

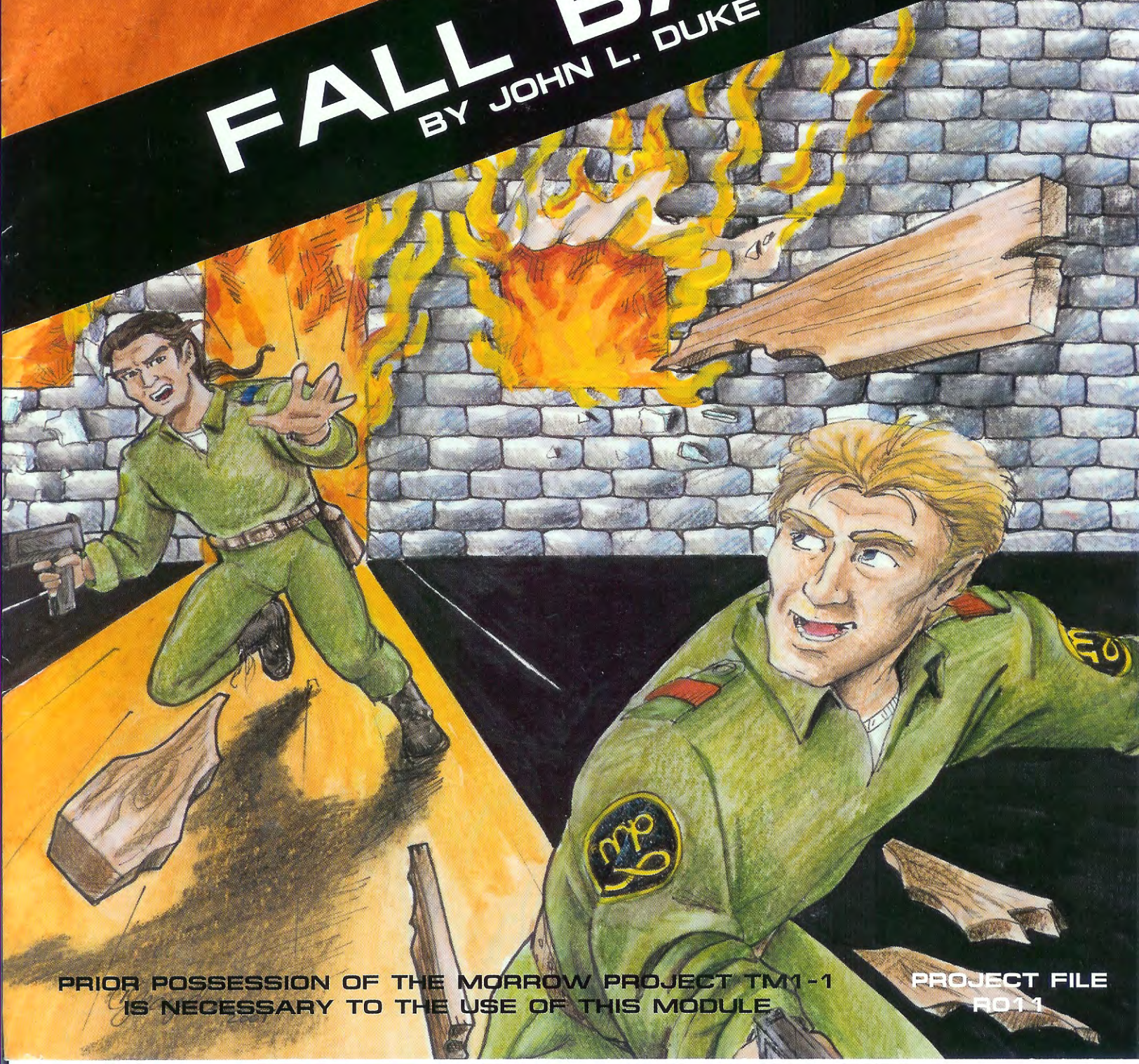
THE MORROW PROJECT



TIMELINE LTD.

FALL BACK!

BY JOHN L. DUKE

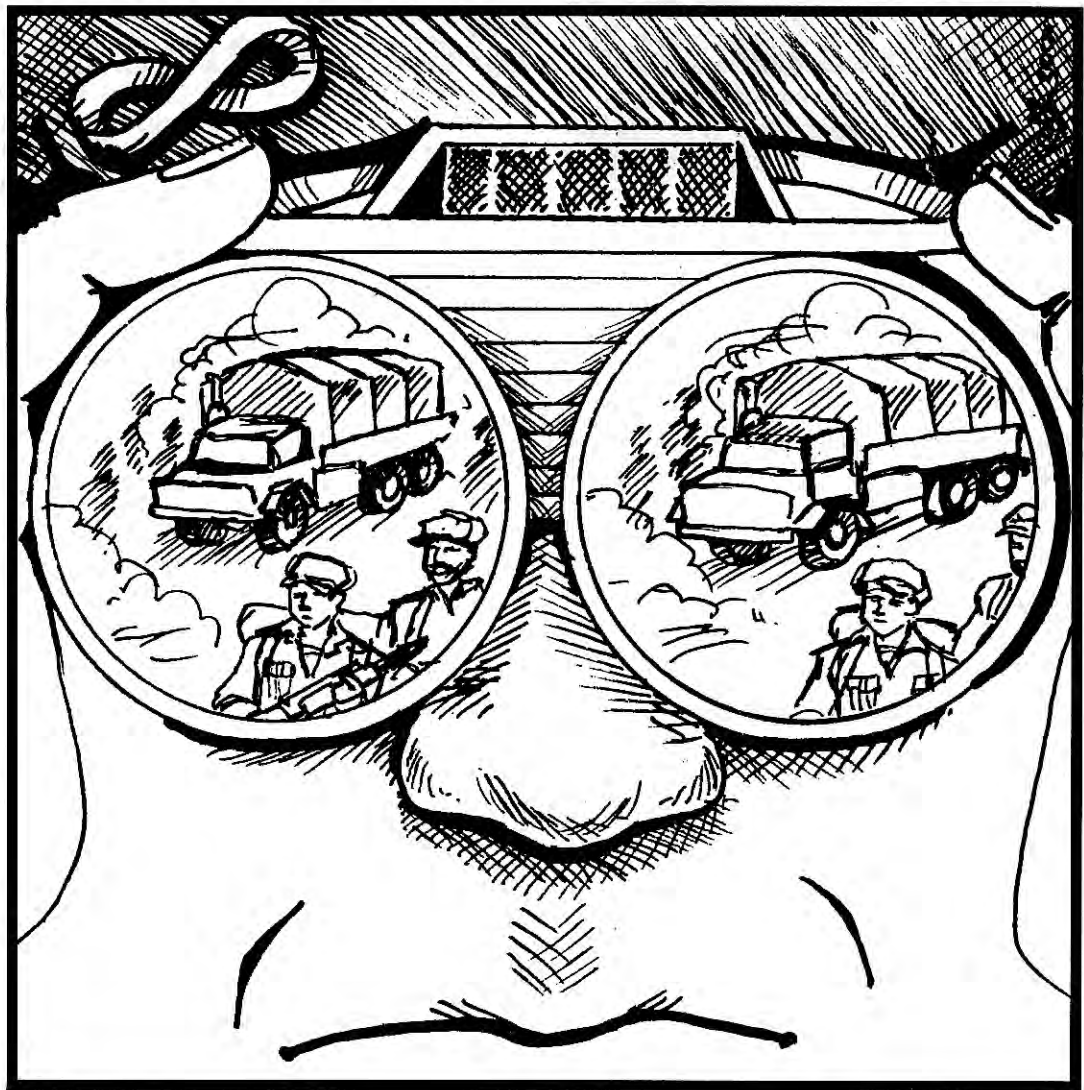


PRIOR POSSESSION OF THE MORROW PROJECT TM1-1
IS NECESSARY TO THE USE OF THIS MODULE

PROJECT FILE
R011

FALL BACK!

THE MORROW PROJECT Project File 011



Written by John L. Duke
Artwork by Christi Smith Hayden

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Acknowledgments

We would like to take this opportunity to thank you, our loyal fans. Because of your support The Morrow Project has been going strong for over 20 years. There are many great things to come. Please sit back, relax and enjoy this module.

Sincerely,
The staff of TimeLine Ltd.

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INTRODUCTION

In the Kentucky Free State, the Army is preparing to launch a war of conquest against its neighbors. Its borders have remained relatively unchanged for 100 years. Any tendency towards expansion smothered by its internal political grid lock. Something in the KFS has changed. What? Why?...

To complicate matters even more, Agriculture team A-60 is in the way. MARS team C-13 has to launch a series of strikes to delay the Free State Army long enough to allow A-60 to escape. The team faces a perilous problem. They have only limited manpower and very little time. Relying on their training and skills to keep them alive while completing this mission, they will have to be quick and decisive or face the loss of major Project assets.

AREA OF OPERATIONS

I. SITUATION: PRE-WAR

North Carolina, on the east coast, was one of the first areas settled during Colonial times. Although famous for its swamps and marshes, most of the state has a very productive agriculture region, producing tobacco, corn, soybeans, cotton, wheat, and peanuts. Besides agriculture, the state's other major industries included textiles, lumber and paper products, and a small amount of mining. Most industries were located in the crescent formed by Charlotte, Winston-Salem, Greensboro, and Raleigh-Durham. The state was home to a large military presence, more than 110,000 Army, Navy, Air Force, Marine, and Coast Guard personnel. There was also a large Amerind population, particularly Cherokee and Lumbee.

II. SITUATION: THE WAR

North Carolina was hit hard in the War. All of the cities in the industrial crescent were destroyed. Fort Bragg, Cherry Point Air Station, and Fort Seymour Johnson Air Force Base were also hit, as was the missile plant near Charlotte. All of these strikes completely disrupted major communication and travel arteries. Shocks from the Charlotte and Winston Salem bombs cracked the dams along the Catawba River, sending a flood down the river into South Carolina. Although not a nuclear target, the city of Burlington was destroyed when fighting erupted around the Army ordinance depot there. The depot itself was blown up and a good deal of the city went with it.

The huge number of formerly urban people spread into the surrounding countryside, looking for food, weapons, and shelter. Riots, raids, and anarchy appeared everywhere as civil authority collapsed in confusion. Entire cities, untouched by bombs, were burned to the ground.

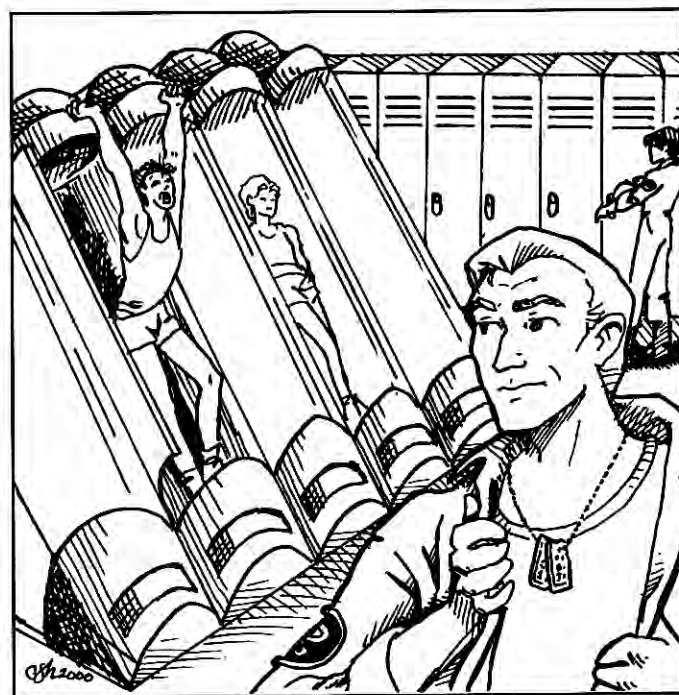
The military survivors from Fort Bragg, Camp Mackall, and Camp Lejeune spread out and declared martial law. Among other things, Fort Bragg and Camp Mackall were the training grounds for U.S. Special Forces and the home of the 82nd Airborne Division. Camp Lejeune was the largest Marine Corps base on the east coast. The soldiers

who moved out were very capable men, led by professionals. Civil order was quickly reestablished.

III. SITUATION: POST-WAR

Dependant on external sources for 99% of its energy needs, the economy of North Carolina ground to a halt almost immediately. Although the soldiers kept the peace and distributed supplies as well as could be expected, starvation was common. With the loss of power, the water treatment plants shut down and water supplies quickly became contaminated. Medical supplies were quickly consumed, and diseases of epidemic proportions appeared. The winter, the harshest on record, killed hundreds of thousands of people. Ten years after the War, only 100,000 people remained alive in the entire state.

As communications broke down, communities became more isolated, and the chain of command among the military forces became disrupted. Once the threat from rioting and invasion was past, the military ended martial law. State-wide authority quickly degenerated into smaller county governments. The military forces settled down where they were and became civilians. The survivors struggled with subsistence farming for many years, as trade and industry slowly reappeared. By the mid 22nd century, the population has increased to 300,000.



MARS TEAM C-13

I. GENERAL

MARS stands for Mobile Assault, Rescue, and Strike. MARS teams are the SWAT units of the Project. While most MARS personnel are military veterans, MARS teams are not purely combat forces. Like the rest of the Project, they are primarily rebuilders. However, since it was envisioned that there might be special problems, MARS teams were

given heavy weapons and were staffed by people who knew how to use them. It was never intended that the Project wage war on the United States government or its forces. Rather, MARS teams were intended to deal with small scale situations like hostage rescue, fighting armed gangs of looters, overthrowing small scale Overlords, acting as security for other Morrow teams, and providing visible shows of force. In most respects, MARS units were envisioned to be a cross between a police force and a small military detachment.

C-13 was assigned to this area to provide security for Agriculture team A-60. The TL of A-60 is the group overall commander for the region, but the MARS TL is the tactical commander. The TLs know each other, but not where their respective bolt-holes are located. Although the team does not know it, the location of TA-14 is programmed into their AutoNav. Their briefings included all of the information in the "Situation: Pre-War" section above.

In addition, C-13's orders are to be on call for the Specialty teams assigned to the southwestern Virginia area. The team knows that there is a Medical team, Engineering team, and a Support team in their area of operations. No one in C-13 knows the exact locations of these teams, however.

II. TEAM PERSONNEL

MARS units were formed from military veterans, police officers, and civilians involved in law enforcement, EMS, Search & Rescue or intelligence. Many MARS personnel are combat veterans. Most are college graduates.

MARS team C-13 has eight members. All of the members of the team are familiar with each other, and they have all gone through a period of training together. All team members are familiar with all standard Morrow equipment and all of the weapons and equipment assigned to C-13. Each person has his or her own areas of expertise, however. At least one person is a medic or doctor.

Recommended weapons loads are: 1, 2, 3, 4, 5, 6, 7, 8, 11, 12, 14, 15, 16, 18, medic, and medic assistant.

RULE PLUG IN: This is an optional portion of the rules that can be used by the project director. **As always it is at the director's discretion**

All MARS personnel should have the opportunity to roll for status as a military veteran and as a combat veteran, and for status as a former police officer of some sort.

Usually 25% of MARS teams are former military of some sort, and for those personnel who are not military veterans, 75% are police. (Thus, roll for military Service first. If the character is a veteran, he also has a 05% chance of having received police training. If the character is not a veteran, he or she has a 75% chance of being a police officer.) Status as a police officer might mean the character was military police (for veterans), town or county police, county sheriff department, state trooper, U.S. marshal, FBI, DEA, Secret Service, Border Patrol, or any other peace officer the player

chooses.

Police officers have the additional possibility of having been a detective. Roll 1D6. On a 5 or a 6, the character was detective grade. Any other roll means a normal police officer.

Police officers get the following benefits: + 5% in pistol, hand-to-hand, oratory, move silently, listen, climb.

All police officers also get + 5% in any one of the following: shotgun, SMG, rifle.

+ 5% in any one of the following: political science, sociology, philosophy.

+ 5% in any one of the following: drive MPV, move silently.

Detectives get the above and + 5% tracking, oratory.

Detectives also get +5% in one of the following: computer science, economics, linguistics, pharmacy, political science.

III. TEAM EQUIPMENT

The team's personal gear is in perfect condition, though all of the gear is sealed in plastic, and all the weapons are covered in Cosmoline, as usual. Vehicles are in perfect condition and are ready to run. The internal stores are all present, though still packed in plastic and boxes.

MARS teams receive some special equipment. Each team member has been issued a Kevlar vest (AC=14) and a Kevlar helmet (AC=10). Two cases of NICO thunderflash grenades have been added to vehicular stores. The team also has a Combat Demolition Kit.

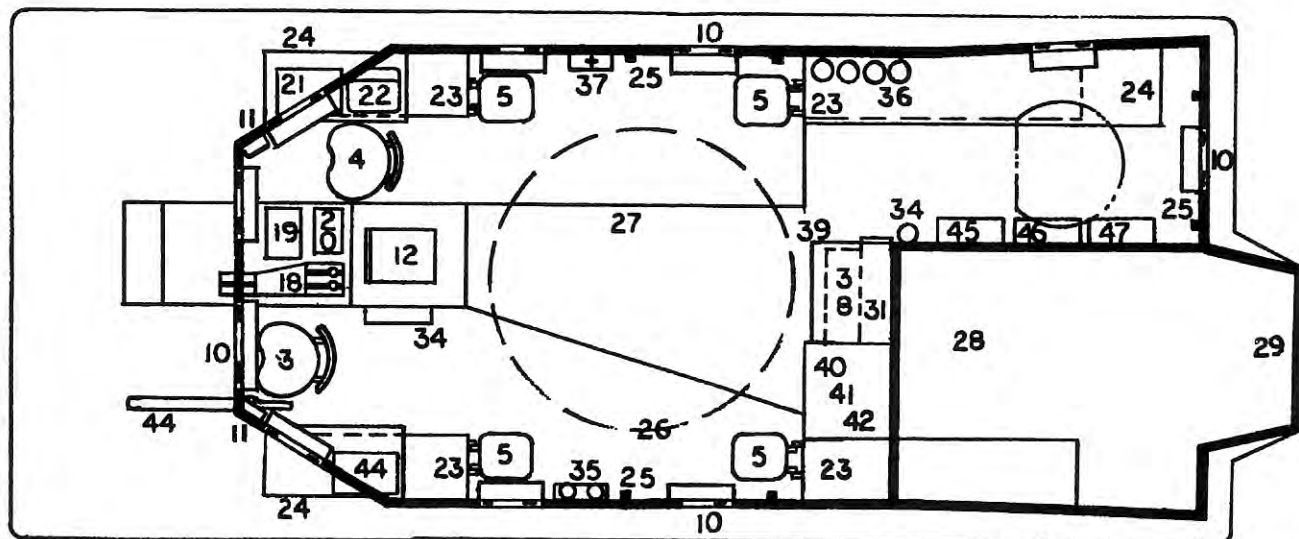
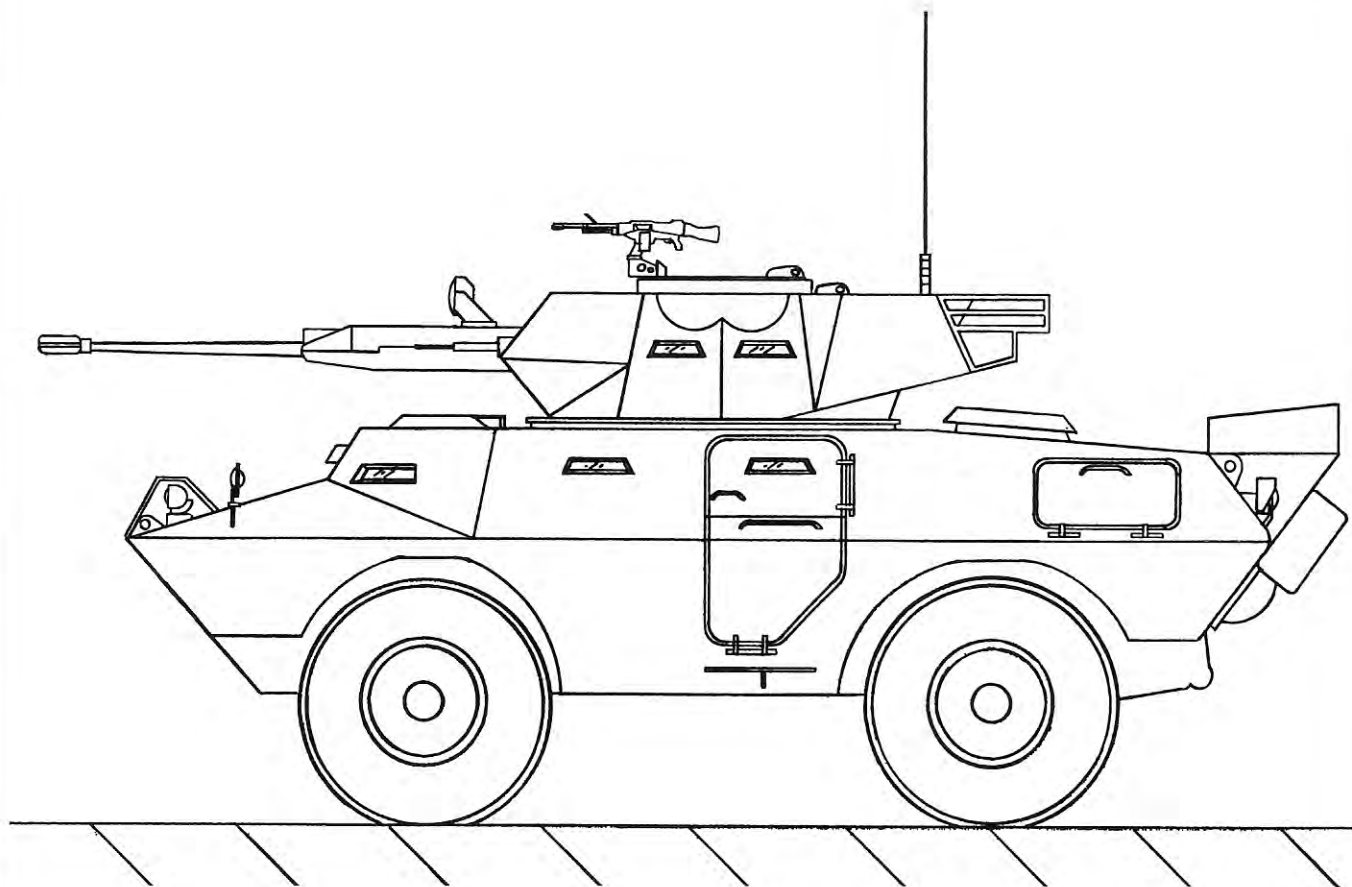
The team does not have a "Contact Pack." That pack was usually issued only to Recon teams.

