should certainly use that instead.

Die

Roll Encounter

- 01-07 A tiger leaps upon a member of the group. There is a 50% probability that the victim will be the last in line; otherwise the victim is determined randomly.
- 08-20 The group encounters Game. See page 26 of Book 3.
- 21-30 The group encounters 2D10 hungry Giant Rats.
- 31-40 The group is attacked by 2D10 dogs. They may be all of the same Type, or a mixed bunch, at the Gamesmaster's discretion. There is a 20% chance that they will be rabid.
- 41-45 A rattlesnake strikes at one of the characters. The victim is determined randomly. The snake receives a +30 to its Hit Location roll. The snake will strike once before any of the characters can react.
- 46-55 The group encounters a squad of the Farming Community Cooperative Defense Force. The actions of the squad will depend on its assignment. There is a 30% chance that 1D3 more squads will be nearby.

Die Roll Assignment

- 1-6 Troll Duty. They will attempt to rob and/or kill a party that they assess as weaker than themselves.
- 7-8 Scavenging Party. Their reaction will be similar to that of the guards on the roadblocks around the Cooperative.
- 9-0 Escort Party. The squad is escorting a group of Cooperative traders on their way to or from (Gamesmaster's discretion) a trading session at one of the survivor communities. The trading party will be composed of 2D6 Average Quality members of the Cooperative. There is a 20% chance that one of the personalities of the Cooperative will be with the group. The Gamesmaster may determine which one (it will not be the baron). If it is Asslam or Elmer, there will definitely be 1D3 of additional squads nearby. The Gamesmaster is left to decide on the goods being conveyed, based on destination.