IV. THE BOLT HOLE

This is a standard Morrow Project bolt-hole, described in detail in earlier modules. The size depends on the number of personnel assigned to the team and the size and number of vehicles issued. This facility contains nothing more than the freeze tubes, team vehicle, and a minimum of supplies for the vehicle and crew. The bolt hole is designed to be abandoned and the team knows this. The bolt hole is located near the intersection of I-81 and I-77 in Wythe County VA.

V. TEAM VEHICLE

The primary MPV for this module is the V-150 w/ 20mm Autocannon. The V-150 is an armored personnel carrier fitted with various weapons systems. The "V" has bullet proof tires. However this vehicle is not a tank. During training, the team as been repeatedly taught that to use it like a tank would be suicide. The V-150 is in perfect working order.





VII. TEAM CACHES

C-13 was to be on call for the several Specialty teams in the area. Thus, the team's caches are scattered over 4 states. Caches were heavy on ammunition, to the point where there was no room for civilian equipment. Each cache contains the following:

Ammunition

- 3 Cases 9x19
- 5 Cases 5.56
- 2 Cases 5.56 Linked
- 2 Cases 7.62 Linked
- 2 Cases 12 Gauge
- 4 Cases 20mm HE
- 4 Cases 20mm API
- 1 Case 40mm M433 HEDP
- 1 Case 40mm M651 CS
- 1 Case 40mm M583 Flare

Explosives

- 1 Case M26A1 Fragmentation
- 1 Case NICO "Thunderflash"
- 1 Case MTA3 CS

Personal Equipment

- 1 Basic Pack
- 8 Boots
- 8 Coveralls
- 1 M17A1 Gas Mask
- 1 M1 CBR
- 1 AN/PRC- 68
- 2 Ration Packs
- 1 Medkit
- 1 Large Medkit
- 1 Kevlar Vest (AC=14)
- 1 Kevlar Helmet (AC=10)

- 1 Case Beer (see "Play of Game")
- 1 Case Soda (see "Play of Game")

Other equipment in individual caches:

CACHE #1 (ELKIN, NORTH CAROLINA)

- 1 Case M9A1BZ Gas
- 1 Case 40mm M381 HE
- 1 UZI
- 1 Combat Demolitions Kit
- 2 M183 Demolition Charges
- 1 Case Primercord
- 1 Case M700 Time Fuse
- 1 Case M7 Blasting Cap
- 1 Case M60 Fuse Igniter
- 1 Mountain Kit

CACHE #2 (HILLSVILLE, VIRGINIA)

- 1 Case .44
- 1 Case M576E2 40mm Shotgun
- 1 Case M34 WP
- 1 HK69A1
- 1 Stinger w/ 3 Missiles
- 1 Case M18A1 Claymores
- 8 Cold Kits
- 1 AN/PRC-70
- 4 V-150 Tires

CACHE #3 (SRONEVILLE, NORTH CAROLINA)

- 1 Case C-4
- 1 Case 40mm Stunbag
- 1 Case TH3 Thermite
- 1 Stoner Mk23
- 1 M202A1 Rocket Launcher, w/ 3 Clips
- 1 Drug Kit
- 1 M9823 Starlight Scope
- 1 General Purpose Tool Kit

CACHE #4 (ERWIN, TENNESSEE)

- 1 Case 7.62
- 1 Case 40mm M663 Green Signal
- 1 Case M6 CN-DM Gas Grenades
- 3 HAFLA-35L
- 1 81mm Mortar
- 20 Cases 81mm M374A2 HE
- 5 Cases 81mm M375A4 WP
- 5 Cases 81mm M301A3 Illumination
- 1 Surgical Kit
- 1 AN/PPS-05 Radar

CACHE #5 (BEDFORD, VIRGINIA)

- 1 Case .44
- 1 Case 40mm M664 Red Signal
- 1 Case Mk3A2 Explosive
- 1 M10
- 1 M47 Dragon, w/ 3 Missiles
- 1 Trade Pack
- 1 Trauma Kit
- 1 Rh202 Spare Parts and Repair Kit

CACHE #6 (MCCOMAS, WEST VIRGINIA)

- 1 Case 7.62
- 1 Case 40mm M585 White Signal
- 1 Case M18A1 Claymores
- 1 MAG-58
- 6 M72A2 LAW
- 1 AN/PAS-7 Thermal Viewer
- 4 V-150 Tires
- 1 Electronics Tool Kit

AGRICULTURE TEAM A-60

I. GENERAL

Specialty teams were formed by the project to concentrate expertise on those topics that the Council of Tomorrow felt would be particularly needed or useful after a nuclear war. Thus, Decontamination, Medical, Engineering, Salvage, and Agriculture teams were formed, among others. These teams were staffed by experts in their field and were issued the tools of their trade.

Specialty teams were most often issued the Commando Ranger MPV, since they have a good cargo capacity and do not look as threatening as a V-150. As a rule, Specialty teams were equipped lightly in terms of weapons and ammunition. Most of their issued equipment was specialized, to maximize their effectiveness. Many Specialty teams were paired with either Recon or MARS teams. This provision was made for both security and to augment manpower.

Agriculture Specialty teams were formed to assist farming communities after the War. In the late twentieth century, the overwhelming majority of the population of the United States lived in urban or suburban environments. With the War, and the exodus from the increasingly uninhabitable cities, these people would by necessity be forced into subsistence farming as a lifestyle. Agriculture teams were staffed by trained agronomists and animal science experts, to teach these people how to run a farm.

Agriculture teams were also formed to assist the experienced farmer. Agriculture teams had veterinarians to look after farm animals, botanists to identify dangerous mutations in crops, entomologists to help prevent insect damage, agronomists to do soil analysis and identify areas that have dangerous levels of contamination, and even historians to demonstrate low tech methods of running a farm.

Ag team A-60 was assigned to southwestern Virginia to perform all of these functions for southern Virginia and parts of North Carolina. They were paired with MARS team C-13. The TL of A-60 knows how to awaken C-13. A-60 was assigned to Agriculture Base TA-14.

II. TEAM PERSONNEL

A-60 has seven members. The team has a veterinarian, a botanist, a historian, a biologist, an ecologist, a zoologist, and an agronomist. The veterinarian doubles as the team's medic. Their personal equipment is standard Morrow issue. They have a number of Specialist field kits, including the

Vet kit, a Water and Soil Analysis kit, and a Bio Sampling kit.

Recommended loads are 1, 2, 6, 9, 10, 17, 18, 19, medic, and medic assistant.

PD NOTE: If a player wishes to run a character from the Agriculture team in this module, this is permitted. If the player prefers some degree other than those suggested above for an Ag team, have him or her justify the inclusion on an Agriculture Specialty team.

III. TEAM EQUIPMENT

All personal equipment is in the same condition as that for C-13.

IV. BOLT HOLE

Morrow Project standard.

V. TEAM VEHICLE

A-60 has been issued the Ranger MPV. It will be in use during the evacuation. Any characters who are being loaned to C-13 will have to use C-13's vehicle.

VI. TEAM CACHES

It was expected that Agriculture teams would be responsible for large areas, traveling from community to community, doing analyses and investigations, giving demonstrations, and passing out books and equipment. Thus, most Ag teams have caches scattered over a 100 mile radius.

These caches are larger than Morrow standard, being 3 meters on a side. Only token amounts of ammunition are included, most of the cache being used for team equipment and civilian issue farm materials.

C-13 may decide to use some of A-60's caches. The TL of A-60 will see to it that the AutoNav in the V-150 is programmed with the location of A-60's caches, if he is asked to do so. (If this happens, he will also delete the location of TA-14 from the AutoNav, as a precaution.) The caches contain the following:

Ammunition

- 2 Cases 9x19
- 1 Case 5.56
- 1 Case 12 Gauge
- 4 Cases .50 Caliber
- 1 Case 40mm HE
- 1 Case M26A1 Fragmentation Grenades

Personal Equipment

- 1 Basic Pack
- 7 Coveralls
- 7 Sets Underwear
- 7 Boots
- 1 M1CBR

- 1 M1FA1 Gas Mask
- 2 Ration Pack
- 1 AN/PRC-68
- 1 Personal Medkit

Agriculture Equipment

- 2 Scratch Plows
- 4 Each; Spades, Hoes, Scythes
- 1 Pioneer Kit, w/ Axe, Hatchet, 2 Shovels, Crowbar, Bow Saw, and Sledgehammer
- 100 kg each Seed Corn, Soybeans, Alfalfa
- 100 kg Assorted Vegetable Seeds
- 100 kg each Nitrogen, Phosphorous, Potassium Fertilizer

Other equipment, in individual caches:

CACHE #1 (RONDO, VA)

- 1 Stoner Weapons Kit, Complete
- 1 Case 5.56 linked
- 1 HK69A1
- 1 Case Thermite Grenades
- 1 Large Medkit
- 7 Cold Kits
- 10 Sets, Fishing Equipment
- 10 Rolls Barbed Wire

CACHE #2 (HENDERSON, NC)

- 1 UZI
- 6 M72A2 LAW
- 1 Case M34 WP Grenades
- 1 Surgical Kit
- 4 Commando Ranger Tires
- 50 kg Assorted "How-To" Books
- 2 Civilian CBR Decontamination Kits

CACHE #3 (LEXINGTON, VA)

- 1 M10A
- 1 M47 Dragon w/ 3 Missiles
- 1 Case BZ Gas Grenades
- 1 Drug Kit
- 1 Set Vehicular Tools
- 10 Rolls Plastic Sheet (48" x 500")
- 1 Veterinary Kit

CACHE #4 (DENTON, NC)

- 1 Atchisson
- 1 Case 40mm HEDP
- 1 M183 Demolition Charge
- 1 Case M700 Time Fuse
- 1 AN/TVS-5 Binoculars
- 100 kg Assorted Nuts, Bolts, Nails
- 1 Set Carpentry Tools

CACHE #5 (KENBRIDGE, VA)

- 1 M29
- 1 M16 w/ M203
- 1 Case 40mm CS
- 1 Case .44

- 1 Trade Pack
- 1 AN/PRC-70
- 50 Civilian Issue CBR's
- 1 Set Metalworking Tools

CACHE #6 (GALAX, VA)

- 1 M10
- 1 Stoner M22
- 1 Case 40mm Shotgun
- 1 Mountain Kit
- 1 Magnetic Sensor
- 10 Multi-Fuel Chainsaws
- 50 kg Assorted "How-To" Books

AGRICULTURE BASE TA-14

I. GENERAL

Agriculture teams had specialized bases for their use. These bases were essentially large warehouses, full of farming materials such as: sacks of uncontaminated grain and seeds, stocks of scratch plows and other nineteenth century farming tools, fusion powered heavy equipment, fertilizers, insecticides, home canning supplies, books on farming, decontamination, food preservation, and more. The unique thing about an Ag base is the fact that it has farm animals, in hibernation.

The base is located near Rt. 58, at the border of Henry and Pittsylvania Counties, in southern Virginia. The entire base is buried underground, built under the cover of digging up and decontaminating an old chemical waste dump. If it were above ground the base would be as tall as a three story building. The ceilings in the rooms are five meters high, and the ceilings in the bays are ten meters high, with doors that reach the ceiling. The ceiling in the bays are equipped with a series of mobile cranes and tracks running throughout the fodder bay, the vehicle bay, and the freeze tube bay.

II. FACILITY LAYOUT

A. FODDER AND FEED BAY

This room opens into the vehicle bay and contains six months of feed for the frozen animals. Corn, hay, soybeans, and alfalfa are all stored for the long term. The supplies are stored in 20 kg bags, packed in air-tight bins filled with nitrogen gas. These bins can be loaded onto and transported by either the dump trucks or the 2 1/2 ton trucks. These trucks are located in the vehicle bay. Each truck can hold three bins.

B. FERTILIZER BINS

The room next to the fodder bay contains bins of various fertilizers. The majority of the bins contain calcium (in the form of lime), nitrogen (in the form of urea), phosphorous (in the form of ammonium phosphate), and potassium (in the form of potash). All of these substances are solid granules, and can be spread on a field using common farm machinery.

The other bins contain smaller amounts of other

commercial fertilizers such as sulfur, magnesium, iron, zinc, boron, molybdenum, and chlorine. These are used in small amounts compared to nitrogen, potassium, phosphorous, and calcium. These are also stored in sacks of granules.

C. GRAIN BINS

This room opens into the Vehicle Bay. It is the grain bin storeroom. The bins contain sacks of wheat, corn, alfalfa, soy, grass, and peanuts, all ready to be planted. There are also a smaller number of bins full of vegetable and fruit seeds.

D. HAND TOOLS

These are the stocks of tools to be given out to civilians for subsistence agriculture. There are hundreds of shovels, hoes, spades, rakes, sickles, scratch plows, harness kits, axes, home canning supplies, churns, spinning wheels, and other farm tools. Subsistence agriculture is very labor intensive, but these tools would make it easier, and would fill the gaps left by the loss of large-scale machinery.

E. BOOKS

Boxes of "how-to" books on farming, gardening, decontamination, and homesteading ready to be given out.

F. INSECTICIDES

These chemicals are stored as solids, but must be made into liquids before spraying. Each compound is species-specific for one of the insects that prey on the common crops in this area. Each of these poisons is as safe for the environment as possible. The members of A-60 have had training in the safest means of applying them.

On modern farms, insect control is vital. Without some form of pest control, food harvests could be expected to drop anywhere from 20 to 60%. In addition, there may be times where an entire crop is in danger of destruction if the insects are not controlled by any means possible. In the world envisioned by the Council of Tomorrow, every

harvest would be needed to combat starvation.

Chemicals like DDT, which have given insecticides a bad name, were not stocked. Only the safest, most ecologically sound pesticides were stored, with instructions to use them only if absolutely necessary.

The Agriculture teams are all knowledgeable about other, more organic methods of insect control, but the planners knew there would be times when there was no other option to chemical spraying.

G. WATER TANK

Although the base has a well underneath, this tank was filled with several thousand gallons of pure water, just in case. It is connected to the plumbing system. There is a water treatment system in the utility room. The treatment system is fusion powered and operates independently from the base's power supply. The unit can be disconnected from the plumbing system.

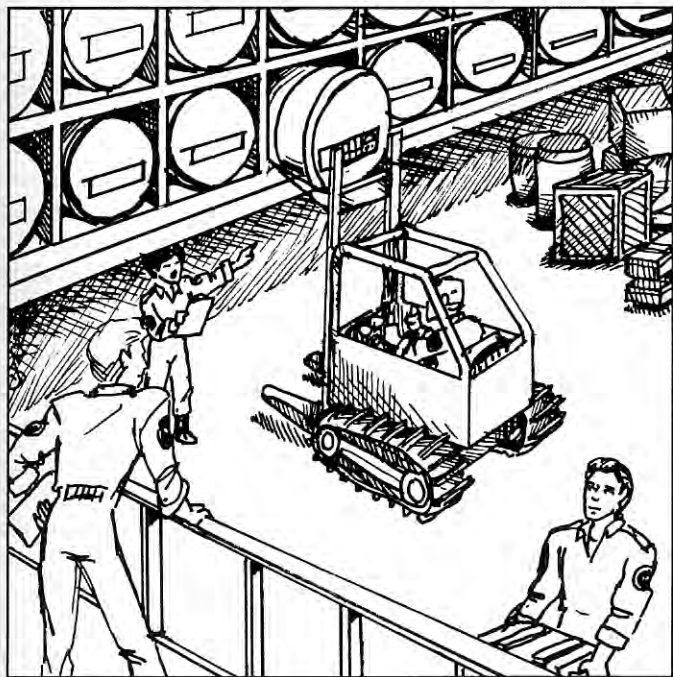
H. RAMP

A gentle ramp to the second floor.

I. VEHICLE BAY

While the animals in freeze tubes take up a lot of room, they are only a small part of TA-14. The vehicle garage is the largest part of the base. Not many vehicles are here, but they are all large machines, larger than a V-150. There are 2 combines, 2 planters, 2 8-row cultivators, 2 tractors, 2 large dump trucks, 2 DED earthmovers (for use as forklifts, among other things), 2 specialized scrapers, and a pair of 2 1/2 ton trucks. All of these vehicles are fusion-powered versions of commercial designs. Also included are 10 flatbed wagons. These are the standard 4 wheel flatbed wagon with stave sideboards used by farmers throughout the U.S.

The combines are harvesting machines set up to harvest most grain and seed crops, such as wheat, soybeans, and alfalfa. A combine can even harvest corn, remove the husks, and shell the grain from the cobs all in one process. The planters are designed to be handle a variety of seeds, and can plant them at any desired depth and spacing. A planter is essential for efficient use of seed, since it puts the seed at just the right place, allowing nearly all of them to be grown and harvested. A cultivator is a large machine used for weeding huge areas of land at one time. The tractors are all purpose machines which can be used to pull and power a large variety of farm implements including gang plows, mowers, hay balers, harrows, and sprayers. Two of each of these attachments are stored in the vehicle bay. It was expected that other attachments could be salvaged from among civilian equipment. The two large scrapers operate by scraping off and removing a preset amount of topsoil, grinding it up and throwing it into a dump truck. This was included to remove any soil that was heavily contaminated with fallout or bio-weapons. (Decontamination teams have similar equipment, and the means of separating the radioactive particles from the rest of the soil, and for sterilizing the bio weapons.) The 2 1/2 ton trucks (deuce and a half) are essentially the same as the trucks in Riverton. These trucks are armed with .50



caliber machineguns.

There aren't very many of these machines for the area that A-60 was supposed to cover, so 100 IC-to-fusion conversion kits were stored. These kits include vehicular fusion packs of several sizes, and the power systems required to convert a civilian internal-combustion-powered machine to fusion. It was assumed that large numbers of civilian farm machines would be converted to fusion, in order to make the farmers more self-sufficient and efficient. There are also 300 kits for converting gasoline engines to run on ethanol or methanol.

The vehicles here are high-capacity machines, capable of working a large amount of acreage per day, ten or twenty times faster than a human being using hand tools. It was intended that the Ag team, while in the process of converting civilian equipment, would travel from farm to farm using these machines on as large an area as possible, as quickly as possible, and then move on to the next.

J. ANIMAL FREEZE TUBE BAYS

The Council of Tomorrow expected that after a war, and the attendant fallout and food shortages, many farm animals would have perished. Whether due to the fact that they would be grazing on fallout-contaminated fields, killed for food by starving people, succumb to biological weapons, or perish from lack of food in a world that would have little to spare, the Council assumed that five to ten years after a war, most farms would have lost most of their animals.

Animals are essential to a self-sufficient farm. Cows provide milk, cheese, meat, leather, and fertilizer. Horses are draft animals capable of plowing a field or being used for transportation without petroleum. Pigs are essential for recycling food waste into fertilizer and meat. Chickens provide eggs and meat. Sheep provide wool and mutton. Cats eat rats. Dogs guard flocks from wolves, coyotes, weasels, men, and other assorted carnivores. Without farm animals, the survivors would find subsistence farming nearly impossible.

As it turned out, the Council of Tomorrow was correct. Very few animals survived the first decade after the War. Even 150 years after the War, areas that should be very productive agriculture regions are on the edge of starvation and poverty, largely due to the scarcity of domesticated animals.

Since the early prototypes of the freeze-tubes were developed using animals as subjects, it wasn't difficult to freeze farm animals. The first successful hibernation and awakening was performed on a dog. In 1963, Morrow scientists were more confident about being able to awaken a cow than a human. As time passed, of course, the process was perfected. A large number of the most common and useful domesticated animals were put into cold-sleep and stored in Agriculture bases. Ninety percent of these animals were female, for obvious reasons. To supplement the animals, frozen sperm and artificial insemination equipment were stored. The plan was to have the Ag teams give out animals to as many different farms as possible, get them all pregnant by artificial insemination, and start producing a healthy next generation as soon as possible. With any luck at all, the animals would be able to

continue reproducing themselves and reestablish the populations within a short time. Beyond the fact that stored sperm eliminated the need for freezing male animals, it also allowed for a larger genetic base than would have been allowed using only the small population of animals frozen. Since it was possible that the high radiation levels immediately after the War might sterilize or damage the genetic material of surviving local farm animals, Morrow planners recommended using only the stored sperm for reproduction.

There are 50 cows, 50 horses, 100 pigs, 100 sheep, and 100 chickens. The freeze tubes are stored on racks reaching the ceiling. One of the mobile cranes is required to bring the freeze tube down in order to wake the animal. There is an emergency personnel exit in this room, similar to those found in MP bolt-holes.

K. FODDER BAY OVERHEAD

All overhead areas have tracks for the mobile cranes.

L. BUNK ROOM

The living quarters of the base. Since TA-14 was essentially a warehouse, the living quarters are very spartan. Two bunk rooms with four bunks each. The base is not as uncomfortable as Delta Base, but neither is it all that pleasant. For one thing, the base is unheated, and is kept at nearly 60°F year round. The living quarters have the bare minimum of furnishings and equipment.

M. BUNK ROOM

The same as L. except it contains a hidden door that accesses the corridor leading to the A-60's bolt hole.

N. KITCHEN

A small kitchen adequate for producing simple meals. Contains a refrigerator, stove, sink, counter and cabinets.

O. DAY ROOM

Contains a small table and 4 chairs.

P. LATRINE

Here is a small bathroom with sink, toilet and shower.

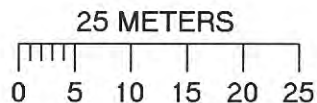
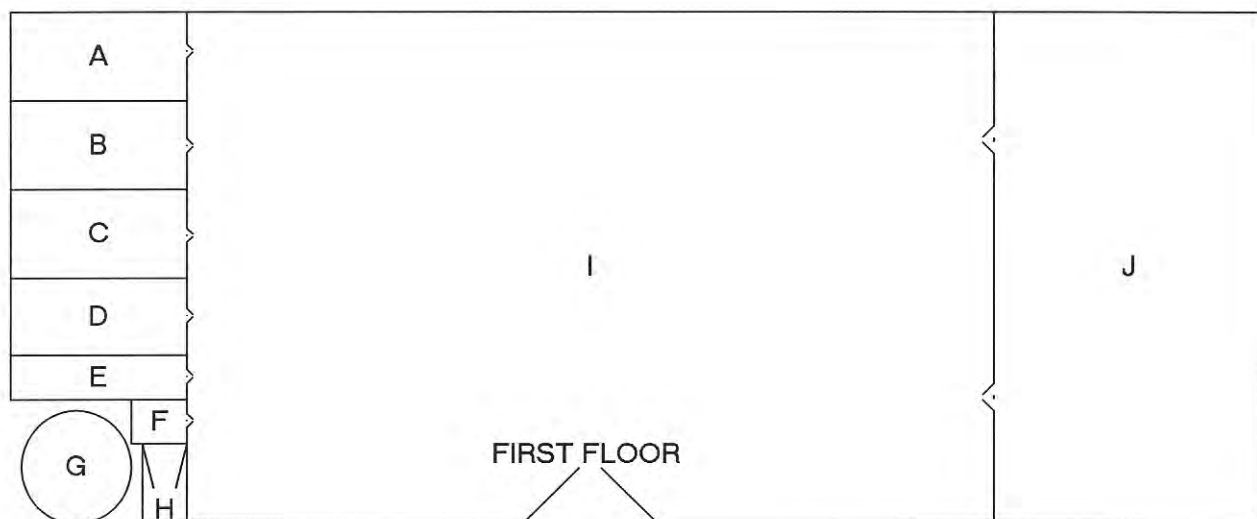
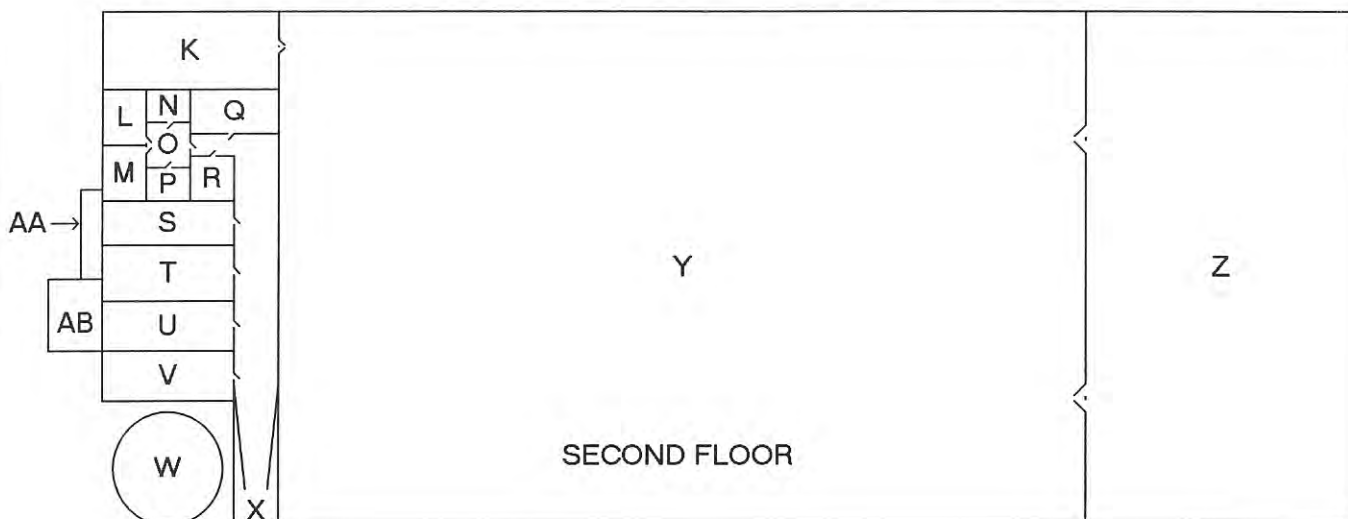
Q. MISSION COMMAND

There are two desks, one with a computer terminal and one with a radio. Both desks have drawers with common office supplies. The radio has an encoder for raising C-13, A-60 or any other team, if the designation and code signal are known. The computer has a complete list of inventory. The computer can run other programs when they are loaded. There are disk drives that will accept 5.25, 3.5, or Morrow vehicular tapes. A huge number of agriculture-related reference books were stored on disk and kept in the office. The chairs here are fairly comfortable office chairs. There is an empty set of shelves on one wall. This office was intended to be used until the warehouse was empty.

R. GENERAL STORES

Equipment and supplies for the living quarters and

AGRICULTURE BASE TA-14



A. FODDER BAY
B. FERTILIZER BINS
C. GRAIN BINS
D. HAND TOOLS
E. BOOKS
F. INSECTICIDES
G. WATER TANK
H. RAMP
I. VEHICLE BAY
J. ANIMAL BAY

K. FODDER BAY OVERHEAD
L. BUNK ROOM
M. BUNK ROOM
N. KITCHEN
O. DAY ROOM
P. LATRINE
Q. MISSION COMMAND
R. GENERAL STORES
S. LAB STORES
T. PLANT LAB

U. ANIMAL LAB
V. UTILITY ROOM
W. WATER TANK OVERHEAD
X. RAMP TO 1ST FLOOR
Y. VEHICLE BAY OVERHEAD
Z. ANIMAL BAY OVERHEAD
AA. CORRIDOR
AB. BOLT HOLE

office, as well as spare parts for base equipment.

S. MICROBIOLOGICAL AND LAB STORES

Rhizobium, semen, germ plasma, algae, fungi, agar, and other types of important microbiological cultures were freeze-dried and stored here. The cultures were flash-frozen and dehydrated, and stored in vacuum sealed, air-tight containers, allowing them to be stored indefinitely. Nearly all of the cultures are still viable, and can be utilized again by the addition of water. The bacteria and fungi samples can be growth cultured to increase stocks, and they will grow very quickly in nutrient broth or agar, providing nearly unlimited amounts of these important cultures.

There are also a large stock of important lab equipment, chemicals, and other supplies for the labs in this room.

T & U. LABS

These two rooms are small laboratories, one for plants and microorganisms, one for animals and fish. Primarily for use by the Agriculture team, the labs have everything needed for soil and water sample analysis, biological, microbiological, or botanical investigations, animal research, development of hybrids, and applied work on eradication of blights and diseases, but the labs can be used for other purposes. For instance, part of one lab is set up to do biopsies of dead animals, but can be used for surgery on humans or animals. There are enough standard chemicals and pieces of equipment to do chemical analysis and limited production. The rows of tanks and lights can be used to grow a garden for food or research. The refrigerators can be used to keep all sorts of things cold, just as the incubators can keep all sorts of things warm. Among other things, each lab has a Science computer (described in Lonestar), refrigerators, ovens, incubators, microscopes, centrifuges, spectrosopes, autoclaves, an electron microscope, and an Expanded CBR kit.

V. UTILITY ROOM

Contains the heavy equipment for the base environment. The water treatment plant, the fusion power plank, electrical relays, water pipes, air ducts and filters, internal environment monitors, air tanks, and laundry machines can be found here. There is also an emergency personnel exit here, similar to the emergency exits of MP bolt-holes.

AA. CORRIDOR

Corridor leading to A-60's bolt hole. Has a hidden door at one end leading into Bunk Room M. The other end opens into the team's bolt hole.

AB. BOLT HOLE

This is A-60's bolt hole. This room contains only freeze tubes and associated support machinery.

AREA, TERRAIN, AND ENVIRONMENT

I. Terrain

North Carolina divides quite naturally into four terrain types: Tidewater, Coastal Plain, Piedmont, and Mountain.

A. TIDEWATER

Along the coast are the Tidewater areas. Long sandy beaches and deep cypress-filled swamps are common. Agriculture is difficult, so settlement is somewhat sparse, compared to the Coastal Plain.

B. COASTAL PLAIN

The Coastal Plain is inland of the Tidewater. A large, flat plain barely above sea level, with numerous areas of poor drainage. The best agriculture areas are in this region. Corn, cotton, soybeans, and tobacco are the predominant crops.

C. PIEDMONT

In the center is the Piedmont. There are numerous small hills and valleys here, and water power is very convenient. Most of the wheat grown in the state is grown here, and there are a number of industrial areas with water-powered mills. Textile mills are common here, and cotton grown in the Coastal Plain is traded for cloth from the Piedmont.

D. MOUNTAIN

To the West are the Blue Ridge Mountains, a long chain of mountains that dominate the horizon. Some of the peaks are over 6,000 feet above sea level. The mountains are interlaced with smaller cross ridges, forming small plateaus and valleys, each surrounded by high mountains and having its own independent drainage system. Most people in this region have small self-sufficient farms and do not trade for many things. These people are also very poor.

II. Forests

Covering thousands of square miles, the forest dominates everything that man does not regularly clear. Due to frequent forest fires, there is very little undergrowth beneath the tall trunks. Fires break out every winter, and some humans purposefully set fires to drive out game. Pines are most common, but there are plenty of oaks, peach trees, apple trees, poplars, hickories, maples, magnolias, elms, and other North American trees. A typical mixed forest, with hardwoods and softwoods throughout. Oak and hickory dominate in the mountains. Pines are common everywhere else, except for the swamps, which have cypress.

Peach trees grow quite well without human interference, and in March, North Carolina is pink with their blossoms.

III. Flora & Fauna

Besides the large number of trees, other common plants include huckleberries, blueberries, climbing vines, grasses, long mosses, orchids, azaleas, rhododendrons, and even the Venus Fly-trap.

Common woodland wildlife abounds, including panther,

stag, deer, hare, bear, wild turkey, geese, ducks, quail, bobcats, wolves, feral dogs, foxes, raccoons, squirrels, song birds, buzzards, hawks, and others.

IV. Agriculture

The farms in the state raise a variety of crops, including corn, barley, wheat, rye, oats, tobacco, and cotton. Before the War, tobacco was the most common, but has since been surpassed by corn. Farm animals are scarce, but nearly every farm has chickens, a pig or two, and a cow. The cow is kept not for meat, but for milk and plowing. Horses are very scarce and expensive.

V. Soils

Red clay soils predominate, especially in the mountains and in Piedmont. Mountain soils are brown or yellowish in color. Moving eastward more clay accumulated in the soil, turning the earth a dark red. In the coastal plain, soils become even darker, as the proportion of humus and peat increases. In the Piedmont and Coastal Plain, erosion is not a problem, but flooding often is.

VI. Climate

North Carolina has a "humid subtropical" climate, characterized by short, mild winters, and long, hot, and humid summers. Spring and Fall are very pleasant, if short. Snow falls four or five times a year, and the majority of precipitation is in the form of rain. Rainfall is adequate for agriculture, and is heaviest in the summer, though there is no particular rainy or dry seasons. Prevailing winds are from the south-west. Tornadoes can be a occasional problem, and the coast is hit by a hurricane at least every generation.

At the time of this module, winter's worst furies are just ending, as spring begins. Some areas in the mountains are still chilly, and snow is still a possibility.

Spring comes slowly here, as the land gradually comes alive. Violets bloom. Frogs begin to peep. Birds suddenly appear in tremendous numbers, filling the air with song. The peach trees bloom in a steady progression towards the mountains, and the air is filled with the faint scents from dozens of different plants and trees.

VII. Road Conditions

Free from snows and frequent frosts, the roads are in fair condition, though they are covered with plant growth springing from cracks in the asphalt. Potholes are filled by county or local governments, with gravel and rubble being the filler of choice. Dirt roads are common, especially in the mountains. Most roads shown on pre-War maps are still usable, though the interstate highway system has been abandoned to ruin.

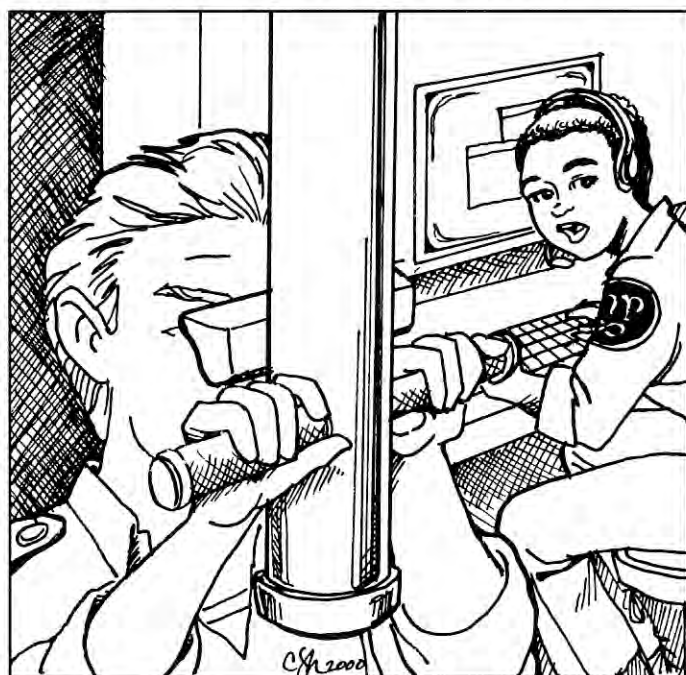
VIII. Rivers, Bridges, and Fords

The entire state is crisscrossed with streams and rivers.

For people, a bridge may be nothing more than a long log with a rope handrail, or a swinging rope-and-plank bridge. These are the most common, and are found everywhere there is a small river or stream to cross. There are some covered bridges, many built since the War. Pre-War bridges, where still standing, have often been reinforced by timbers. Any vehicular bridge is capable of supporting the V-150.

IX. Mutants

North Carolina was hit by a number of warheads, and fallout spread over large areas of the state. Maggots or Children of the Night may be found in some abandoned cities. Giant wolverines, bats, mink, mosquitoes, porcupines, skunks, slashers, snappers, and giant rattlers might be found in some areas of North Carolina.



THE PEOPLE OF THE LAND

I. GENERAL

Localities are frequently independent. Governments are usually democratic, and are rarely any larger than countywide. A few areas are controlled by an Overlord of some sort, and even elected governments are corrupt in places. Most towns have a mayor and sheriff, elected at a town meeting. The mayor coordinates local laws and ordinances. The sheriff keeps the peace. Every other year there is a countywide election for the board of supervisors. The board, of different sizes from county to county, passes laws and sees to it that trade can be conducted peacefully. The board elects a chairman, and all decisions are carried out by majority vote. Judges, appointed by the board, travel a circuit route hearing cases throughout their jurisdiction.

Town sheriffs are in charge of the militia, when it is called up. This is infrequent, and is usually done only for escaped murderers and other large scale threats to the peace. Most communities do not make war on each other. There is still a fair amount of military hardware in private

hands, salvaged from the many military bases in the state. A large number of people own an M16 assault rifle, though ammunition is scarce. Nearly everyone owns a flintlock.

Trade goes on frequently throughout the state, and gold and silver are welcomed as standard currency. Gold is \$100 per ounce, and silver is \$10 per ounce, by definition. Assorted small coins of various denominations are minted in a number of places. Gold, silver, and copper are all minted within the state.

Most places have a cash economy, with many farmers raising crops for trade. A farm might have a few acres for family use, with the majority of cultivated land dominated by some sort of cash crop. The town trading post is the center of rural life. The railroads are still in use, though the rail cars are pulled by oxen. The rivers carry a large amount of traffic, using sails, poles, and oars. News travels pretty fast in the Piedmont and Coastal Plain, but not so quickly in the mountains.

Technology is set somewhere in the late eighteenth century. Water powered mills process cotton into textiles, timber into lumber, and grain into flour. There is no major steel mill or metal works, but most communities have a blacksmith. Potters, tanneries, leather workers, wheelwrights, coopers, and even glass blowers can be found in a number of places in the state.

Education is not very common, and 80% of the population is illiterate. The only surviving college is the University of North Carolina at Chapel Hill, with an enrollment of less than 200 students per year. The education is strongly oriented towards the liberal arts, and most of the teachers in the state come from this school. There is a small medical school here, as well. Technical and vocational education is usually done by apprenticeship.

II. GROUPINGS

For simplicity, the people of 22nd century North Carolina can be divided roughly into three groups: descendants of Africans, descendants of Native Americans (American Indians) and descendants of Europeans and Asians. While there is some mixing, these three groups are sufficiently distinct to require listing them as separate cultural groups.

A. AFRICANS

In some parts of the Coastal Plain, people of African descent outnumbered people of European or Amerind descent. Over the years after the War, there have been times where non-Africans were made to feel uncomfortable and encouraged to move. Today, the Coastal Plain is largely populated by these people, and most are essentially similar to Europeans. Hints of African culture are very common. Traditional dances, art, and social relations are seen throughout the area. Nearly 50% of the population is literate, though higher education is uncommon. A few places, notably in the swamp areas, still have people practicing voodoo arts.

B. AMERINDS

At the time of the War, there were more than 65,000

Amerinds in North Carolina. The largest and most visible groups were the Cherokee and the Lumbee. After the War and the general depopulation, all of the Amerind groups began to expand, retaking the land and life-style that had once been theirs. The Amerinds of the east coast lived very differently from the typical stereotype portrayed on television. Amerinds in North Carolina never lived in teepees and did not hunt buffalo. Before the Europeans arrived, most Amerinds in this area lived in lodges or cabins, and mixed farming with nomadic hunting and gathering. Not all Amerinds returned to traditional ways, and those who did not are largely indistinguishable from Europeans.

Nearly all Cherokee have flintlock rifles or Trade Rifles from Kentucky. Ten to twenty percent of any band is composed of men of fighting age and health. The Amerinds of North Carolina take their rights and lands very seriously, and are quick to use force to defend themselves.

The Cherokee live in the south-western portion of North Carolina and the base of the Great Smokies. With more than 55,000 acres of tribal land, the Cherokee were able to retain a good deal of their heritage intact. The Cherokee have their own written language and laws, their old religion, and their own democratic government. Anyone who can prove at least 1/32 Cherokee ancestry can vote in elections for chief, vice-chief, and township councils. The Cherokee maintain friendly relations with their European neighbors, but they do not get involved in inter-European disputes.

The Lumbee lived a very European lifestyle before the War, but maintained their own ethnic identity. Even before the War, the Lumbee were willing to defend their civil rights, either in court or by force. In 1958, the Klan attempted to march in Robeson County; the Lumbee interrupted the rally and began firing their guns in the air. The Klan fled to South Carolina and has not returned to Lumbee land since. This has been remembered in tribal history to this day.

After the War, the Lumbee began to return to parts of their traditional hunter-gatherer lifestyle. Today, half the Lumbee farm, and half hunt. More than any other tribe, the Lumbee have blended the traditional and the European.

Other tribes in the state were largely poor farmers before the War. Within a generation, most returned to hunting, supplementing this by scavenging ruins for useful materials. Today, tribes in the Coastal Plain and the Piedmont frequently roam all over the state. Hunting in the woods in winter, when deer hides are thickest, turning to the coast in spring and summer to fish and gather shellfish, returning to tribal plots to harvest crops during the late summer. The tribes are always on the move.

Shortly after the War, a number of angry Amerinds from the Waccamaw tribe, remembering how a surveyor in 1920 had claimed their lands as "vacant" and promptly sold it to lumber companies who forced the tribe off of land they had lived on for generations, responded by setting fire to a number of court houses and civic buildings, destroying all the land deeds they could find. They then attacked European survivors and forced them to leave the land they claimed was now Waccamaw land. As a result of this, the Waccamaw now hold several tens of thousands of acres in the coastal plain which they jealously defend.

C. EUROPEANS

These people live throughout the Piedmont and Mountains, living in small towns and on farmland. Farms are usually fifteen to twenty acres at a minimum, and may be as large as one hundred acres. Families are large. A family with fewer than five children is unusual, while a family with ten children is not. Illiteracy is nearly universal, and there are few schools. In the mountains especially, the lifestyle is relaxed, as though there was a law against hurrying.

People love to go visiting, often traveling several miles to do so. Hospitality is the norm and doors are almost never locked. A traveler who comes calling will usually be given a bed and meal, free of charge, in exchange for tales of his travels. A peddler will usually leave a small gift for the housewife's hospitality.

Perhaps the strangest thing from the team's point of view is the "ingratitude" of the people. Many people do not even say "thank you." People are very proud, and do not take charity easily. In such an environment, the giving of presents is so uncommon that people simply never learn to say thank you gracefully. People are generous with the small things, but an uncommon gift will be met with confusion and apprehension. This is especially true in the mountains.

Most houses are made of log or brick. If a sawmill is nearby, the house has clapboard siding. Wooden shingles are the norm. All the wood is rot and insect resistant. Few houses have any sort of paint outside. Inside, a house might be whitewashed. Furniture is homemade, out of pine, mulberry, or cypress. Houses are small, centered around the fireplace. The main room is a kitchen, sitting room, dining room, and perhaps bedroom. The fireplace is a large hearth, with cooking done directly on the coals. The second room is a bedroom for the parents, and perhaps the children as well. The attic is used to store dried vegetables, flour, and other staples. Outside is a root cellar. Barns are usually larger than the house, holding animals, farm equipment,

grain, hay, and other necessities. There might be a still, tobacco barn, well house, animal pens, chicken coop, and bee hives. Fences are zig-zag split rail or woven pales.

Traveling peddlers are very common. All carry a staff, to fend off dogs and highwaymen. Most sell simple household supplies like needles, thread, pots and pans, linens, buttons, simple spices, knives, pins, beads, laces. There are a few knife sharpeners, with a grindstone mounted in a one-horse wagon. Traveling cobblers and tinkers make regular circuits. Trappers are also widespread, and many areas offer a bounty for wolf, panther, and wildcat kills.