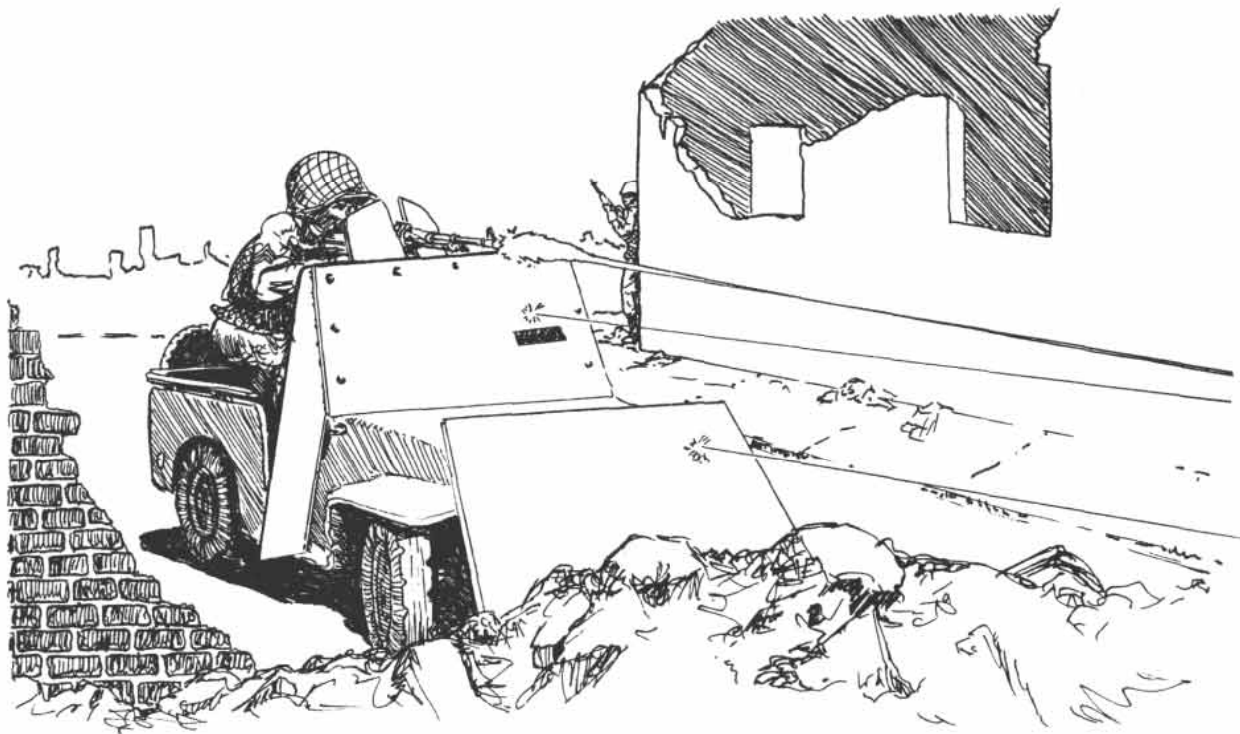


- 56-60 A squad of the Defense Force is encountered as above, but the members are mounted on horseback.
- 61-70 The group encounters a scavenging party from the Eastern Coalition. The composition of the group may be determined as is a squad of the Defense Force.
- 71-85 The group encounters City Dwellers. Numbers are left to the discretion of the Gamesmaster, as is whether or not they are Ghouls. To determine details about them, treat them as a Defense Force squad and subtract 20 from the die rolls. A mediocre overall reaction probably means that they will attempt to avoid contact with the party.
- 86-89 The group encounters a detachment of the Bridge Trolls. They will have the motorcycles. There is a 50% chance that they are on a scouting/scavenging/hunting jaunt. If not, the group has stumbled into one of the Trolls' ambushes.
- 90-96 The group encounters a band of roving Trolls. These are independent brigands. There will be 1D3 times the result of 2D6 of them. The leader may be determined using the tables for a Defense Force squad. Half of the rest will be Average Rabble of Trained expertise, and the rest will be Average Extras of Novice Expertise. Their armor will be two levels lower than the leader's, with a minimum of fatigues, boots, and steel helmets. Half, determined randomly, will have rifles R29 with 2D10 rounds of 22 Short. Half of the rest will have pistols P2 with 10 rounds of 32 Long. The rest will have only hand-to-hand weapons which are left to the discretion of the Gamesmaster.
- 97-99 The Armored Jeep Gang.
- 00 The group encounters a source of biological contamination. The Gamesmaster can roll 1D100 to determine the percentage of the group that is exposed. Numbers should be rounded to the nearest. Any failing their Health Saving Throw will have contracted the disease.

Die

Roll Disease

- 1-3 Zombo Plague: D—(—)—WL—24 hr.—2D2—24 hr.—Symptom: Dizziness. When the character's Will reaches 0, the character becomes a zombo, unprogrammed. This disease is not lethal in itself. If the character does not throw it off at the crisis point, he will become a zombo. See pages 14 and 20 for details on zombos.
- 4-6 Littleton's Bane: A,D—(+)—STR—1 hr.—3—1 hr.—patient experiences fits of homicidal mania and will seek to kill anyone present during the fit. Victims show a tendency to prefer hand-to-hand attempts on their victims. If no others are present the victim becomes suicidal.
- 7-9 Spotted Plague: G—(—)—DFT,SPD—48 hr.—2—24 hr.
- 0 Gamesmaster's choice.



THE ARMORED JEEP GANG

The Armored Jeep Gang has just moved into Littleton. They will act as Trolls if they feel that they can take out the group. If not, they will attempt a ruse which has worked from them before. They will claim to be members of the National Guard sent from the next city up the river on a reconnaissance mission. If they can, they will infiltrate the group and attempt to catch the characters off-guard. When they use this ploy, they are 90% likely to kill any prisoners.

If they are extorting the group as Trolls, they will attempt to gain some of the following: fuel for the jeep, food, drugs, ammo for their guns, better guns, and armor. If their reaction to the loot taken is Good or better, they will leave what they cannot immediately use.

All members wear helmets (1, SP), fatigues (4-18, 21-28, HC), Gloves (29-30, HC), and Boots (17-20, LL). Each is a Superior Quality Man and has Elite Experience with his principal weapon.