THE AREA TODAY

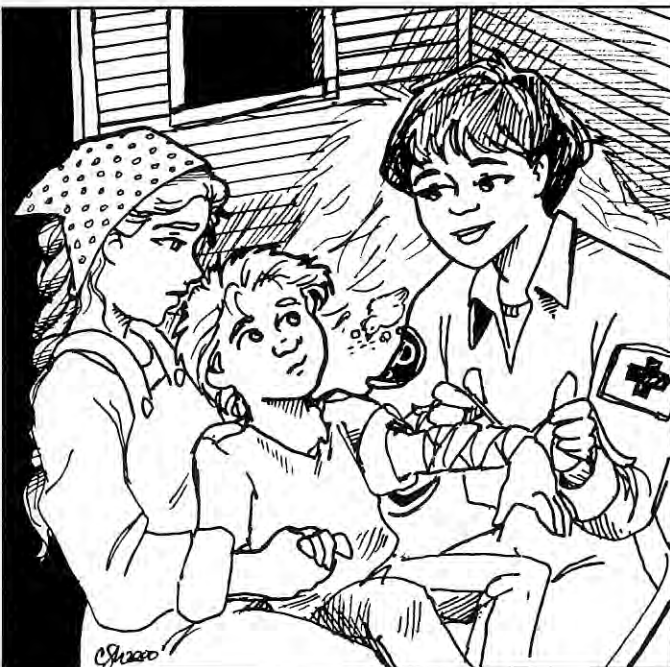
I. REGION

The craters of the cities along the industrial crescent formed by Charlotte, Winston-Salem, Greensboro, and Raleigh are still radioactive, radiating about 100 rads per hour. The ruins of the targeted military bases Fort Bragg, Seymour Johnson AFB, and Cherry Point Air Station radiate about 30 rads per hour. Most sane people avoid these places, but some people scavenge the ruins for artifacts. People understand that radioactivity is dangerous, but they don't know how to detect it, so many of the scavengers enter contaminated areas without knowing it. They tend to die young.

The fear of radioactivity extends to most ruins, even those areas that were not bombed. Burlington, destroyed in the fight over the armory there, is avoided as much as nearby Greensboro. High Point was burned to the ground by rioting, and has never been re-occupied. Every town has an abandoned area, on the periphery or to one side. People use these places to dump garbage, and they have become a haven for dangerous animals. Parents spend a good deal of time keeping their children out of these areas, and have created a number of folk stories about them. For simplicity, many parents tell their children that all ruins have "the curse" of radioactivity.

The towns that people live in have changed beyond all recognition. People have renovated some houses, abandoned most of the town to ruin, and created a new town next to the ruins. The locals have salvaged what they could, using the ruins as a mine for brick, gravel, glass, and metal. Team members may recognize the source of some common building materials or homes. Even today, the logos of common businesses from before the War can be seen, but their meaning has been lost over the generations.

Most small towns have been largely abandoned, existing today only as a place to trade. A small town with a pre-War population of 3,000 might have less than 30 people living there today, with ten times as many farmers living around the immediate area. Farmers gather in these small towns to have elections, to trade, and to attend church. The large towns, connected by good heavy-duty roads, railroads, and rivers, are still the centers of trade and commerce.



In any given area, only 10% of the population is composed of healthy males between 15 and 30, the people who would be in the militia, if it were called up. Another 10% might be of healthy men older than 30 and boys who look old enough to volunteer. In this day in age, a young man of 15 is considered an adult, with the adult responsibility of belonging to the militia. Even if the militia is called up though, less than 1/2 of those eligible to serve are likely to respond, and then only if it is obvious that their homes and families are endangered.

II. TOWNS

A. ALBERMARLE

A small town with only one cotton mill, Albermarle is dependant on trade along the Yadkin River, which is not very navigable to the south. All of the railroad lines are damaged and unusable. The town's population is only 74, but there are nearly 3,000 people within 20 miles.

Something that might catch the team's attention is the fact that Morrow Mountain is less than 10 miles from town.

B. ASHEBORO

A small trading post exists here. A few families have homesteaded near the town. They scratch out a meager existence farming. Occasionally they will supplement their income looking for salvage in the ruins of the old town. The rest of the town has been abandoned. The population of the surrounding area is less than 4,000, all living a rural lifestyle.

C. ASHEVILLE

The center of a very fertile valley in the mountains, Asheville was spared most of the insanity associated with refugees. Even the destruction of Knoxville didn't produce many people willing to try to cross the Great Smoky Mountains. Although the east side of the city was abandoned, the rest of the city has continued its existence. That is, until the army marched through. Every building was shelled, and half the town is in ruins. Two squads remain in town, one of them a heavy weapons squad with mortars and machineguns. Trade convoys travel through town every day, and there is a supply depot in town.

Most of the surrounding population has been ravaged. Hundreds were killed in the attack, most of them young men in the militia. The survivors are grateful that the bulk of the troops are moving on, and afraid of the troops that remain. Their biggest fear is that the army might return. Many people are afraid to resist, and will not help any attack on the garrison.

D. CHAPEL HILL

The home of higher learning in North Carolina, Chapel Hill has a number of other industries, including iron mines and soapstone quarries. If any place in North Carolina would lead the unification of the state, it would be Chapel Hill. Most of the important books and papers that could be salvaged were turned over to the University. Orange County has nearly 10,000 people, but the militia is not well organized.

E. DANVILLE, VA

A very productive agriculture region, most of the population lives on self-sufficient farms and do not trade for very much. Local government does not exist in any appreciable form. Local farmers are armed and very independent minded, and nothing more organized than an occasional posse ever develops. Crimes are usually dealt with by civic-minded individuals who hunt down and lynch the persons accused. The town of Danville has a few inhabitants, but is mostly abandoned. Armed anarchy is common, with people's willingness to use force to defend their rights being the only source of peace and order.

F. DURHAM

The largest city in North Carolina that avoided being bombed, Durham did not survive the loss of electricity. With water, electricity, and sewer services gone, the town became a death-trap from disease. Today, the outskirts of the town have been re-populated, forming a ring around the ruins. Local farms produce the finest tobacco for a hundred miles. The 4,000 residents of the county are all connected with the tobacco trade.

G. FAYETTEVILLE

Abandoned when Fort Bragg was destroyed. The fallout that spread across the town has ruined agriculture in the region. Even people making their living on salvage will stay away from this place. This town has "that curse of the radiation".

H. GASIONIA

Once a home of dozens of textile mills, Gasionia was hit hard by the War. Refugees from Charlotte ransacked the town, and loss of electricity and consumer demand shut down most of the mills. Today, there are three textile mills in the area, all water powered. There are also iron mines and iron works in town. The nearest thing North Carolina has to a steel mill may be found in Gaston County. Most of the trade that goes on between the interior of the "Catawba Pocket" and South Carolina passes through town. The rail lines to South Carolina are intact.

When the army marches through Gastonia, they will very likely be tied up for a day or so taking the town. The locals here have a well organized militia. The 300 men in the militia will fight to the death protecting their homes.

I. HICKORY

A trade town along the Catawba river, Hickory also relies on the roads and railroads connecting Winston Salem, Asheville, and parts of South Carolina. Many of the pre-War industrial plants were abandoned, but a few survived or were modified. Today, wagons, barrels, and rail cars are made in town. The rail cars are pulled by oxen, but they are otherwise superb in all respects. The town has almost 600 residents within 5 miles, and another 4,000 within twenty miles.

J. KANNAPOLIS

Burned to the ground by refugees from Charlotte,

Kannapolis is nearly empty today. It is rumored that a group of cannibals live here, leaving to attack local farmers at night. Locals claim that Kannapolis is also inhabited by vampires. A few people have gone into the town to search for useful salvage. Few returned alive.

K. LENOIR

A small town, Lenoir has less than 100 residents, and only 1,000 farmers and lumbermen within 20 miles. The town is run by an overlord, Arthur Jackson, a man whose great-grandfather took control of the town using captured national guard weapons. His troops patrolled the town and prevented any looting or fires. Today Arthur Jackson is the government, collecting taxes, maintaining the peace, and trying court cases. He has a half dozen "deputies," armed with M16's. For the most part, the Jacksons have been tolerable rulers, no worse than any other elected governments have been.

Arthur Jackson will be very suspicious of any armed men coming into town. He will refuse to cooperate or to allow any troops or soldiers, from either side, to remain in his town. He will not send any troops until the army arrives and it becomes obvious that his town will be invaded. If that happens, 100 locals from Lenoir, with flintlocks, will be allowed to go to war.

L. LEXINGTON

The center of a wheat growing region, Lexington is also one of the mints of North Carolina. Nearly all of the silver coins in the state are mined and minted here. The population of the area is nearly 5,000, and the militia is very well organized, especially around the mines. The sheriffs and deputies have fully automatic M16's and a lot of ammunition. If the militia is called on to leave the county, most will be reluctant to leave their homes and mines to the numerous thieves in the area.

M. LINCOLNTON

In the center of one of the most productive wine areas west of the Catawba River, the town also has a large woolen mill and several mines and quarries. A good deal of lime is mined here, and transported to the neighboring counties. Almost 2,000 people live within the county.

When the invading army arrives, the local officials will quickly defer to the team or anyone else who seems to know what is going on.

N. MORGANTON

A small town on the upper Catawba river, Morganton is a major trading post for the Mountains. The Catawba is not navigable above Morganton, so river traders often trade with local men in town, who then carry the goods into the Mountains. These traders then load their boats with fine furniture, tanned hides, lumber, and gold. The actual pre-War urban center of town has been abandoned, and most of the locals have relocated to the east. There are two lumber mills, a steam tannery, a hospital, and a number of furniture makers and wood carvers. The town boasts nearly 400 residents, but the surrounding area has only a few farmers, no more than 2,000 within twenty miles. Another

1,000 local residents are lumbermen and gold miners. A good deal of the gold in circulation in North Carolina was mined near here.

The Catawba river narrows to less than 200 feet at Morganton, and is almost the only area where a ford is likely to be found. If all the bridges across the river are damaged, the invading army will march through Morganton. The Sheriff, Jim Harper, will do his best to organize the militia, but he has no idea what to do about an invading army. The mayor, Mike Patterson, will want to negotiate a "Settlement," probably getting himself killed in the process.

O. RELDSVILLE & EDEN

A lot of tobacco is grown in Rockingham County, but the biggest post-War industry has become the mining of coal. There is actually a small coal-fired electric generator. The output of this power plant is rationed by the county board, but some places have electric lights, running water, and even refrigeration. One of the largest gunpowder mills in the state is here. The railroad, which used to run through Greensboro, is being rebuilt towards Chapel Hill. There are 7,500 people in the county

P. SALISBURY

Between the Catawba and Yadkin Rivers, Salisbury is an overland route between the two water highways of the Piedmont. Salisbury also has a number of granite quarries nearby, and produces a large amount of dressed stone. There is also a rope plant in the town, and these ropes are traded throughout the Piedmont. Almost 600 people live in town, and 7,000 people live within a 20 mile radius. The militia of the town is most often called out to protect the local farmers from attacks from Kannapolis.

Q. SHELBY

A small agriculture trading post, Shelby's only other industry of note is a small tin mine. The region produces a lot of wheat, some cotton, a small amount of tin, and very little else. What little trade the town conducts is concerned with the export of tin to the east and wheat to the west.

The militia in Shelby is very disorganized, and most of the residents are likely to flee when the army attacks.

R. STATESVILLE

Home of several important industries, including a large flour mill, a gunpowder mill, and a cotton mill, Statesville sees a lot of traffic along its roads and railroad. There is a large rural population, and there are more than 6,000 residents within 20 miles, in addition to the 750 people in the town proper.

Although the government is elected, Iredell County today is notorious for corrupt politics. In one election, nearly 3,000 votes were cast for one candidate, despite there only being 2,000 registered voters. Most of the local mayors, county supervisors, sheriffs, and judges are competing to see who can skim the most money from taxes, bribes, and patronage. Anyone who tries to disrupt the system can find himself in jail at the whim of the sheriff.

THE KENTUCKY FREE STATE

The Kentucky Free State was created by a group of industrialists who had survived the War by going into hibernation with two thousand loyal and dedicated employees. Their mountain fortress held massive stockpiles of weapons, food, medicine, tools, and industrial equipment. When they emerged from their mountain fortress ten years after the War, they began to build the world they had dreamed of, a nation dedicated to the principle of laissez-faire government and free market capitalism. What they ended up with was a monopolistic, totalitarian, slave-holding oligarchy.

For a long time, the Free State has been stagnant, technologically and economically. Secure behind their borders, and strong enough to repulse any attack, the citizens of the Free State had no reason to fear the outside world, and there was no one to compete against. Although they have the know-how and equipment to produce nearly anything from the twentieth century, generations of reliance on slave labor and fear of upsetting the status quo have made innovation impossible. Until recently, the heads of the five families actively resisted change in any form, as a threat to their power. Quite recently, however, a movement has begun to enlarge the empire by conquering the territory along the borders.

I. THE SECRET POLICE

Similar to the Nazi Gestapo or Soviet KGB, the Secret Police is responsible for domestic security and foreign intelligence gathering. They have nearly unlimited authority to seek out and destroy any threats to the Free State's ruling class. The SP has spies and informants in all walks of life, and they maintain files on everyone. They answer only to themselves and the Five.

The SP is deliberately composed largely of sadists, bullies, and thugs. They maintain order through terror. An SP officer can go anywhere and do nearly anything. No one is above suspicion. Anyone deemed a threat to the Free State (or the SP) can be arrested and tried by the SP. If found guilty, the prisoner can be executed, sold into slavery, tortured, or whatever the SP wants.

The SP is in charge of dealing with Morrow teams. Whenever a Morrow team is found, either awake or asleep, the SP mobilizes a Special Action Unit to neutralize them. Prisoners are tortured for information on other Morrow teams, and then executed. Any captured Morrow equipment is used to supplement SP supplies.

The SP has their own weapons, armored vehicles, and aircraft. On the rare occasions that uniforms are used, they wear black cotton fatigues with a black beret. They are issued photo ID. Special Action Units wear black resistweave and Kevlar vests. Personal armament is left up to the individual to choose. However the SP has a fondness for captured Morrow weapons. The Special Action Units have V-300 APC's armed with 90mm Cannon, but no tanks. The SP has a few P-47's. They can call on the Army and Air Force for support, if they think they need it for some situation.

II. THE ARMY

The Army of the Kentucky Free State is a very formidable force in twenty-second century America. Equipped with weapons from the twentieth century, and with decently trained and disciplined troops, the KFS Army has been a match for anyone and everyone in or near the Free State. There hasn't been a serious war or challenge in nearly a century. Until recently, the soldiers only saw combat when putting down an occasional slave revolt, or hunting river pirates. With the recent mobilization, however, nearly every soldier is itching to actually invade and conquer foreign territory.

The army has seven regiments. The First, Second, Third, Fourth, and Fifth are infantry regiments. Each regiment is commanded by a Colonel, and is composed of four rifle companies, one headquarters company, an artillery company, and a cavalry troop. The cavalry troop has 16 V-300's. The artillery company has 16 105mm howitzers. A company or cavalry troop is commanded by a Major. Each rifle company is composed of 1 headquarters platoon, 1 heavy weapons platoon, and 4 rifle platoons. Each platoon has four squads, lead by NCO's and commanded by a lieutenant. Each regiment can field about 1,300 men.

The Sixth and Seventh, nicknamed "The Praetorians," are armor regiments, equipped with tanks and APC's. Each Praetorian regiment has four line companies equipped with 4 tanks and two M2 Bradleys per platoon, and two infantry companies, also in Bradleys. Each regiment has 72 tanks, 84 Bradley APC's, and 1,600 men. The Sixth uses a Free State copy of the M1. The Seventh uses the M60A3. These are NOT identical copies of the sophisticated NATO combat machines. They do not have gas turbines, but use instead a less complicated multifuel rotary engine which usually burns either diesel or ethyl alcohol for fuel. The armor on these tanks is also much thinner than the armor on the NATO tanks. The ammunition for the main guns of the M1 and M60 are limited to solid shot. There are no TOW launchers, stabilized gun platforms, or laser range-finders. Despite these limitations, these are still the most powerful regiments in the KFS Army.

Recruits for a regiment are drawn from the populace of individual counties, and it is expected that most of the recruits for each regiment will have similar upbringings and backgrounds, adding to the cohesion of the unit and making basic training easier. The best recruits go to the tanks. All soldiers are taught to use all of the Free State's infantry weapons. The enlisted men are well trained and highly disciplined, and are promoted mostly on merit. Pay is quite good, making the typical soldier very well off compared to the typical civilian. A recruit is issued three cotton summer uniforms, two wool winter uniforms, load bearing equipment, a folding shovel, mess kit, bayonet, poncho, two pairs of boots, one felt campaign hat, and one steel helmet. With most of his material needs of food, shelter, and clothing taken care of, even the lowest private is quite well off.

Officers are selected by political connections among the five families. Promotion is almost entirely a matter of patronage. The quality of these officers ranges from brilliant

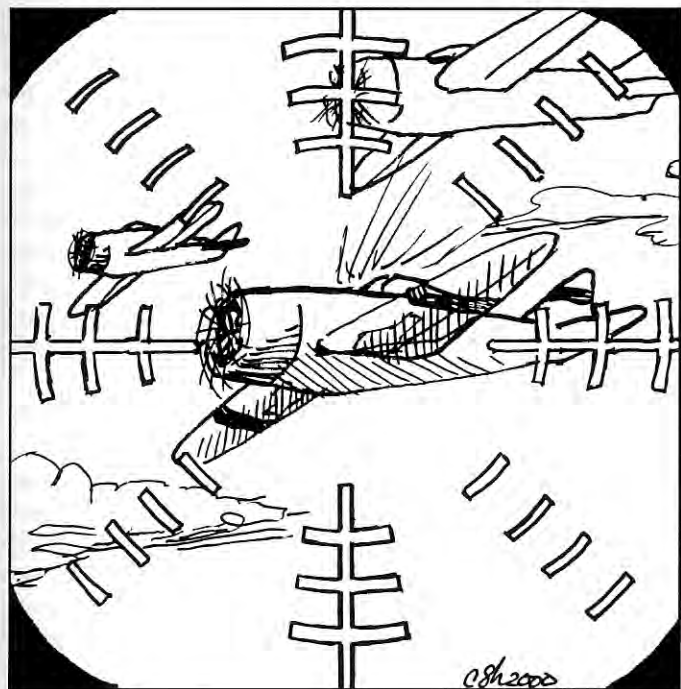
to utter incompetence. More often than not the officer in question tends towards the lower end of the scale. Even this rule will have it's exceptions. One of the few redeeming features of the system is that the officers are usually rich, and it is expected that each officer would use personal funds to boost the efficiency of his unit. This, needless to say, does not always happen.

Occasionally, the army makes use of Janissary units, composed of slaves armed with black-powder cap-and-ball rifles. The slaves are promised manumission if they survive the campaign, but the army uses them as so much cannon fodder that few live to collect the reward. With the current mobilization, each infantry regiment has the equivalent of a company of Janissaries.

The standard infantry weapons of the KFSa are based on pre-War designs. The standard rifle is the Ruger Mini-14, modified to use rifle grenades, a bayonet, and a flash suppressor. It can fire on full automatic, and is usually issued with 40 round magazines. Officers and tanker crews are issued a version with a folding stock. The standard medium machinegun is the CETME, a second generation copy of the German MG-42. The standard sidearm worn by officers in the 9mm Smith & Wesson Model 59. Hand grenades are identical to the M26A1 fragmentation grenade, the M7A3 CS gas grenade, and the M34 White Phosphorous grenades used by the Project.

Heavy weapons platoons typically have two .50 cal. M2HB Brownings and two 81mm mortars. Rifle grenades are issued to each infantry squad, a mix of HE, Illumination, and WP. HEAT rounds are available, but are not normally issued. The rifle grenades are the "bullet catcher" variation, and need no special ammunition or modification to the rifle.

Resistweave and Kevlar are available for purchase by officers and senior NCO's, but the cost is too great for them to be issued. Resistweave is produced in camouflage pattern, and has pockets for Kevlar thigh pads (AC=10). The Kevlar vests are AC=12. A fair number of officers and NCO's have some sort of body armor.



III. THE AIR FORCE

Existing largely to provide air support for the Army, the Air Force is fairly small. Consisting entirely of 48 copies of the WWII P-47 Thunderbolt, the KFS Air Force is nevertheless the largest and most powerful air force flying anywhere near Kentucky. The Air Force is a "status" service, crewed by the sons of the more politically powerful families. These pilots consider themselves the elite, and they tend to have a callous attitude towards ground forces. The sloppiness of the pilots in dropping bombs and controlling strafing runs is legendary among army commanders. Few ground commanders will call in an air strike if their forces are anywhere in the remote area of the strike.

There are three air bases in the Free State, each with two squadrons. Each squadron has eight planes and is commanded by a Major. Each squadron has two companies of support forces attached to it, one maintenance company and one infantry company. With the current mobilization, two new air bases are being built, in expectation of expanded borders. No new planes are being built for the new bases at this time.

IV. THE UNDERGROUND

Although there are many small resistance groups, there are three major ones worthy of mention. Many of the other groups are loosely aligned with one or more of the main groups. The three discussed below are all large groups, dispersed throughout the KFS; the other small groups range from 3-25 members, and may be no more active than a regular gripe session, or they may take violent action within a small area of operations.

A. THE SPARTANS

Essentially made up of militarily-oriented people, the Spartans believe that the Free State should be run by a military government. Their ideal is something of a cross between the pre-War U.S. Army and the ancient city-state of Sparta. They dismiss the idealism of the Children of Liberty, and are very suspicious of the Project. They are tough, ruthless, and well equipped. They attract some of the best military minds in the Free State, and they have connections in the Army and the Five Families. This is the most powerful and capable underground organization in the Free State.

The Spartans did not object in any way to the invasion; they encouraged it. They see this as their big chance, and it is possible that they could attempt a coup at some point in the near future. They will turn in any other resistance group, if given the opportunity. If confronted by Morrow personnel who can prove that they were combat veterans of the pre-War U.S. military, most Spartans will be very impressed and respectful.

B. CHILDREN OF LIBERTY

Originally founded as an anti-slavery group, they have championed other idealistic causes. Their goal is a return to the original U.S. Government and the Constitution. They have conducted raids to free slaves and SP prisoners, and

they operate an "Underground Railroad" to the Mississippi. Propaganda campaigns encouraging dissent have spread across the Free State. Snake Eaters and Morrow teams in Kentucky have begun working with the Children, providing equipment and an air of professionalism.

The Children are quite concerned about this war, especially as it threatens to increase the power of the military and disrupt the Underground Railroad, as well as enslave thousands of people. They have sent people to warn communities in the path of the invasion. The Children despise the other resistance groups.

C. THE MINUTEMEN

A terrorist offshoot of the Children of Liberty. Their goal is to cause enough chaos and destruction that the Five will fall. They believe that the end justifies the means, and they have little concern for any innocent people caught in the crossfire.

In a very real sense, the Minutemen are the cause of the war. One of their members assassinated Administrator Margaret Carswell, the chief opponent of the invasion plans. The Minutemen are looking forward to ambushing a few military supply convoys, and equipping themselves with heavy weapons. The Minutemen will happily betray or assassinate any member of the other resistance groups.



V. DOMINANT FIGURES IN THE FREE STATE

A. ADMINISTRATOR VICTOR WILSON GETTER V

Administrator Getter, retired commander of the Third Regiment, is still proud of his service with the Army. He has always been anxious for his old regiment to get the opportunity to go to war. Besides the desire for glory for the Third Regiment, he is also aware that any increase in production of military vehicles will bring profit to his family's industrial plants. His hand in the invasion plans can be

seen in the fact that every regiment is going to war. This is to make sure that the Third Regiment is not left out somehow. He hasn't paid any attention to the condition or plans for any other regiment. He also sees the war as a chance to pacify elements of the Spartans.

B. ADMINISTRATOR MADSEN WILSON KIRBY III

Administrator Kirby III, usually violently opposed to what he calls "military waste," has had a change of heart. Seeing an opportunity to advance his plans for replacing the free farms and farmers with slave farms by acquiring more farm land and slaves from beyond the borders, he has decided not to oppose the war plans. Since he controls the agricultural production in the Free State, he sees the war as an opportunity to dramatically increase his power and authority. It was at his insistence that the rich agricultural areas of Virginia and North Carolina were targeted, despite the difficulties of crossing the Appalachians. He is also looking for any excuse to embarrass General Carswell, to bankrupt the Carswell family, and to reduce the size of the Air Force. To his thinking, if the military loses any equipment that doesn't get replaced, there will be less "military waste" in the future.

C. ADMINISTRATOR CHARLES "CHIP" HUNTER

Administrator Hunter, a retired Air Force pilot is looking for an opportunity to use his own P-47 in combat. He has always openly supported General Carswell's plans for conquest. The fact that increased demand for weapons, ammunition, and other supplies would also advantage the Hunter Industrial Combine is not at all a secondary consideration. The possibility of ending the long period of stagnation is a good contributing argument for the invasion, but not the most pressing.

D. ADMINISTRATOR/JUDGE WILSON J. STUDEBAKER

Administrator Studebaker is always looking for ways to increase his already significant control of the free state. He has been carefully positioning loyal men throughout the military command chain. With the coming war, he expects that he will be able to carefully promote those men who are loyal to him to positions of power, while at the same time removing or killing anyone of whom he disapproves. Of course, he is well aware that the war will distract the peasants and less attentive members of the five families, allowing him even more opportunities to extend his control. In addition, this is an opportunity to hunt down any Morrow teams operating along the Free State's borders. Since his family controls most of the shipping and ship building, he is also interested in having the Free State's borders reach the Mississippi River.

E. ADMINISTRATOR THOMAS CARSWELL II

Thomas Carswell II succeeded to power on the death of his aunt, Margret Carswell. He is not particularly upset at his aunt's death. However, he is anxious to destroy any resistance groups that can be located, thus preventing any more assassinations. Since it is common for such groups to have havens and bases just beyond the Free State's borders, Administrator Carswell is willing to go along with

the Army's desire to invade. He doesn't think that the invasion has much chance of accomplishing all of the goals its proponents have set forth, but he expects that the resistance headquarters along the border will be destroyed quite quickly. Once that is accomplished, his enthusiasm for the project will quickly evaporate. His family owns the fusion power plants and oil refineries. The increased demand for fuels and power have made the invasion attractive to his family.

F. GENERAL TRENT CARSWELL, KFSa

The Commander of the Army, General Carswell has been in favor an invasion for years, and he has been quite vocal about it. His offer of part of the Carswell family fortune made the idea very attractive to certain members of the Five, if only as a way to impoverish the Carswell family. His sense of strategy is close to non-existent, surpassed only by his ignorance of tactics. Most of the plans for the invasion are entirely his own, and will probably get a lot of young men needlessly killed. He sees the areas beyond the Free State as full of incompetent, unarmed, and undisciplined barbarians. He expects an easy campaign, and will be quite surprised if there is any resistance. His insistence on success will make him very unsympathetic to any officer who reports difficulty.

G. GENERAL STANFORD HUNTER, KFSa

A surprising man, he is one of the most competent and capable men of high rank in the Free State. He is an excellent pilot and good officer. He is considered handsome and dashing by men and women alike. He has a sympathy for the common people that is unparalleled among the Five Families. Of course, he isn't excessive about it to the point of neglecting family and military concerns. If he had political ambition, he would be dangerous, and the Five are a little concerned about him. He is an avid supporter of the invasion, and would like to see the Air Force take a larger role. Some of the Five are frightened of giving him the opportunity to become a war hero.

H. COLONEL PAUL BROCKMAN, SP

An intelligent and brutal man, he has worked his way to the command of the Secret Police by equal parts ability and ruthlessness. Colonel Brockman sees the war as a chance for the SP to extend their power and clean up the corruption of the Free State, as well as hunting down any Morrow teams they can find. Colonel Brockman answers only to the Five, and is not afraid of any of them. He has enough blackmail material and other classified information to make himself all but untouchable.

THE INVASION

Power politics has always been the favorite past-time among the elite of the KFS. Rarely are decisions made in the Free State that are not an attempt to change the power structure in some way. Decisions on where to build industrial sites, what is to be produced, who is to control it, how much is to be produced, etc. are the result of complicated dealings, with each of the heads of the Five

Families paying attention that no one should become too powerful, while at the same time, trying to dominate the others. As a result, innovation, daring, and expansion are often prevented, in order to maintain a political equilibrium. This is one of the reasons for the long stagnation of the Free State.

Although the notion of military conquest has been brought up before, each time it was considered, the heads of the families were sufficiently divided on the matter to forestall any action. Most recently, Margaret Carswell and Madsen Kirby III had been joining together to prevent any action on the proposals of the military commanders and the other family heads who were in favor of an invasion. Victor Getter and Charles Hunter, both veterans of military service, as well as the commanding generals of the Army and Air Force, had been in favor of "expansion by conquest", while Judge Wilson Studebaker was neutral on the matter, seeing no profit in the venture.

Recent events have changed the political make-up of the Free State. A resistance fighter, a member of the radical Minutemen, managed to assassinate Administrator Margaret Carswell in a suicide attack. This, along with the recent increase in activity by Morrow units and resistance groups in the area, has prompted a change of heart within the Five. The combined interests of expanding markets, acquiring new farm land and slaves, and bleeding off resistance, as well as the possibilities for expanding personal power, the opportunity to embarrass opponents, and the quest for glory have for the first time managed to unite all of the Five Families in approval of a war.

General Carswell, envisioning himself as a modern Alexander the Great, has insisted on attacking in all directions at once, sending regiments north, south, east, and west simultaneously. It has been noted that General Carswell's knowledge of political maneuvers is more extensive than his mastery of strategy. Since every family wanted "a piece of the action," the general offensive is more popular than the prospect of any one family benefiting by having the entire expansion nearest to their personal seat of power. Administrator Kirby wants to expand to the east, into the agriculture areas of Virginia and North Carolina. Judge Studebaker want to head west, to the Mississippi. Administrator Carswell wants to head north after the resistance groups that are headquartered there. Administrator Hunter wants to head south, since his old Air Force squadron, the Third, is based in the southern part of the Free State. This is war by committee.

The stated goal of the invasion is to deal with dangerous attacks by barbarians along the borders of the Free State. Raids, black-marketers, smugglers, resistance terrorists, and such along the border are supposed to be the cause of the war. There has been talk in the press of the Free State's "Manifest Destiny" in restoring government to the wild lands that were once the United States, but this has never been part of an official announcement. The government has merely encouraged the idea, without being committed to following through on any such promises. If too much resistance is met in any direction, troops can be shifted along the fronts, or even withdrawn without a loss of face.

Behind the publicly stated aims, the army is supposed to seize suitable land and slaves, hunt down members of the underground and those who provide haven for them, explore the strengths of the Free State's neighbors, and to destroy any Morrow teams or personnel encountered. The commanders of the front-line regiments have full authorization to use "whatever force necessary or appropriate" for conquering the territories and putting down resistance. The notion of war crimes is very out of fashion.

The First Regiment is leading the assault to the north, along the Appalachians into Ohio and West Virginia. The Third is attacking to the north-west, towards Indiana and Illinois. The Fourth is attacking south-east, along the Appalachians, until it reaches North Carolina, when it is supposed to head north into Virginia. The Fifth and the Seventh are heading south, into Tennessee. The Sixth is attacking to the west, towards the Mississippi. The Second has been dispersed within Kentucky, acting as reserves and maintaining order within the Free State.

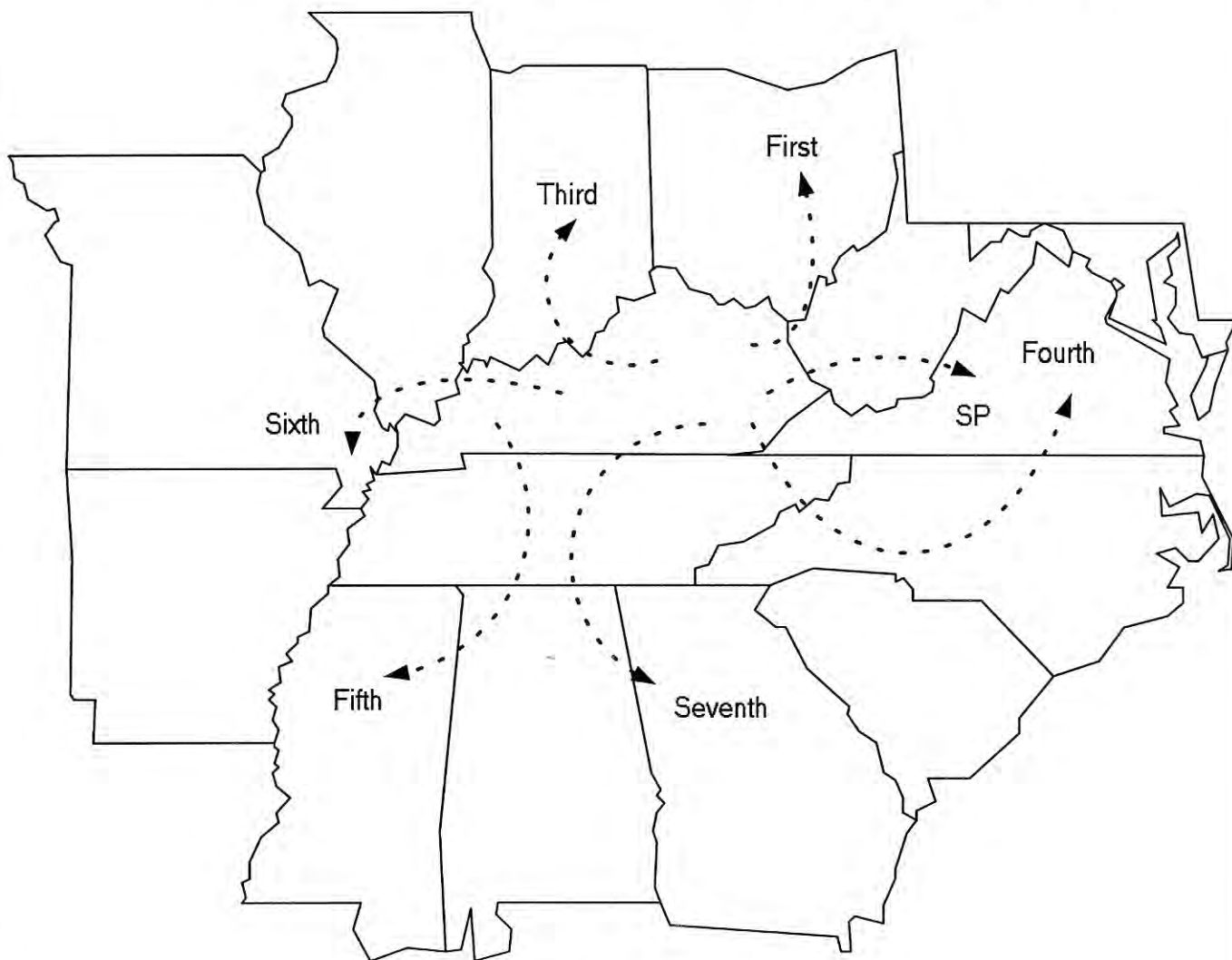
Within the Air Force, the First and Second Squadrons,

based in Bowling Green, are providing air support to the Sixth and Fifth Regiments. The Third and Fourth Squadrons, based in Manchester, are on call for the Fourth and Seventh Regiments, respectively. The Fifth and Sixth Squadrons, based in New Manhattan, are attacking with the First and Third Regiments. Advance air bases are being built, closer to the frontiers, but these are not useable yet.

The Secret Police has claimed the right to attack east, along the New River Valley, ostensibly because it is so close to their headquarters in Harlan. The unstated reason is to track down the reports of a number of active Morrow teams in that area. The SP will be using only their own Special Action Units and air assets. They hope to capture Morrow personnel alive, in order to interrogate them and to find more Morrow teams and equipment. All field commanders have been ordered to attempt to capture vehicles and their AutoNav equipment intact.

Of course, the SP will be active in all parts of Kentucky, as usual. Every regiment has its quota of SP spies, and there are Special Action Units throughout Kentucky.

Planned Invasion Routes By Regiment



Note: The Second Infantry Regiment has been dispersed within the borders of the Kentucky Free State.

FOURTH REGIMENT, KENTUCKY FREE STATE ARMY

I. ORDERS

The Fourth Regiment's orders are to march south along the Appalachian Mountains to Asheville NC, then cross the mountains and proceed deep into North Carolina, before marching north into Virginia. All territory crossed is to be conquered and held. All resistance is to be crushed, and the Regiment is to take as much territory as possible.

In general, Colonel Abrams has followed his orders to the letter. He reached Asheville and is beginning to move into central North Carolina. He will travel east until he passes Charlotte, then he will turn north. His Regiment covers about 20 miles per day on open ground. Each major town he has encountered has been attacked in force, and a garrison has been left.

Although the Third Squadron of the Air Force is on call for air support, Colonel Abrams has sworn not to use them, if at all possible. Besides the fact that he would like to keep all of the glory of the invasion for himself, he is terrified of the typical Air Force pilot's callous attitude towards the Army. Just as important, he has no idea what kind of tactics should be used with air support. If it becomes obvious that he is facing a Morrow team, he will call for air reconnaissance. This will take the form of pairs of planes flying patrols. These planes will have machineguns, but no bombs.

II. MARCHING ORDER

The Regiment is arranged in a V about 50 kilometers wide. At the front is the Cavalry Troop, followed by the Janissaries. To either side are two Rifle Companies. In the rear is the Artillery and Regimental HQ elements. Typically, when approaching a town, the Artillery shells the area with a barrage or two immediately before the Cavalry attacks. The 90mm guns on the V-300's destroy anything the artillery missed while the infantry rounds up all the civilians. Anyone who resists or who is found with a pre-War gun is killed outright. Everyone else is informed, at gun-point, that they have been captured by the Kentucky Free State. Any Overlords or militia in the area are assaulted, first by an Artillery barrage, followed by a Janissary assault to soften them up, with a final assault by a Rifle company and the V-300's. Anything of value is looted from the area as the troops move through. Each town gets a garrison of a rifle squad, with the squad leader as military governor. The entire process takes a very short time, as the rest of the Regiment continues to march ahead while the consolidation takes place. By the time the Colonel reaches a town, it has been completely secured.

A supply convoy arrives every day, with enough fuel, ammunition, and supplies for one day. Food is not sent very often, so the troops forage for some food and loot the rest from locals. HQ expects this, and encourages it to save money on rations.

A typical supply convoy has two 2 1/2 ton trucks and two 1000 liter fuel tank trailers full of methanol or water.

The trucks are full of ammunition and other supplies. Each 2 1/2 ton truck is armed with a M2HB machinegun, but none of the trucks are armored in any way.

III. HQ COMPANY

Based in Livingston, HQ Company has remained behind to coordinate logistics and to provide cadre for training new recruits. Supply lines from HQ stretch to the front, with regular convoys of trucks traveling from Regimental Supply to the forward elements. Supply dumps have been built in a few towns in conquered areas, and each dump has enough supplies to keep the Regiment going for 1 week. As the Regiment pushes deeper into foreign territory, the supply convoys build new supply dumps.

The CO of the Fourth Regiment has marched into the field with his troops. He has his staff and a platoon-sized "Field HQ Company." This consists of two rifle squads for security and a clerical unit of 14 men. The commanding officers of the Companies under his command make up his staff.

IV. ARTILLERY COMPANY

The Artillery Company has 16 105mm Howitzers. Four Howitzers make a battery, commanded by a lieutenant. Each Howitzer is towed by a 2 1/2 ton truck, which also carries the crew and ammunition. Each Howitzer squad has 8 men. The Fourth Regiment has managed, through a series of complicated and unusual requisitions, to equip each of their batteries with a motorcycle for their Forward Observer. Company HQ has two 2 1/2 ton trucks.

The Artillery Company hasn't really had any targets worth shooting at, but they have shelled each town anyway. WP is a favorite for use as an anti-personnel round. Resistance has been light, and the Artillery Company is at 90% of full strength.

V. CAVALRY TROOP

Equipped with 16 V-300 APC's. Each APC is essentially a squad, with three vehicle crew and four "tank marines". The TC (track commander) is a sergeant or an officer. 4 APC's make a rough platoon, headed by a lieutenant. The Troop is commanded by a major, with a captain as XO. The entire troop is mobile. HQ elements for the Troop have two 2 1/2 ton trucks.

The troop has had few casualties, and amazingly enough, all but one of the V-300's are operational. (The broken-down V-300 has been left with its squad as a garrison in one of the conquered towns.) Fuel is always in somewhat short supply, since methanol has less energy than diesel and is consumed faster by the thirsty engines. At any given time, there is enough fuel for the entire Troop to travel 200 miles. One 1,000 liter tank trailer of methanol accompanies every convoy, to fill the APC's and other vehicles.

VI. RIFLE COMPANY A

Rifle Company A is typical of the four Rifle Companies. The Company is infantry, with most of the troops on foot. The Company has a few 2 1/2 ton trucks and a few Jeeps. The trucks carry supplies and equipment, so most of the troops walk. One truck has food and a field kitchen, capable of feeding the entire Company a hot meal. Another truck carries medical supplies, tents, ammunition, spare parts, and other essentials. The Jeeps are spoken for by the Company Commander.

HQ platoon consists of 5 squads of variable sizes. HQ squad is the Company clerk, the First Sergeant, and two assistants. The Motor squad has seven men, responsible for maintaining all mechanical equipment belonging to the Company. The Supply squad is the supply sergeant and two assistants. The Medical squad is a doctor and two corpsmen. The Mess squad has eight men, responsible for keeping the Company fed. This HQ platoon is typical for each Company.

Each of the four rifle platoons has four squads. The squads are armed with rifles, rifle grenades, CETME machineguns, and hand grenades. The weapons platoon is armed with two .50 M2HB Machineguns and two 81mm Mortars. Each squad in the weapons platoon is responsible for one heavy weapon. These weapons are broken down into man-portable packages and carried on the soldier's backs when the Company is on maneuvers.

Losses due to resistance, disease, and self-inflicted stupidity have been normal for the Free State. Each of the rifle platoons is at about 80% efficiency.

VII. RIFLE COMPANY B

Better equipped than any other unit due to the fact that their CO is the Supply officer on the Regimental General Staff. Their efficiency is about 85%.

VIII. RIFLE COMPANY C

Essentially identical to Company A, Company C is operating at 80% efficiency.

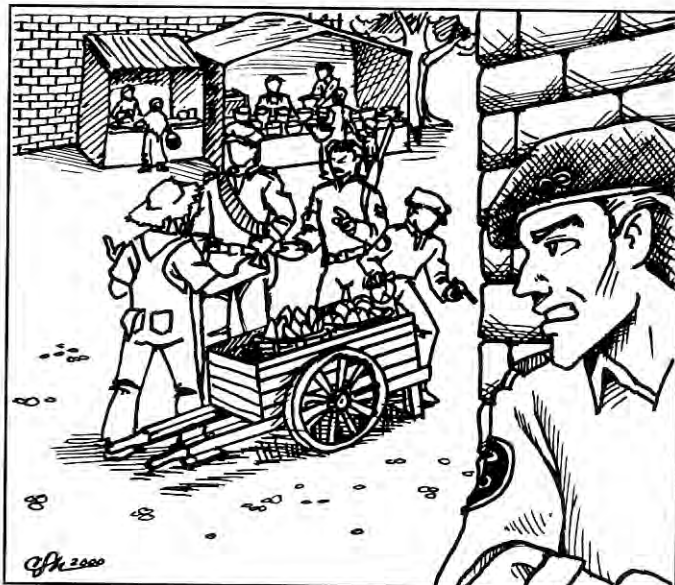
IX. RIFLE COMPANY D

Company D has been in charge of leaving garrisons in areas that the Regiment has conquered. Typically, a squad has been left in every major town. Currently, the Company has only one Platoon still marching with the regiment.