THE GANG

Wilson, leader and machine gunner

Skills: Autoweapon (8); Tactics (16); Grenade Launcher (8)

Armor: Hood (1-3, M-MP); Flak Jacket (4-12, LP-AA)

Principal Weapons: M1911A1 Pistol with 2 spare clips

Secondary Weapons: 2 U.S. Mk. 6 grenades, Trench Knife

Notes: Wilson's uniform shows sergeant's stripes.

Jones, driver

Skills: Automobile Driving (15); Automobile Mechanic (6); Tracking (12)

Armor: no extra

Principal Weapons: Browning High Power Pistol with spare clip

Secondary Weapons: Rifle R12 with 10 spare rounds; Trench Knife

Harrison

Skills: Survival, Rural (12); Stealth, Rural (16)

Armor: Flak Jacket (4-12, LP-AA)

Principal Weapons: M-16 with bayonet and 2 spare 20-round clips and 4 loose rounds

Secondary Weapons: Browning High Power with 6 loose rounds

Ogilby

Skills: First Aid (12); Nutritionist (7); Salvage Food (9)

Principal Weapons: M-16 with bayonet and 2 spare 20-round clips

Secondary Weapons: U.S. Mk. 6 grenade

The Armored Jeep

The jeep is based on the version presented in Appendix 7 of Book 2. It has inch thick hardened steel plates welded to various portions as shown in the illustration. The Gang uses it as a mobile pillbox. It has an M-60 machine gun mounted on an upright column in the center of the body. The gun has a shield to help protect the gunner. The gang has 450 rounds of ammo for the gun.

Jeep

Classification: Off-road Car

Base Safe Speed: 80 kph

Soft Target

Fuel System: Gasoline

Mileage: 5 km/liter

Capacity of tank: 50 liters (currently 35)

Structure: 2

Area: 6

Damage Resistance: 6

Current Durability: 18

Maximum Speed: 70 kph

Damage taken not yet accounting for a Durability loss: 4

Barrier effects: normal for a jeep except where covered by steel plate (Barrier Value of 25). The gun shield has a value of 20.

THE BRIDGE TROLLS

The Bridge Trolls are a tribe that has taken to levying a toll for use of the main bridge over the river. Their extortion is directed at parties that they feel can be intimidated. If the party appears too large or well-armed, the Trolls will remain in hiding until the group has passed.

The nucleus of the tribe is a former motorcycle gang which accounts for the tribal structure of the group and its leadership by a "war chieftain." They are not particularly vicious, since the Chief understands that if they wipe out every party who tries to cross the bridge they will eliminate their source of income. He also knows that if things get out of hand, one of the survivor communities will eventually get up enough force to destroy his band.

The positions taken by the members of the Troll band when in ambush are indicated on the reduced version of the large hex sheet included in the booklet. The buildings represented on this map represent those around the east end of the bridge. They can, however, be used to represent random areas in a city either before or after the adventurers meet the Bridge Trolls.

The gang has five vehicles. All run on fuel alcohol and are kept in excellent shape. The van and compact car are used only for transportation for the women and children when the tribe moves its base camp. The car is reserved for the use of the chief's family. His treasure store is locked in the trunk. The other three vehicles are motorcycles, one of which has a sidecar. These are used as a mobile force and as transportation to and from other sites where part of the gang sets up Troll Booths.

Most of the tribe's guns and ammunition are considered communal property and are used by whoever can handle them best. Communal weapons consist of 3 Rifles R12, 2

Rifles R21, 6 Pistols P4 in 38 Special caliber, 20 sticks of dynamite, and 2 tear-gas grenades. They have 100 rounds of 30-06, 227 rounds of 22 Long Rifle, and 76 rounds of 38 Special.

All members of the gang have Knife Skill as a secondary Combat Skill and carry 1D3 knives. The men carry Bowies, the women tend to switchblades and throwing knives, and the kids have Belt Knives or jackknives. The men have heavy pipes (short) or Chains depending on whether their Combat Skill is Single Weapon or Flexible Weapon respectively. All members of the tribe have Brawling as a primary Combat Skill. Other primary Combat Skills are as listed in the character descriptions.