X. JANISSARY COMPANY

The Janissaries have been used as cannon fodder, being ordered to charge any resistance. They are organized into four platoons of four squads each. The squads are dispersed along the front of the marching order. The slaves march at the front, and bear the brunt of any attacks. The Janissaries are armed with black-powder rifles. Each slave carries about 25 rounds of ammunition. Their equipment

is shoddy, second- or third-hand rejects from other army units. Many of the slaves do not have shoes. Few have more than one set of patched and faded fatigues. None have any type of hand grenade, body armor, helmet, medical supplies, or heavy weapons. Re-supply for the Janissaries is spotty at best. Many of the squads have had to forage for all of their food. All of the slaves are commanded by regular army officers. The NCO's are drawn from among the slaves themselves. They are operating at 50% efficiency due to losses and desertions.



XI. COMMANDING OFFICERS OF THE FOURTH REGIMENT

A. COLONEL ABRAMS, REGIMENTAL CO.

The Colonel is not very good at delegating things to his subordinates. As a result, he does not have an adjutant or chief of staff, and he is constantly swamped with work. He is not very imaginative or clever in his use of his resources, but his strategy has been acceptable. The Regiment has encountered no unusual difficulties.

B. MAJOR ROBERTSON, CO HQ.

He has remained in Livingston to command those elements of the Regiment that have remained behind. He is effectively in charge of Logistics for the Regiment, but he has no particular talent for it. He has not quite grasped the fact that it takes at least a week for a convoy to reach the Regiment. With the time it takes to get necessary materials located, loaded, and on their way, there is a three to seven week lag time on requisitions. He has a distinct "out of sight, out of mind" thought pattern. He assumes that the Regiment doesn't need something until the requisition reaches him, and that once the shipment has left HQ, it has immediately reached the Regiment. He has no understanding of the transit times involved.

C. MAJOR WEBBER, CO ARTILLERY AND STAFF S-1 (PERSONNEL).

A competent officer, his unit is one of the most professionally run in the Regiment. He is a secret member

of the Spartans, as are a number of his officers. His biggest fear is the SP.

D. MAJOR CROSS, CO CAVALRY AND STAFF S-2 (INTELLIGENCE).

As the CO of the lead unit of the invasion, Major Cross' selection as S-2 seemed most appropriate. He has ordered his Company to perform blitzkrieg assaults, overrunning the town along the march route. Since he does not believe that the Regiment will encounter any significant resistance, he does not gather much advance intelligence prior to sending his unit into an area.

E. MAJOR SIMMONS, CO RIFLE COMPANY A AND STAFF S-3 (TRAINING).

A tactical idiot, his saving grace is his knowledge of his failings. He typically allows his junior officers and his First Sergeant to run things. He remains with HQ company, in the rear.

F. MAJOR REED, CO RIFLE COMPANY B AND STAFF S-4 (SUPPLY).

The officer in charge of supply for the entire field Regiment. He has begun to hate Major Robertson. Half of the requisitions have been messed up in some manner, and they have all been delayed. Major Reed has remarked that he only orders summer weight uniforms now, since it will be August before any equipment reaches the Regiment. It is worth noting that B Company is better equipped than any other unit in the Regiment, with the exception of Colonel Abrams' unit.

G. MAJOR HUNTER, CO RIFLE COMPANY C AND STAFF S-5 (CIVILIAN LIAISON).

Since the Free State's version of Civilian Liaisons has been "surrender and be enslaved, or resist and be killed," Major Hunter's work load has been light. He is in charge of seeing to it that appropriate garrisons are left in conquered areas, so he has been assigning squads from D company, a fact which has not endeared him to the CO of D company.

H. MAJOR PAYNE, CO RIFLE COMPANY D AND STAFF S-6 (SECURITY).

Major Payne's troops have been assigned to garrison duty in captured areas, so the Major has become de facto head of rear-area security, and a staff post was created for him. (Politics in the Free State tend to ensure that everyone in the upper-class has sufficient important titles to satisfy everyone.)

I. MAJOR DAVIS, CO JANISSARY COMPANY.

Major Davis is not on the Regimental General Staff, a distinct snub. In fact, Major Davis' career is going downhill quickly. After he offended Judge Studebaker in a minor way, he has been removed from nearly every position of power and authority. Though he has not been demoted, he has been assigned to the Janissaries. It is not usual for a Janissary CO to be promoted again. In fact, it is expected that Major Davis will not survive the current campaign, since he is near the front, commanding slaves who might revolt

if casualties become too high.

Major Davis does not care very much about the Free State anymore. If his unit had any supplies worth stealing, he would consider deserting and making himself an Overlord of some place far from Kentucky.

PLAY OF THE GAME

I. WAKE-UP

C-13 is awakened normally, by a coded radio signal sent by A-60. C-13 had originally been paired with A-60. From TA-14, either team had the codes and equipment necessary to raise the other. So it should come as no particular surprise to C-13 that their recall code was not issued by Prime Base.

A-60 was awakened by a random signal nearly two weeks ago. A bit surprised at the situation, as much of it as they could discover, they decided to investigate further before waking C-13. They started to set up shop and were contacted by Sergeant John Mitchel, a green beret assigned to a snake-eater team. Sergeant Mitchel informed them of what he had learned about the advancing Kentucky Free State Army.

Sergeant Mitchel and his team had come out of hibernation nearly two years ago, but two-thirds of his team was killed by a Special Action Unit. The survivors of SFSOG Kingsport eventually contacted the Children of Liberty and put their talents at the disposal of the Underground. After two years, they have made a number of raids on SP forces, and learned a great deal of useful intelligence, which they passed along. When the orders came down to prepare for an invasion, the Underground knew about it as soon as the information reached the troops. Carefully watching the army units move into action, the Underground performed what acts of sabotage they could and kept their eyes open for better opportunities.

When A-60 was activated two weeks ago, they began trying to contact Prime Base. Their radio transmissions were picked up by the Free State and the Underground. Although neither group could get a good fix, both know there is an active Morrow team somewhere to the east. The CO of SFSOG Kingsport, Lt. Miguel Francisco, sent Sergeant Mitchel to go check it out, and try to make contact. This wasn't very difficult, since A-60 made no attempt to hide their activities.

When no one responded to their radio transmissions, and judging from the strange radio traffic they did receive, the TL of A-60 decided to operate under radio silence. But the standing orders still applied, and the team began moving across the countryside, trying to help. They activated TA-14, and began to survey the area, passing out food and tools. What they saw told them that everything had gone completely to hell. Most of their equipment had been stored based on the plan of awakening 5 years after a war, not 150.

After a week, they had a pretty good notion of who and what was in their immediate area of operations, and what they would need. A-60 returned to TA-14 and began

getting ready. Since it was still February, they decided not to bother waking any of the animals or passing out most of the seeds and fertilizers until the weather got a little warmer. They concentrated on passing out tools, plows, and books. They started going to town meetings to teach advanced farming techniques, and giving demonstrations. Sgt. Mitchel had no difficulty finding them.

After an all-night briefing on the situation, highlighting the fact that the Free State army was approaching the area, the TL of A-60 immediately sent the recall code to C-13.

II. RADIO CONTACT

If C-13 attempts to use the radio, they will get a terse message, "Radio silence. Report to TA-14." If they continue to try, they will hear the TL's first name, followed by "Shut up! Report to TA-14." Hopefully, they will obey orders.

If they keep trying, they will hear a different voice try to contact them, identifying itself as Prime Base. This is a Free State Secret Police RTO, though they won't know it. He will use whatever information he has to get them to continue speaking. If they used their unit designation in transmission ("This is C-13 to TA-14"), he will use it to talk to them. He will ask them for a status report on their condition, on the condition of the terrain around them, whether they have any questions, etc. He will try to draw them into a long conversation, in order to get a good fix on their position.

If he manages to get them to talk for two minutes, he will know exactly where they are. A Special Action Unit will be dispatched and the team can count on a great deal of trouble. There will be an over flight by two SP P-47's within three hours. They will strafe any Morrow vehicles or personnel they find in the open. The planes do not have bombs, due to fuel requirements. They will continue to strafe until they run out of ammunition or they are shot down.

PD NOTE: Shooting down a plane with a Stinger merely needs a roll vs. Special Weapons, at +30, since the Stinger is a self-guided weapon and the P-47 is a relatively slow flying plane. Using an M202A1, M72A2 LAW, or Armbrust will be very difficult. Roll at -30. Using a 40mm will be nearly impossible. Roll at -60. Using a machinegun, autocannon, or assault rifle will be difficult, and will require at least 4-8 bursts to hit before a kill is likely, unless the pilot is hit by luck. Roll at -20. Any other weapon will hit a plane only by luck. Killing a pilot with a hand weapon would require two luck rolls: one to hit the plane, another to hit the pilot.

Regardless of what happens to the planes, a Special Action Unit will head for the area. It will take them twelve hours to reach the bolt-hole, but they will come in force. The Special Action Unit consists of two squads of SP troops, each in a V-300, led by a lieutenant. Each squad is a Standard SP Squad, lead by a buck sergeant. The platoon sergeant will have a sawed off Remington 870 shotgun, and carries twenty-four 00 Magnum buckshot shells. The

lieutenant carries a S&W M29. With the platoon sergeant and the lieutenant, there will be sixteen men.

The troops would prefer to use the V-300's 90mm gun to obliterate the V-150, and then pick up the pieces afterwards, but the lieutenant wants the equipment, and the AutoNay files on caches, intact. They will dismount and try to force the team into fighting on foot. If they have to, or if the lieutenant gets killed, they will use the 90mm guns. They won't bother too much with prisoners, but they won't object to taking some if people surrender. People who surrender will be tortured for information about other Project bases, personnel, etc. and then killed. If one of the prisoners is the TL, he or she will be taken back to Harlan for a full interrogation.

If they are taken prisoner, they will not hold out well under interrogation. The lieutenant and sergeants will hold out the longest, but they will crack in a relatively short time. They know a little about the invasion, but do not have any useful details about distribution of forces, directions of attack, etc.

III. REPORTING TO TA-14

Assuming the team manages to follow orders and does report to TA-14, they will find the base being emptied onto trucks. The animals are being woken. The dump trucks, some horse drawn carts, and the deuce and a half's are being loaded with seeds and tools, and the self-propelled machinery are being equipped with trailers. Morrow personnel, locals, and some guy wearing U.S. Army fatigues are milling around trying to do everything at once. When the team appears in view, several people, mostly locals, will look up, startled, and reach for weapons before someone can tell them to relax. Everyone here looks worried and busy.

The TL of A-60, Stan Meyers, will walk over, along with Sergeant Mitchel, and tell the team to come inside the base. If the team asks what is happening, the TL will reply, tersely, "An evacuation. I'll explain inside."

On the way inside, the team should see the same level of activity, with people busily dismantling the base and loading it into vehicles. Members of the Ag team can be heard saying things like, "Put the lab gear in the Ranger." "Seven of the swine capsules malfunctioned." "Hey! Careful with that!" "Forget the damn insecticide. Half of it is probably worthless now." "No, no. The alfalfa goes on the other truck." "So, what the heck is this stuff?" "Do we have enough potassium?" The team should get a picture of bewildering activity, apparently devoted to stripping the base.

The TL of A-60 will lead the team into the base's bunkroom. After everyone has a seat, he will begin the briefing. "Ladies and gentlemen, we have a problem. In short, the War has been over for over 150 years. The Project never got activated. I don't know what happened, and I'm not going to go into it right now. We were woken two weeks ago and decided to start up operations here. America has slipped back to colonial times, or even the middle ages. People live difficult lives, in abject poverty, just trying to survive, and they die young. The only place nearby that has any level of technology is a slave-holding tyranny called

the Kentucky Free State, which apparently has the entire population in chains. If we had the time and people, we'd do something about it. We don't have either.

"The Free State apparently has a large army, equipped with modern weapons. They are on the move, conquering everything in their path. The people they find are either killed or enslaved, their homes stolen or destroyed. Any resistance is put down with extreme violence and brutality. This army is now apparently heading this way. They should be here within two weeks."

"The Free State has a policy of deliberately hunting down Morrow personnel. That's why we ordered radio silence. These people have scramblers and RDF equipment. From what we understand, when the Free State captures a Morrow team, they are interrogated for information about other teams, their weapons are turned over to a Gestapo-like secret police, and the team is executed. Needless to say, we don't intend to be here when the army arrives.

"I've mentioned that the locals are stuck in the dark ages. Starvation is common, almost as common as disease. This base has the equipment to help these people in a major way. We have decided to take as much as we can of the base with us when we bug out. However, this base is huge, with a lot of material meant for the people. None of the animals and few of the machinery move fast on their own. So, it will be a difficult and dangerous convoy. So be it. I don't need to remind you that the standing orders place helping the people first, and personal safety third."

"It will take us at least four weeks to empty the base, get everything at least 100 miles north, and rendezvous with a Morrow team there. If that still isn't far enough, we'll keep going all the way to Pennsylvania if we need to. We have decided to break everything into five sets. Each set will have one-fifth of the equipment. If we can't get everything out in time, we'll at least get a good representation of all the equipment. The only problem is that doing it this way adds another week onto the evacuation time. Making a total of five weeks. The army will be here in two.

"Your mission, then, is to buy us the time we need, or as much as you can. Even an extra day will mean a great deal. How you do this is up to you. We can't spare you any of our vehicles or personnel, but if we have any other equipment you need, you have full authority to take it.

"We managed to contact some of the other Morrow teams in the area north of us. They are now busy preparing for the invasion, but they have offered to help us evacuate as best they can. At present, most of them are organizing resistance in their areas, as well as working to counter an invasion route along the New River Valley."

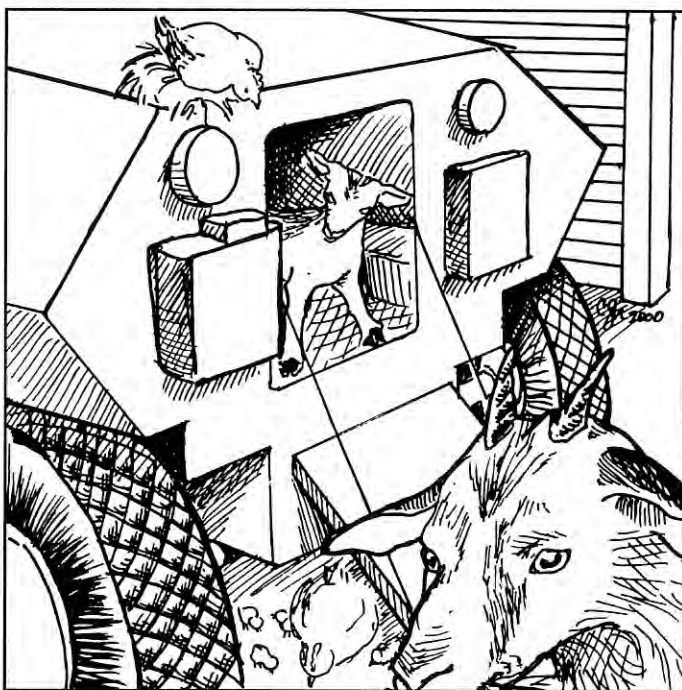
PD NOTE: If the player group has any people who wish to use characters from an Ag team, or any other team from an earlier module, they may be introduced here as reinforcements.

"That, in a nutshell, is the strategic situation. Sergeant Mitchel will explain the tactical. Sergeant Mitchel is a green

beret, from a U.S. Army version of the Project. He has been active in the Free State Resistance, and is your advisor. Listen to him.

"I know this sounds like a hopeless task, but the Sergeant has a few ideas that should let you come out of this alive. Well, you have your orders. I've got to get back to work. Sergeant Mitchel will take over the briefing. Any questions? Make 'em quick."

Meyers will answer any reasonable questions, but he will not put up with a discussion or an argument. He is the CO of the group and he expects his orders to be carried out. This base and the Mission are his life. He won't see it just abandoned to be destroyed, not when there are tens of thousands of people who need his help. MARS teams, like the rest of the Project, are volunteers, and they knew that they would get dangerous assignments. No one said it would be easy.



IV. TACTICAL BRIEFING

Sergeant Mitchel, the Combat Demolitions Specialist of SFSOG Kingsport, will begin the tactical briefing as soon as Meyers finishes answering the team's questions. Meyers will leave the room as quickly as he can, to get back to work.

"I am Sergeant Mitchel. I have been operational with the resistance movement in this region for the past two years. Before that, I have been a Green Beret for the past six years, not counting hibernation time. I have been in the U.S. Army for more than 10 years. I am a Combat Demolitions Specialist, and I have extensive familiarity with most light infantry weapons. I say this so you will have some idea of who I am, and how I know what I am talking about. I would like each of you to introduce yourself, and give me an approximation of your areas of expertise and any prior military service." He will then pause, and go around the room.

Sgt. Mitchel has worked with a few Morrow personnel

in the past two years. Frankly, he was not impressed. None of the two men and one woman he has worked with had any combat experience, and they weren't well prepared to work with survivors of a nuclear war. To his mind, they were simply civilians who had been given dangerous weapons and pretty uniforms. He may be pleasantly surprised when he realizes just what kind of people make up a MARS team.

PD NOTE: Before play begins, have each of the players fill out a quick sketch of their past military service, previous jobs, significant skills (>40), etc. An example of this is provided at the end of this module. Permission is granted to photocopy this form for personal use.

Filling out one of these forms will aid role-playing by encouraging the players to develop a background for their characters. It might be advisable to let the TL see each data file, since he or she would have been appraised of his team's personnel records.

Stan Meyers, the TL of A-60 and the area overall CO, has made it clear to Sergeant Mitchel that he is NOT in command of any Morrow units. He has been assigned to C-13 as a military advisor and Underground liaison. Sergeant Mitchel is a little annoyed at this, especially given his previous experience with (non-combat) MP personnel, but he understands the situation and will be professional about the matter. He will not attempt to overrule the TL of C-13. However, he will do his best to make certain that the team does consider all aspects of an operation, and that they do plan an effective use of resources. He will constantly be asking questions during the planning session, to make certain that everyone knows what is going on. This is Special Forces SOP, known as a "briefback."

Once he has been introduced to the team, Sgt. Mitchel will begin the overall briefing. "The situation is as follows: the army marching toward this area is the Fourth Regiment of the Kentucky Free State Army. They number approximately 1,200 men. They have four rifle companies, 1 cavalry troop equipped with 16 APC's, 4 artillery batteries armed with light Howitzers, and a Janissary company composed of slaves armed with flintlocks. One of the 4 rifle companies is being stripped of its men, to provide garrison details for captured areas. The cavalry APC's are V-300's and they have 90mm main guns, practically a light tank. The Janissaries have been used as cannon fodder, and they have taken heavy casualties. Their marching order is a large V. The cavalry is in the front, providing heavy firepower, their Janissaries directly behind the cavalry and the Rifle companies marching on foot to either side. The artillery and HQ is behind the formation.

"There are no organized armed friendly forces in the area. None of the locals are connected with the Underground or the Morrow Project. They should be considered neutrals. Most places are organized no higher than small towns. Local militias are small, and not at all suited to fighting an army. Some local communities are controlled by armed gangs, and they may fight the Free State, if given a chance, but they will not aid us in any way.

Armed and unarmed locals may provide some shelter, and there are a very few Underground contacts out here. I do not know the exact location of any safe houses, but I know the code signals and secret gestures that the Underground uses. The Underground will be conducting operations to the west of the Appalachians.

"The mission is as Mr. Meyers has explained: fight a rear guard action sufficient to allow the base to be evacuated. How this is to be executed is up to you gentlemen, but I have some suggestions. First of all, the army is dependant on daily supply convoys. They are perpetually low on fuel and ammunition. They do not attempt to conserve their firepower at any time, preferring to make large shows of force to intimidate the locals. While they have established a handful of supply dumps to their rear, they are tied to their supplies of food, fuel, and ammunition. By attacking supply convoys and supply dumps, we can cripple their ability to advance. A supply convoy has two or three trucks, armed with .50 caliber machineguns. There is no more than one squad of men in the convoy. Supply dumps are likewise guarded by no more than two squads, and frequently less. Rear area security is aimed at intimidating unarmed locals, not protecting against armed assaults.

"Second, the advance is tied to the assorted trucks, jeeps, and APC's in the Regiment. There are nearly 40 trucks, a dozen jeeps, and 16 APC's. The APC's are amphibious, like your V-150, but the trucks are not. The trucks tow the artillery, among other things. An obvious point of attack is the bridges along the advance. They can either be destroyed before the advance reaches them, or they can be detonated while the regiment is crossing. There are advantages to both procedures. Even destroying some bridges will slow the advance significantly, since the remaining bridges become a bottle-neck.

"Third, the army is committed to destroying any resistance encountered. If enough local communities resist, their advance will be notably slowed. Arming them would be a problem, however, since pre-War ammunition is scarce, and flintlocks are not much use against assault rifles.

"That is the end of my briefing. We will have to develop a plan of attack based on our resources. I will answer any questions I can. I hope that you people have some suggestions, since you know your resources and abilities better than I. Remember that our job is NOT to destroy the army in a head-on attack, but to delay their advance to give locals a chance to evacuate and to damage the army's ability to attack." Turning to the TL, he will turn over the session to the team.

PD NOTE: Green Berets are used to long planning sessions, with everyone contributing to the plan. People who attempt special operations of this nature consider "making it up as we go along" a sure recipe for suicide. They are absolutely correct.

Ideally, the team should now have a long brainstorming session, detailing what they will attack, in what order, when, and how. The team

may come up with a number of ideas that the sergeant missed. This is a strategic situation, requiring a good deal of attention to causing the maximum damage in the shortest time. How they do this is up to them.

As an aside, if the team wants or needs a fire fight at some point during the planning, simply have the SP Special Action Unit show up near TA-14, having followed the team from C-13's bolt-hole. Have someone spot the SP about ten miles from TA-14, and radio a warning. Stan Meyers will interrupt the planning session and tell the team to go destroy the SP unit before they can tell their superiors about TA-14.



The Sergeant will provide simple maps of the area, showing what bridges are still standing, what the army's current location and planned march routes look like, where there are garrisons, and supply routes. He doesn't know exactly where supply dumps are located, but he assumes that the information can be acquired from prisoners.