The members are mostly Average Quality. The men are usually Standard, the women usually Rabble, and the children usually Extras.

Abe is the sniper and has a Rifle R21 with 3x telescopic sight and 30 rounds of ammunition in a bullet belt.

Johnson was not an original member of the cycle gang. He has joined with them because he is a renegade from the Eastern Coalition.

John-John is Big Jake's second in command.

Queenie is Big Jake's Old Lady. She will kill anyone who hurts him unless he tells her otherwise.

Alice and Sally are pregnant. Alice has Rifle, Modern (16).

The Girl Children are Rose, Blue Eyes, and Sal. The Boy Children are Vic, Truck, Tattler, Sam, Gene, Al, and Kid. They are all Decreased Average: STR and WT. They are classed as Extras. All are Green in Expertise and have Armor Kit 3. Sal and Kid are Changed. She is an immune and he is a Tough.

THE GANG

Gang Member	Quality	Expertise Classification	Armor Kit	Primary Combat Skills	Secondary Combat Skills	Other Skills
Speed	Average	Trained	1	Flexible Weapon	Pistol, Modern	Motorcycle (20)
Abe	Average	Trained	1	Flexible Weapon		Motorcycle (15) Rifle, Modern (20/4)
Smithy	Average	Trained	1	Flexible Weapon	Rifle, Modern	Motorcycle (12)
Albert	Average	Trained	1	Flexible Weapon	Rifle, Modern	Motorcycle (12)
Hobart	Average	Trained	1	Single Weapon	Rifle & Pistol, Modern	Motorcycle (12)
Tools	Increased Average, DFT, SPD	Veteran	1	Flexible Weapon Rifle, Mechanic	Pistol, Modern	Motorcycle (14). Automobile Mechanic (20). Technology Use (15)
Weed	Average	Trained	2	Single Weapon Pistol, Modern	Rifle, Modern	Motorcycle (10). Distillation (12)
Johnson	Superior	Veteran	2	Rifle, Modern Knife	Pistol, Modern	Firearms Repair, Modern (12). Machining (12)
Snuff	Average	Veteran	2	Knife; Throwing	Pistol, Modern	First Aid (15). Advanced Medical (9). Pathology (7)
John-John	Superior	Elite	2	Knife Rifle, Modern	Pistol, Modern Throwing	Tactics (8). Motorcycle (17)
The Women						
Queenie	Increased Average: WL, DFT	Veteran	3	Rifle, Modern	Pistol, Modern	First Aid (6)
Wanda	Average	Trained	3	Throwing	Pistol, Modern	
Big T	Average	Trained	3	Throwing; Knife	Rifle, Modern	Motorcycle (12)
Other Women	Average, Rabble	Novice	3	Throwing		

Names: Suzie, Dee-Dee, Blondie, Alice, and Sally

Armor Kits

- 1 German Helmet (1, SP); Vest (4-9, HL); Pants (10-18, LL); Cycle Boots (17-18, LL and 19-20, LP-SP); Gloves (27-30, Q-HC)
- 2 Helmet (1-2, SY, rigid); Jacket (4-9, 21-28, LL); Pants (10-18, LL); Cycle Boots and Gloves as above.
- 3 Clothing of assorted styles (4-18, 21-28, HC); Sneakers (19-20, HC)

Big Jake, the leader of the pack

WT	WL	STR	DFT	SPD	HLH
21	34	28	22	31	28
BAP	MNA	PCA	DRT		
15	3	5	59		

Skills: Rifle, Modern (20/10); Pistol, Modern (14); Flexible Weapon (20/18); Knife (18); Throwing (14); Motorcycle (20); Tactics (10); Commerce (13); Automobile Driving (10); Automobile Mechanic (7)

Armor: Helmet (1-2, MP); Coveralls (3-28, PC with reinforced soles); Cycle Boots; Torso Armor (4-11, Q-PX); Gloves (27-30, R(PS)-Q-PC for AV of 9)

Weapons: M-14 Rifle with bayonet and 5 clips of ammunition in a cartridge belt; Chain; Steel-Tipped Whip; Brass Knuckles

Notes: Big Jake is the force holding the gang together. He got them through the Time of the Mobs and all the troubles that followed. He is something of a benevolent tyrant within the gang, but is hard-nosed when dealing with anyone who would threaten his tribe. Jake wears the key to the trunk of the car on a chain around his neck.