During the briefing, he will be constantly looking for the team to plan ahead. He will ask what they intend to do about communications security, severely wounded team mates, supplies that will be taken along, supplies that will come from caches, what methods will be used to sabotage any bridges or tunnels, what will be done with prisoners, what will be done with captured equipment, what will be done if a tactical operation goes wrong, where people will meet, who is to be in command of various aspects of the assaults, what role the locals will have, what role he will have, what forces will be held in reserve (if any), what kind of counterintelligence precautions will be taken, whether the attacks will be in daylight or after dark, if the team will dig trenches for protection during ambushes, etc. The team may get sick of it, but he won't commit himself to an attack until every consideration has been discussed.

PD NOTE: This might get boring to some players, but this is SOP to a green beret. Planning everything in advance is a hallmark of a good soldier, and is good role-playing. Ideally, the team should have the next five weeks planned in advance, down to little details. This will give them the opportunity to create their own SOP for camp-sites, marching order, standard precautions, etc. It will also make your job much easier if you have a list of how many supply convoys they are going to hit, how many bridges will be sabotaged, how many town garrisons will be attacked, which caches will be opened, etc. Obviously, the plans will change as the team moves out and has more contact with the locals.

In terms of equipment, the team has been issued an obscene amount of gear. What should be taken along, what can be left behind, and what needs to be borrowed from A-60? What can be gathered from a cache? Are there any caches along the attack route, and can they be accessed? What will each person carry on their body during an attack? Can that be trimmed down, to increase speed? A list of ALL the equipment possessed by the team should be made, and any useful equipment from A-60 should be acquired.

For example, A-60 has a standard vehicular load in their Ranger MPV. Do they need the demolitions equipment, the armbrusts, the claymores, ration packs, the trade pack, the grenades, the ammunition, and such? Does the MARS team? If the team asks for it, they will be given anything they want, but A-60 is too busy to waste time thinking about it. No one will suggest it if the team doesn't ask for it.

Equally important, however, is the fact that the team only has one vehicle. They cannot put everything they might want in the vehicle and expect to get any of themselves in as well. Does the team really need all of their equipment for this mission? Taking what is necessary, and leaving behind the surplus, is an important tactical consideration.

An interesting possibility exists if the team captured a V-300 intact, and if they brought it to TA-14, and if they look around the base asking what everything is, and if someone notices the spare vehicular fusion engines, and if someone suggests a conversion. It would be possible to outfit a V-300 with a Morrow fusion power plant. It would take at least twenty-four hours to do a conversion, since there aren't a whole lot of people to spare, but it could be done. Such a vehicle would not have an AutoNay, or a MP radio scrambler, but it would be large enough to hold everyone and some equipment. The large gun might be useful, and the vehicle itself could be used as a "Trojan Horse." (Few KFSA recruits have studied ancient Greek history.) This, however, would take a sharp team.

Other important equipment can be scrounged from the base. If someone points out to the sergeant that there is a fully equipped lab, with many standard chemicals, he may go and requisition a number of things. He can make up to 20 kg of stable high explosive (equivalent to an equal weight of C-4) using those chemicals. (Unfortunately for the team,

the Morrow Planners deliberately choose fertilizers that were NOT components of explosives. There is, for example, no ammonium nitrate.) Some teams might want a 55 gallon drum of insecticide, for chemical warfare. Someone else might want to make improvised flechette rounds out of nails (Sgt. Mikchel will know how to do this, if someone suggests it). Some devious people with biology degrees might consider using the microbiological incubation and purification equipment for bio-warfare purposes. (Isolating, purifying, and mass producing the bacteria in cholera or the toxins in botulism for instance, could be done in anywhere from two days to two weeks or so by a trained microbiologist, using the equipment in the labs and the right soil and water samples. The most important equipment is portable, but was intended for use in field analysis of soil samples, not bio-warfare production. Prime Base would never have condoned their use for such a purpose.) Some team members may come up with even more devious ideas. Hopefully, the TL will prevent any war crimes or atrocities from being planned.

V. MOVING OUT

Since this is essentially a series of tactical situations connected together into a campaign, there is no way to provide a detailed "Play of Game" section from this point on. Instead, sample scenarios are provided, for each of the most likely situations, with variations, below. In a campaign, these might be repeated, many times. These scenarios are detailed

Some considerations as time passes. The officers of the Fourth Regiment are not stupid. In time they will realize that they are under attack by a band of guerillas. They may change their tactics to deal with this new threat, by sending advance scouts, interrogating locals, providing V-300 escorts for supply convoys, leaving two squads as garrison, destroying towns completely and not leaving any garrison at all, and calling for air reconnaissance and strafing runs. If they do call for air support, Administrator Chip Hunter may try to join one patrol, to "get in on the action." What happens if the team manages to shoot him down and take him prisoner is up to the PD.

Every day they do not receive a supply convoy is a day they do not advance. Lack of fuel will ground the trucks, and lack of rations will force the troops to spend their time foraging. Going back to a supply dump will take time, too. Any time there is any major change in marching orders, it will take half a day for the troops to coordinate their movements. Although every platoon has a radio, it is hard to figure out exactly what is going on when the orders change.

By destroying certain bridges, and leaving others open, the team can channel the army where they want them. Imagine leaving all the bridges going through Charlotte intact, and painting a sign on the far end of the city: "You have just marched through a nuclear bomb crater that is still radioactive. You may not have been hurt, but your future children were." The troops that can read will spread the news to the entire army within a day, and everyone will be demoralized for a week. Adding insult to injury by spreading

rumors to the effect that their leaders are planning to march through other craters, or that they deliberately marched the commoners through the craters, but the officers avoided them, will cause a great deal of discipline problems. Marching speed might be cut in half, especially as the craters of Winston-Salem, Greensboro, Burlington, Fort Bragg, and Raleigh come into sight.

Keep in mind that Charlotte is radiating somewhere between 50 and 100 rads per hour. Marching through will take time, several hours at least. Enough time for ground troops to acquire a heavy dose of radiation. Anything over 200 rads total dose will produce 20% casualties, and is equivalent to a epidemic of disease. Remember that the man planning the march route is in the rear. He does not know what areas in North Carolina have been bombed, he doesn't get regular scouting or intelligence reports, and no one has any Geiger counters. Free State troops are well disciplined, and they don't take initiative. By the time Colonel Abrams realizes that his regiment is marching into a crater, half his army will already be in the radioactive areas. What happens if the bridges to Charlotte should be destroyed after half the army has reached the ruins?



Rain or snow will cut the advance to half speed, as wet roads and muddy fields become a nuisance. Prolonged rain will encourage the incidence of colds and flu infections. A diabolical team might slaughter some animals and contaminate drinking water supplies along the march. (One hopes that they would warn the locals ahead of time.) A dead cow upstream will spread enough bacteria through the water to give all the troops who drink from it a case of dysentery, cholera, or anything else the PD would be amused by. A trooper with dysentery or cholera is NOT marching, and won't for at least a week. A trooper with cholera might even die without antibiotics.

The one place the team has a chance of attacking the army head on and surviving is in a city. A few mines, a couple of snipers, some booby-trapped buildings, and an army can be tied up for days. Of course, the team will

probably take heavy casualties when the army decides to shell the area with the howitzers. If the team attacks sporadically, and withdraws immediately, they can get away with it.

The PD will need to plot the advance of the regiment carefully. The army is moving twelve hours per day, 50 kilometers per day. 4 kilometers per hour is a good marching speed in flat areas with good roads. The base speed assumes that the army is dealing with locals as they go, and that the locals are armed with flintlocks and unorganized. A small organized resistance, with pre-War rifles, will slow the army to half speed, at least. A large mine field or series of booby-traps will slow the infantry to 3/4 speed. Through forests or rough terrain, the marching speed is cut in half. Looking for a ford or bridge, the army marches at 3/4 speed. Crossing the bridge, if one exists, slows the army to 3/4 speed. A table of modifiers is below. All modifiers are cumulative. Two "Half speed" results indicate that the army is marching at 1/4 normal speed. The minimum speed is 1/16 normal speed, or 4 kilometers per day. Anything slower than that indicates that the army is not moving at all.

MODIFIERS TO ARMY MOVEMENT	
Cause	Result
Failure to receive convoy	-1 Day
Major change in orders	-1/2 Day
Demoralized (PD decision)	Half Speed
Disease prevalent	Half Speed
Forest	Half Speed
Rain or Snow	Half Speed
Rough Terrain	Half Speed
Well-armed locals	Half Speed
Crossing a ferry	Half Speed
Mine field/pungi traps	3/4 Speed
Crossing a bridge/ford	3/4 Speed
Finding a ford	3/4 Speed

It is possible, though difficult and expensive, for the team to actually defeat the army. The Catawba river makes a natural pocket northwest of Charlotte. If the team were to destroy the dozen or so bridges across the river, convince all of the local militias to send enough troops, interdict ALL of the supply convoys and distribute the captured weapons and ordinance to the militia, and make a stand near Morganton, they might be able to delay the army indefinitely. If they have enough local militia, and they try some sort of biological warfare, they can actually destroy the army. They cost in casualties, to the team and to the locals, would be enormous. They would be lucky if it were no more than 50%.

Of course, if they can't hold the line in Morganton, the army that marches through will probably follow the ridge

line straight to TA-14. To pull this off, they would need at least five hundred local fighting men, willing to die. One thousand men, armed with pre-War M16's and using captured ordinance, would make a fair fight. With the army forced to make camp and operating on scarce rations and foraging, if the team poisons the water supplies, disease will wipe out half the invaders. The rest might very well desert, or simply retreat home. If the army loses 50% of their force, Col. Abrams will order a withdrawal back to Asheville.

WEATHER

This module takes place in February and March. The weather in the area may help the team by slowing the army's advance. Alternately, it might make the team's job more difficult. A random weather generator, appropriate to North Carolina is provided. PD's are reminded that average weather conditions in North America have gotten cooler in the past 150 years.

TEMPRATURE MODIFIER		
Roll	Temperature	Next Day Modifier
< 5	below 0	-35
6-10	0 - 5	-30
11-20	5 - 10	-20
21-41	10 - 15	-10
41-60	15 - 20	+0
61-80	20 - 25	+10
81-100	25 - 30	+20
>100	over 30	+30

SEASON		
Season	Temperature	Precipitation
January	-10	+ 5
February	-20	+10
March	-10	+ 5
April	+0	+ 5
May	+5	+ 0
June	+10	+ 5
July	+15	+10
August	+25	+20
September	+15	+10
October	+5	+ 5
November	+0	+ 0
December	-5	+ 0

To use these tables, roll first for temperature, adding to the roll any modifiers for season and the previous day's weather, as well as subtracting five from the roll for Mountains or adding five for Coastal Plain. Then roll for

precipitation, using any modifiers from temperature and season. For those interested, North Carolina occasionally gets hurricanes, tornadoes, and (once every century) a blizzard.

PERCIPITATION	
Roll	Precipitation
< 20	Clear skies
20-35	Scattered clouds
36-49	Partly Cloudy
50-59	Sprinkles/flurries
60-69	Drizzle/sleet
70-89	Humid/frost
90-95	Light rain/snow
96-100	Heavy rain/snow
> 100	Thunderstorm/blizzard

POSSIBLE SCENARIOS

I. RAID ON A SUPPLY CONVOY

A. OPPOSING FORCE:

A typical supply convoy consists of two 2 1/2 ton trucks, each towing a 1,000 liter trailer tank. One trailer tank holds methanol, one holds fresh water. Each truck is armed with a .50 M2HB machinegun mounted in the cupola. Each gun has 315 rounds of ammunition. One 105-round belt is loaded and ready to fire. The other two ammunition belts are packed in boxes, but can be readied and loaded within 5 seconds.

Each truck has two Standard Infantrymen (detailed below). One man drives and the other mans the .50 machinegun. The gunner sits on the seat unless actually being attacked, and will take about 4 seconds to stand and ready his weapon. They will usually attempt to outrun any attack in the truck, using the .50 for defense, rather than dismount and fight on foot.

B. SITUATION:

The exact location for an ambush is up to the team. Five suitable terrains are provided.

C. TACTICS:

The two trucks drive about 30 meters apart, at 60 km/hr (25 MPH). The trucks do not show any unusual security precautions, and the crews are not alert. If confronted with a "natural" roadblock such as a fallen tree, the gunner of the lead truck will attach the winch to the tree to attempt to pull it out of the way. The crew of the second truck may help, or may take a moment to relieve themselves. None are likely to have their rifles with them, if they are surprised or not alert.

D. AFTERMATH:

The convoy carries something like the following: 75 rounds of 105mm HE, 25 rounds 10Smm WP, 100 rounds 90mm HE, 5 cases 5.56 ball, 2 cases 5.56 linked, 1 case 9mm ball, 1 case M26A1 grenades, 3 cases HE rifle grenades (10/case), 2 cases WP rifle grenades (10/case), 5 cases .50, 5 cases 81mm HE, 5 cases 81mm WP, 1 case 81mm Illumination, 1 Mini-14, 1 CETME MG, 5 uniforms, 2 boots, 10 cases canned vegetables, 300 lbs. salted meats, 300 lbs. of cheese, 25 gallons wine, assorted small spare parts for vehicles, two 55-gallon drums of oil, assorted medical supplies (bandages, sutures, drugs, etc.), 10 tires for 2 1/2 ton trucks, 4 tires for Jeeps and howitzers, 25 lbs. gunpowder, 100 percussion caps, 5 replacement barrels for trade rifles, 1 binoculars, 2 four-man tents, 10 20-liter jerrycans, 10 blankets, 10 entrenching tools, and 10 bayonets. This is not exactly what every truck carries, but is something of an average. Nor is all of this material meant for the front; some of it will be dropped off to a garrison or a supply dump.

It is worth noting that this approximates ONE DAY of supplies for the Regiment. When the quantities supplied are divided by the number of men in the Regiment, it becomes apparent that this is not enough to fully supply the army. For example, there is only enough food for every soldier to receive one meal a day from rations. (They are expected to get the rest by foraging and looting.) If all the ammunition were divided equally, each soldier would get about 10 rounds of ammunition per day. Fuel is always a problem for the trucks. There are never enough drugs (they keep disappearing into the black market). Regimental HQ is not very good at supplying the troops.

It might also be worth noting that a lot of the equipment requested is replacements for issued equipment. Uniforms, tents, entrenching tools, and such are often lost or deliberately discarded as being too heavy or annoying to carry. These soldiers tend to be a little short sighted, willing to throw away something that they will not use today without considering the likelihood that they will want it tomorrow. Nearly anything that can be found in a regiment might be part of a supply convoy. Even heavy weapons like mortars and M2HB machineguns will occasionally be sent.

What the team does with the supplies is up to them. With all of the explosives aboard the trucks, if they aren't careful, they may blow up the trucks accidentally. Assuming they do capture the supplies, they can supplement their own equipment or issue it to local resistance fighters. If nothing else is done, Sergeant Mitchel will notify the Underground and they will happily take the equipment.

E. VARIATIONS:

1. Although early convoys are not alert, later ones may be, if the team has been successful at attacking the convoys. The gunner would be manning his .50, and the crew would be very suspicious of anything out of the ordinary.

2. Later convoys might have 4 or more trucks, and perhaps even a V-300 as escort.

3. The SP might accompany some convoys, on the suspicion of black marketeers faking the hijackings. The

SP would be in a V-300, would be the size of a Standard SP Squad (see Standard Opposing Force section), and would follow the convoy about a mile behind.

4. The trucks could be found stopped for some reason, such as a flat tire.

5. One truck might carry 2 squads of troops, replacements for losses at the front, instead of supplies. These troops would be 2 Standard Rifle Squads (see below).



II. ATTACK ON A TOWN GARRISON

A. OPPOSING FORCE:

1 Standard Rifle Squad. The NCO is military governor and can order the civilians to fight, but the civilians do not have weapons and will surrender or take cover rather than fight. Garrison duty is boring, and some of the troops may be drunk, sleeping, or AWOL. Some of them will be caught without their weapons. At any given time, however, at least three men are armed and ready, patrolling or pulling guard duty.

B. SITUATION:

Five different sample towns are provided. Most towns have been shelled or burned, and a large number of locals were killed.

C. TACTICS:

The squad is set-up in the town center, usually inn or tavern, or the largest house in town. Two men are patrolling the town, and the squad leader is in the inn. The rest of the squad is scattered; some men are wandering around town with their weapons, some are sleeping, some are drunk, some are AWOL for one reason or another.

If presented with an obviously overwhelming show of force, the soldiers will surrender, but it must be obvious to them that they do not have any chance of winning. If they can, they will fight, and fight as a unit. Men will provide

covering fire for others, the squad leader will send troops around to better positions, and the troops will keep the MG manned.

D. AFTERMATH:

The soldier's equipment can be found on their bodies or in their rooms. The town has lost most of the men who fought back, but some of the women and older children will volunteer to form a militia. What the team does to maintain civil peace is up to them, but simply killing the soldiers and leaving is not the best idea. Some sort of adult should be appointed sheriff or mayor or something. Arrangements for more weapons, assistance in evacuation, suggestions for fighting the invaders, and instructions on how to contact the Underground and the Project are all good ideas for a freed town. The people should be warned that the soldiers may return.

E. VARIATIONS:

1. The town may be a supply dump, with the equivalent of five convoys of ammunition and weapons stored in some well guarded building. The garrison here is likely to be more alert, with as many as five people perpetually on duty. There might be two squads in the area.

2. The town may have a heavy weapons squad, with two M2HB machineguns and two 81mm mortars emplaced. The guns will cover the approaches to the town, and the mortars will have pre-figured fire plots for the roads and buildings. The soldiers will cheerfully demolish half the town to defend themselves if they are attacked.

3. One of the V-300's broke down when the oil pan cracked. It has been left in a town and the garrison is the crew from the cavalry troop. They have managed a patch that will hold oil for simple driving, but will not stand up to cross country travel. The APC is fully armed and equipped with 30 rounds 90mm HE and 2500 rounds of 7.62 linked.

4. Later in the campaign, the troops will be more alert. All the troops will have their weapons ready.





III. SABOTAGE OF A BRIDGE

A. OPPOSING FORCE:

None for front-line bridges. Rear area bridges may have a single Standard Infantryman from a local town garrison standing guard.

B. SITUATION:

The bridge is a large vehicular bridge, one of several types. Five sample bridges and rivers are supplied. The river is not fordable nearby, and the loss of the bridge will make it impossible to cross the river here, by the army or the team.

C. TACTICS:

If there is a guard, he will be wandering the bridge, or even fishing off the side. He will be alert enough to notice a V-150 arriving, and will run off to report this to the local garrison. If the team sneaks up on him, he can be surprised and taken prisoner quite easily.

How the team chooses to destroy the bridge is up to them. They might simply blow it up immediately, and then drive away. If it is a wooden bridge, they might toss a few Thermite and WP grenades on it to burn it down. If they wish to set a boobytrap, they can set a pressure plate that will set off the explosives or grenades when a large (over 2 ton) vehicle drives over the bridge. This might be spotted by the troops, and the boobytrap might not work even if it isn't detected. Use Sgt. Mitchel's boobytrap, camouflage, and demolitions skills as probabilities if none of the team has any higher skills. Each fuse set should be rolled for separately, and the Sergeant will always place at least three fuses for each charge.

The team can use the combat demolitions kit to rig a RC demolition. The team can then wait a mile away, keeping the bridge under observation, and set off the explosives when the army crosses the bridge. They can destroy whatever vehicles are on the bridge, and they might even

try to separate the forces on different sides of the river by waiting until half the trucks have crossed the bridge. Watching a bridge blow up under the feet of their comrades will demoralize the troops for a day. Claymore mines, punji traps, and the like can be scattered around the nearby countryside to kill or wound the infantrymen running for cover.

D. AFTERMATH:

If the team stays around to demolish the bridge on command, the Regiment will try to attack them as they escape. The foot soldiers can be ordered to swim across the river, if necessary to chase the team, and the artillery can be set and firing within ten minutes. The V-300's can begin firing almost immediately. The team had better be prepared to bug out as soon as the bridge has been destroyed.

E. VARIATION:

1. There may not be a bridge at all, but simply a shallow ford or a ferry. Using the explosives to blow a deep channel in the river (and thus ruining the ford) is a possibility. Fords aren't marked on the map, but locals will know about them.

2. Improvising an anti-tank land mine out of 10-15 blocks of C-4 is not too difficult. The team may consider booby-trapping a narrow stretch of road with one or two such mines, rigged to go off when driven over by a V-300. Add a few claymores, a snake line of primercord, some punji traps, and a few snipers, and you have a first class ambush.

IV. WARNING A LOCAL COMMUNITY OF THE APPROACHING ARMY

A. OPPOSING FORCE:

No Free State army, but there may be a local Overlord or suspicious sheriff.

B. SITUATION:

Five sample towns have been provided. They do not have damage from shelling or gunfire.

C. TACTICS:

A group of heavily armed people appearing in town will be referred to the sheriff or the mayor. If they appear hostile, locals may attack. A sheriff may attempt to arrest the team, and an Overlord may send some of his troops to "deal with" them. A team can talk their way out of being arrested, and they might be able to talk their way out of being attacked by an Overlord. As long as the team makes it clear that the area is going to be invaded, and that the team is NOT going to remain in the general area, the people can be convinced.

What will usually follow, assuming a peaceful contact, is either a large town meeting, or a small elite dinner. A town meeting will bring adults from miles around, and the townsfolk will listen to whatever the team has to say before debating it among themselves. Such a meeting can go on for hours, but any consensus reached will be followed and everyone will go home happy that they had their say. An

elite dinner will consist of the mayor, the sheriff, and no more than a half-dozen powerful and respected men and women. Church elders, bankers, deputies, mailmen, industry owners, and the like. A meeting will be held over dinner or afterwards, as the town leaders hammer out the details of what they will do, if anything.

Some towns have already gotten the news, others have heard strange rumors. The closer the town is to a river and to the front, the more likely they are to have heard details. Unless the team has some sort of proof, a lot of people will not believe their story. "There ain't never been no army marching through these parts before." "Why would anyone attack us?" "That's a good yarn, son, but did I ever tell you about the time I wrestled with a bear? Pull up a drink and I'll tell you a real story."