The gang holds a "prisoner" called Brain. He is allowed to wander within the base camp and is well taken care of. He has little thought of escape since he would have little chance of survival on his own. A glandular problem keeps him obese and generally unhealthy.

Brain

WT	WL	STR	DFT	SPD	HLH
32	21	10	12	8	5
BAP	MNA	PCA	DRT		
4	2	2	21		

Skills: Carpentry (8); French (17 spoken/19 written); Repair, Muscle-Powered Vehicles (12); Nutritionist (17); Salvage Food (15); Basic Research (20); Lab Technique (12); Technology Use (20); Chemistry (15); Computer Science (Programming 15/Systems Design 7); Electrician (5); Mathematics (15); Physics (17); High Technology Use (12); Literacy (19); Pre-Ruin Culture (16)

Armor: Kit 3

Weapons: none

Notes: Brain accepts his position and nickname. He avoids remembering his life before the Ruin and speaks little of it. He refuses to tell anyone what his real name is or what his origins are.

BRIDGE TROLLS' GEAR AND EQUIPMENT

In the trunk of the compact car is the gang's "treasure." It consists of 12 units of Neoheroine, 40 tabs of amphetamine, 3 full bottles of Pre-Ruin liquor, 3 ENC of assorted silverware and jewelry including two wrist-watches that work, and a mini-computer which runs off a heavy household power line. It has an ENC of 3.

In the van is kept the Handloading Kits. There is one for Rifles and one for Pistols. They have blocks of 30-06, 22 Long Rifle, and 38 Special. Each Kit has an Efficiency Factor of 2. There is also a box of 25 primers. Also in the van are an Auto Repair Kit 1, 10 liters of home-brewed drinking alcohol, a Medkit 2 with 20 bandages and 10 units of medical supplies, and a Manual on Rural Survival with a BCS rating of 12.

The gang also has three citizens-band type hand radios. Big Jake usually keeps one with him, one is usually left at the base camp, and the third goes with the party on the motorcycles.

See Room 8 of the Ticktockman Corporation warehouse for the statistics on motorcycles. The gang's bikes have a current Durability of 20. The sidecar will provide a barrier effect of 10 to the lower half of a character seated in it. It also reduces to top speed of the cycle by 30 kph.

Van

Classification: On-road
Truck

Base Safe Speed: 90 kph

Soft Target

Fuel System: Alcohol

Mileage: 10 km/liter

Fuel Capacity: 80 liters

Structure: 1.5

Area: 8

Damage Resistance: 6

Current Durability: 18

Maximum Speed: 70 kph

Compact Car

Classification: On-road
Car

Base Safe Speed: 120 kph

Soft Target

Fuel System: Alcohol

Mileage: 15 km/liter

Fuel Capacity: 60 liters

Structure: 1

Area: 6

Damage Resistance: 3

Current Durability: 19

Maximum Speed: 80 kph

See the sample vehicles in Appendix 7 of Book 2 for details of barrier effects and safety devices.

Closing Remarks

Remember that this scenario pack is for your aid and is not in itself gospel. It was written to allow room for you as Gamesmaster to exercise your own creativity and ingenuity. Adjust it to suit your own campaign. As you add or subtract from it, recall that balance is needed if everyone involved is to enjoy the adventure.

If you have any comments on the scenario pack, please feel free to drop a line to Fantasy Games Unlimited. We would like to know what you think of our efforts. Suggestions and ideas on how to make future scenario packs more useful and enjoyable to you are also welcome. If you have questions that require an answer please include a stamped self-addressed envelope and leave room in your own letter for the answer to be written.

May the Promise be closer to fulfilment with the next dawn.

NOTES