D. AFTERMATH:

The team can offer to help them evacuate, tell them how to contact the Underground or the Project, give them weapons and suggestions on fighting the troops, call for the militia to join other forces in an attack on the army, or simply tell them when to expect the army, and from what direction. A sharp team might be able to talk the locals into destroying any nearby bridges or making booby traps for them. If the team convinces the town leaders that there really is an army approaching, the militia will prepare to fight, unless the team advises otherwise. Most locals have pre-War rifles and M16's, but lack ammunition for them. Everyone has at least a flintlock or Trade Rifle.

A team which tries to get the locals to poison their own food and water supplies will meet a lot of resistance. But, it could be done, if the team points out that the soldiers will steal the food anyway, and that the locals will know which water supplies are safe and which are not. If the team issues antibiotics and medkits, the locals will be easier to convince.

From the local's point of view, all they know is that there is a lot of uniformed armed people coming out of nowhere. Some people will feel as though they are being fought over by the Free State and the Project, or that they just happened to be in the way of the two forces. Since no one has any experience with either group, the people may get them confused.

One thing most towns have in common is the time it will take to get the locals to listen to the team and agree on a plan. Unless the team is blunt to the point of rudeness, it may take all night for anyone to decide what to do.

E. VARIATIONS:

1. If the town is full of farmers & townspeople, it may be difficult to spread the word, but the team will always be directed to the local sheriff. Some small towns are essentially trading posts, and the sheriff may be ten miles away.

2. If the area is controlled by an Overlord, as 10% of the towns in the area are, the Overlord might be the only person with pre-War weapons. Some Overlords are benevolent dictators, some are corrupt elected officials. An Overlord is going to be very nervous and frightened of the team's heavy weapons. Trust will not come easily.

3. An Amerind tribe will number about 100 individuals, 15-20 of which are male warriors of age. The Amerinds will invite the team to council, and will listen gravely to what they have to say. A council with strangers is usually a long affair, with all the adult males invited. Young children cluster around, listening to their elders. Tribal stories are told, as way of introduction, and the Amerinds will expect the team to respond likewise. A good story is supposed to relate to the topic of discussion, so a Lumbee tribe might tell the story of how they drove the Klan out of town, or a Cherokee tribe might tell how the Cherokee kept their land when other tribes lost theirs. Other stories will be told, both to set the mood and to make the evening pleasant.

Everyone is equal, and everyone can speak. Interrupting someone is very poor manners, and a sharp team may notice that the oldest and most respected tribe members do not talk very much until the younger bucks have had their say. A few Amerinds might even volunteer to go with the team and fight the army. Most Amerinds will fight where they are, refusing to evacuate. If the team tries to form a large-scale militia, the Amerinds will send no more than half their warriors, and they won't send any if the team does not treat them with due respect at council.



ASSORTED MINOR ENCOUNTERS

I. SITUATIONS

A. CACHE

If the team decides to dig up a cache, they will have to decide what they will take with them. There is no way they are going to get 8 cubic meters of equipment in the V-150. While they are digging it up, and deciding what to do with the stuff, a hunter or Amerind might wander by, making security a nuisance. Caches are buried under benchmarks in the usual manner, but the PD is encouraged to be creative.

PD's are reminded that caches are often the only contact a team has with the rest of the Project. Use the

caches to remind the team that the people who filled those caches were their comrades. The supply group in charge of supplying the MARS caches in this area added a personal touch to the supplies by placing a case of beer and a case of soda in each cache, different brands in each cache, along with a note. "From Support and Supply Group C. Good luck guys. Enjoy."

B. FORD A RIVER

Crossing a river amphibiously is fairly simple for the V-150, providing there is a flat area to drive into and out of. In practice, the team will have to find a ford since there aren't that many convenient beaches. Once in the water, few rivers have any appreciable current; moving one meter downstream for every meter crossed is about the maximum.

C. FERRY CROSSING

Crossing a river at a ferry is more common at most rivers where a bridge is not available. Half the bridges on the map are no longer safe, and have been supplanted with ferries. A ferry is usually a barge, tied by underwater cables to the river banks. Pushed by poles or pulled by oxen on shore, the ferry is a dependable means of travel. Most ferries will charge \$.25 per person, and \$1.00 per vehicle, but the V-150 is such a monster that most ferrymen will demand at least \$5.00.

D. WILD DOGS

Encounter with wild dogs and wolves. In winter, the animals become more scarce as vegetation becomes thin. Wolves and feral dogs are bold and more aggressive. A typical pack will have five to twenty wolves and dogs. These are NOT the mutant wolves found west of the Appalachians. These wolves are normal wolves, and will hunt as a pack. They do not usually hunt Man, but the team might come upon a single person being attacked. A typical Wolf has ST/CN: 12, DX/ACC: 14, Sp/Bp 150 -200, AC=C.



II. People

A. FARM FAMILY

Meeting a local farming family can happen almost anywhere. A typical farm will have a house, barn, and four or five small outbuildings, five or ten acres of cultivated land, a cow or two, pigs, chickens, and possibly sheep or horses. There may be three generations living in the same house, with grandparents, parents, and a half dozen children running around. Whether European or Amerind, hospitality will be the norm, but it is very impolite to take weapons into a host's home.

B. MAILMAN

Encounter with a Mailman. A few people wander around the countryside, acting as messengers or just spreading news in exchange for a nights lodging. Some actually carry letters, usually from one town official to another. Most are not armed, or armed only with a staff. Friendly people, they are always willing to sit and talk, and they know most any news worth knowing in North Carolina.

One such person is Peter Caidwell. A wanderer by nature, he has found an occupation where people give him room and board just to hear his tales of the road. He carries an old army medic's pouch full of letters and messages, which he guards with his life. His most important commodity is news of goings-on in North Carolina. He has been wandering for 20 years, traveling all over the state, and even to Virginia and South Carolina, and he knows details about every major settlement from Roanoke to Charleston. He hasn't yet heard about the invasion yet, since he has been in the northern part of the state recently. He carries a .38 revolver and 42 rounds of ammunition, and he wears an old denim jacket with a U.S. flag sewn on the left shoulder.

ST: 11, CON: 13, DEX: 12, INT: 14, CHA: 13,
PSI: 6, LUCK: 17

MOVE: 3, Sp/Bp: 243, Hair: Black, Eyes: Brown
Age: 42, Sex: Male, Height: 5'8", Weight: 120 lbs
Pistol: 40, Hide: 60, Move Silently: 65, Oratory: 50

C. TRADER

Encounter with a Trader. Theodore Blackstone has found a specialty trade good that is quite popular: perfume and scented soaps. He has a pack full of exotic oils and fragrances, fine soaps that smell like lilacs, fancy shampoos, and scented candles. Since most handmade soaps and candles smell like rancid fat (that being what they are made out of) which don't lather or burn well, Theodore has found a luxury good with a large market. If he didn't have the twin fondness of wine and women, he would be a rich man.

As it is, Mr. Blackstone knows how to make good perfume from common herbs and flowers, and how to make good soap and clean-burning candles. As he travels, he keeps an eye out for appropriate flowers and bee hives (for wax), and he can make his wares in any well equipped kitchen. He usually enters town, sells his entire stock, buys some raw materials, and makes a large batch of his

products. Any housewife smart enough to loan him her kitchen will have a house full of fancy soaps and candles when he leaves. (She will also have the foulest smelling trash heap around, with rancid fats, botched perfumes, crushed beehives, and a half-ton of wood ash.) He spends whatever money he makes with blinding speed, but he doesn't mind.

By the time the team has been in the field for a week or so, they will be in desperate need of Mr. Blackstone's services. He will cheerfully charge the team high prices for his goods, starting the bidding at \$10 per bar of soap or 6" candle, but he can be haggled down to more reasonable prices of \$3 each. If the team has been looking for a comfort of home, they have found it. Compared to local homemade soap, Mr. Blackstone's is top-of-the-line imported Parisian.

Mr. Blackstone has heard of the advancing army, and has decided that this is a good time to visit the coast. He has no intention of being anywhere near a large group of people with guns, for whatever reason, though he will spread the word about the approaching army. He thinks of himself as a gentleman and a scholarly chemist. He has, in fact, been to Chapel Hill, and has had training as a chemist. The fact that he did not graduate can be traced to his habit of spending more time at local ale-houses than studying, and spending more money on women than on tuition. He talks in long flowery speech, very reminiscent of Shakespeare. If there are any women on the team, he will address his attentions to her, both as a salesman and as a man.

ST: 10, CON: 14, DEX: 10, INT: 15, CHA: 16,
PSI: 13, LUCK: 8
MOVE: 3, Sp/Bp: 240, Hair: Red-brown, Eyes: Green
Age: 36, Sex: Male, Height: 6'1", Weight: 180 lbs
Chemistry: 25, Oratory: 85, Staff: 45

D. HIGHWAYMAN.

Carlton Moore makes his living by robbing travelers and traders. He prefers to hide near intersections of roads, no more than a day from a town. He is armed with a sawed-off, double barrel 12 gauge shotgun, which fires slug rounds. He isn't stupid enough to attack the team, but the team might drive up while he is in the process of attacking someone else. The local sheriff will happily pay a reward of \$50 for the man, if he is captured alive to stand trial. If he is brought in dead, the reward will be halved.

He looks at first glance to be harmless, and will claim to be a trader. If his victims are dead, he will claim that they attacked him, and he had to kill them to defend himself. He will show the team his backpack, with its assortment of stolen trade goods, to prove that he is a trader. He will also claim to be a mailman, if that will help him.

ST: 13, CON: 11, DEX: 13, INT: 10, CHA: 9,
PSI: 9, LUCK: 12
MOVE: 3, Sp/Bp: 243, Hair: Brown, Eyes: Brown
Age: 24, Sex: Male, Height: 5'11", Weight: 165 lbs
Shotgun: 30, Hide: 70, Move Silently: 55

E. AMERIND WARRIOR.

Dan Red Deer is a shamed man, or so he believes. He is a Lumbee Indian, but he has left his tribe and is wandering alone. His family died in a fire, and Dan holds himself responsible. He will not tell any strangers any details of his family's death, only that he is shamed. He is looking for something to purify his spirit, but he doesn't know what.

If the team suggests that going to war with the army would restore his honor, he will consider it. He had originally planned on fasting and communing with nature, which is what he will be doing when the team finds him. If the team really tries, he will join the fight. He might join the team or he might go off on his own, depending on how he feels about the team (and how the PD feels about another NPC to keep track of).

ST: 14, CON: 12, DEX: 14, INT: 11, CHA: 11,
PSI: 2, LUCK: 9
MOVE: 4, Sp/Bp: 268, Hair: Black, Eyes: Brown
Age: 24, Sex: Male, Height: 5'11", Weight: 165 lbs
Bow: 70, Hide: 70, Move Silently: 65, Rifle: 35

F. RUNAWAY CHILD.

Amy Sue, a six year old girl, can be found wandering along a road. She is very dirty and has obviously been crying, for her eyes are red and her nose is runny. She doesn't know her last name or where she is from, only that she ran away from home several days ago and "got lost." She is very hungry, scared, and lonely. She ran away from home when her mother switched her for breaking the china. She wants to go home, but doesn't know where that could be. None of the nearest locals recognize her, but the nearest sheriff believes she couldn't live too far away. If the team were to drive around the area, say 20 miles in every direction, she might recognize something familiar, or her family might recognize her.

G. HUNTER/TRAPPER.

Greg Lindor has been trapping around the river, and is a little annoyed that spring is coming. With warmer weather, the pelts will not be as thick. He has several dozen snares and traps around, and he has skins from everything from rabbits to wolves. He will avoid the team, but the team might wander into one of his wolf-snares, if they aren't careful. His wolf-snares are not complicated, but they are well-camouflaged. Any team member who is on foot can wander into one, get his foot caught in the snare, and be hoisted twenty feet into the air, where he will dangle upside-down until someone cuts him loose (very embarrassing if said team member was taking a moment to answer the call of nature). The resounding thud of the counter-weight and the shouts of the captured team mate will draw Greg's attention, and he will come to see what he has caught. Once he arrives, he will approach cautiously, nervous at the sight of so many heavily-armed people. If the other team members are acting like this is an ambush, firing their weapons into the bush, Greg will come no closer. If they are laughing at the captured teammate, and seem to understand that it was an accident, Greg will come out and introduce himself as he re-sets his trap.

Greg is a fairly outgoing fellow, but he can't speak more than three words without using an obscenity as a verb, adjective, or adverb. Interestingly enough, to the team, Greg is an escaped slave from the Free State, and has the scars to prove it. He escaped six years ago, made his way to the Underground, and crossed into North Carolina to get away from Kentucky. He can, tell the team first-hand stories of what it is like to be a slave in the KFS. Once someone tells him that the KFS Army is on the march across the Appalachians, he will have a look of terror in his eyes as he demands more information. He wants to know which way they are going, so he can go the other direction. Once he gets all the details, he will thank the team, wish them the best of luck, express his opinion that they are all fools, and start moving south.



STANDARD OPPOSING FORCES

I. STANDARD SP SQUAD

Each squad will have four men with M-14 rifles and hand grenades, one man with a CETME machinegun, and two grenadiers with M-14's and rifle grenades. A rifleman has five 40 round magazines and 2 M26A1 fragmentation and 2 M34 white phosphorous hand grenades (the Secret Police like WP). A machine-gunner has four 150 round belts. A grenadier has three 40 round magazines and eight rifle-grenades, a mix of HE, WP, and HEAT. A squad is led by a buck sergeant. More than one squad will have a lieutenant as platoon leader and a platoon sergeant. (The SP do not ordinarily field more than a platoon at a time.) The troops will wear black resistweave, the officer and sergeants will wear camouflage pattern resist-weave and Kevlar vests. They do not wear helmets, but have black baseball caps.

II. STANDARD RIFLE SQUAD

Seven men make up a squad. There are four riflemen, armed with Mini-14's and a motley assortment of M26A1 grenades. A rifleman carries five 40 round magazines. One

of these men is the squad leader, a corporal or buck sergeant. Two men are grenadiers, armed with Mini-14's and rifle grenades. A grenadier has three magazines and eight rifle grenades. One man is a gunner, armed with a CETME machinegun and four 150-round boxes of ammunition.

Four such squads, led by a lieutenant and a platoon sergeant, make up a rifle platoon.

The above amounts of ammunition vary from squad to squad, depending on supply and the troop's propensity to fire off their ordinance for amusement.

III. STANDARD INFANTRYMAN

Armed with a Mini-14, and five 40 round clips of 5.56 ammunition, and two M26A1 hand grenades. He has a steel helmet that he doesn't wear unless he is on maneuvers. In this campaign, he is about twenty, illiterate, well fed, and fairly intelligent. He is wearing winter fatigues, made of wool. His rank insignia is US Army style, sewn on his shoulder. Most troops are privates. Corporals and other NCO's are squad leaders.

Most troops joined the Army for the benefits, like three square meals a day. They do not have much responsibility, and they like it that way. They do not take initiative and do not volunteer. If outgunned and in a bad tactical position, they will surrender rather than fight to the death. They are well trained, and well disciplined. They are completely uninterested in joining the Project or the Resistance. From their point of view, life is pretty good.

ST: 12, CON: 12, DEX: 12, INT: 11, Sp/Bp: 244, Move: 3
Rifle: 35, Bayonet: 25, Pistol: 20, Hand-to-Hand: 25
Crew-served Weapons: 30

DESIGNERS NOTES

I. THEMES & GROUPS

This module ties together a number of themes and groups of people from earlier modules. The Kentucky Free State, the Secret Police, and the Resistance are described in more detail in Bullets & Bluegrass. The Snake Eaters, the U.S. Army version of the Project, are described in Ruins of Chicago.

This module was designed to stand alone. Nether of the previously mentioned modules are necessary for this adventure. However a PD interested in running a long-term campaign may wish to consult them.

II. TIMELINE

The team should be reminded that their job is NOT to attack the army head on. It should be obvious that such an attack would be suicide. Their job is to delay the army's advance, and to weaken its ability to wage war. The PD is advised to use a calendar to keep track of the game-world date. Assume that the team is awoken on February 7 and that the base will be completely evacuated on March 21.



III. MAPS

Since this module is a campaign covering nearly half of North Carolina, it is impossible to include in this package all the maps that a PD might desire. The PD is strongly advised to acquire a road atlas of some sort, at a minimum. In addition, the author happily recommends the following map, available from the U.S. Geological Survey: "State of North Carolina, with shaded relief, in 1:500,000 scale." The state of Virginia is also available. These large, beautiful, color maps represent vertical topography with an artistic shadowing which produces a good 3-D effect. The maps look like a photograph of an actual three dimensional surface. If the war is confined to the Catawba River area, the map of choice is "Charlotte, NC" in 1:250,000. These maps may be ordered from the USGS, Reston, Virginia 22092. When the author purchased his copy of the maps, the price was \$4.00 each. TimeLine Ltd. does NOT sell these maps, nor are they responsible for current price information.

IV. ADDITIONAL SOURCES

For those PD's and players looking for additional verisimilitude, the following military manuals might be useful: The Mechanized Infantry Platoon and Squad (FM 7-7), The Infantry Platoon and Squad (FM 7-8), Explosives and Demolitions (FM 5-25), and Booby Traps (FM 5-31).

Sergeant Mitchel would be familiar with these manuals, and would use or even quote information from them.

V. GREY GHOST

Those interested in Guerilla warfare in low-tech armies might be amused by a story from our own history. Colonel John S. Mosby, "The Grey Ghost of the Confederacy," led a band of Partisan Rangers during the Civil War. Living off captured supplies, sabotaging railway lines, and conducting

midnight raids without warning, Colonel Mosby's forces were the bane of the Union Army. In one raid, Mosby and 29 Rangers captured Union General Stoughton, 100 of his men, and several dozen horses. When informed of this, Abraham Lincoln is said to have been most upset at the loss of the horses. "I can make a general at the stoke of a pen, but only God can make more horses." This is the kind of warfare C-13 can use to great effect against the Free State.

VI. NEXT

What happens next? That depends on how the team handles their mission, but some long-term trends are discussed below:

A. NORTH CAROLINA

If North Carolina remains free, a state-wide government seems inevitable. At the very least, a state-wide militia will be organized. What form this government takes will be up to the PD, but the Project will probably be well respected if they conducted a successful defense of the State, and the team can have a great deal to do in shaping the government. The state boundaries will not be the same as pre-War maps indicate, but would include parts of South Carolina, Virginia, and possibly Tennessee and Georgia.

B. KENTUCKY

In Kentucky, the invasion will have a number of consequences. If the 4th regiment is repulsed, troops from other fronts may be shifted to North Carolina and the invasion will begin again next year. The Praetorians may be ordered to the eastern front, or the entire invasion might be scrapped as too expensive. The Spartans may decide that the time is ripe for a coup. The Minutemen will be even more dangerous than before, thanks to hijacked military convoys.

C. SUCCESSFUL INVASION

If the invasion succeeds, the 4th will occupy most of North Carolina and Virginia. It won't be a happy occupation, and the Project can continue guerilla warfare, with the help of the oppressed locals.

VII. LANGUAGE

Without intending any insult to the speech patterns of the people of South Carolina, I have included some common Southern slang, to add flavor to the team's conversations with the locals. To those who might take offense or question the legitimacy of these expressions, I will point out that the author is a Southerner from Virginia and has heard (and used) many of these expressions, and the others come from the fine book Down Home, by Carl Goerch. This module is set 150 years from now. Speech patterns change, slang appears, and languages evolve. No advice can be given on how to speak with a true Southern accent; either you can do so correctly, or you can't and you just sound silly.

All-overs: To be nervous, as "I have the all-overs."
 Barning: To harvest tobacco.
 Buss: To kiss, or a kiss.
 Caved: To be delirious, as "He caved all night."
 Cooter: A turtle.
 Fault: To blame, as "I didn't fault him for doing that."
 Goobers: Peanuts.
 Hanker: To want or desire.
 Heading: Pillows, as "Have you enough heading?"
 Heft: To feel the weight of an item.
 Leather britches: Beans dried in the hull.
 Mind: Heed or attention, as "He paid me no mind," or "Mind the step."
 Passle: Quite a number, as "A passle of soldiers."
 Plumb: Entirely, as "I plumb forgot."
 Red: To clean out or to sort, as "I going to red out this shed."
 Right much: Considerably or frequently, as "I hunt right much."
 Ruthers (or Druthers) : Choice or preference, as "I gave him his ruthers."
 Sass: Garden vegetables.
 Swivvet: Hurry, as "They was in a terrible swivvet."

EQUIPMENT

Most of this equipment was detailed in Bullets & Bluegrass. For the convenience of the PD's who do not have a copy of that module, the most important information has been summarized below.

I. MARS EQUIPMENT

NICO GRENADES

A stun munition, the NICO is designed to incapacitate a group of people without doing any lasting harm. The grenade produces eight randomly timed "flash-bangs" of 175 decibels and 2.5 million candela flashes. Anyone within 10 meters is affected and will be stunned, blinded, and helpless for at least a minute, and may be deafened for as long as five minutes. Some smoke is produced as a by-product, and the grenades can set incidental fires if detonated near flammable objects like paper or curtains. There is no fragmentation and the flash and bang are not supposed to do any permanent damage. A case holds 16 grenades, each grenade weighs 1/4 of a kilogram, and the fuse delay is 2.5 seconds.

MP COMBAT DEMOLITIONS KIT

For more precisely controlled demolitions under combat conditions, MARS teams, Engineering teams, and some Recon and Science teams were issued the MP Combat Demolition Kit. Meant to be paired with blocks of C-4 or the M183 Demolition Charge, the kit contains equipment for remote radio-control demolition. The radio detonator transmits two signals, both of which are required for detonation. (This prevents accidental detonation by stray radio traffic.) The kit contains the following:

10 M1 timer detonators

2 coils M700 time fuses
 40 M7 blasting caps
 40 electrical blasting caps
 24 M60 fuse igniters
 200 meter coil insulated wire
 10 radio controlled priming assemblies
 1 radio control detonator, range 3.5 km
 1 set pliers, wire cutter, assorted small hand tools

KEVLAR VEST

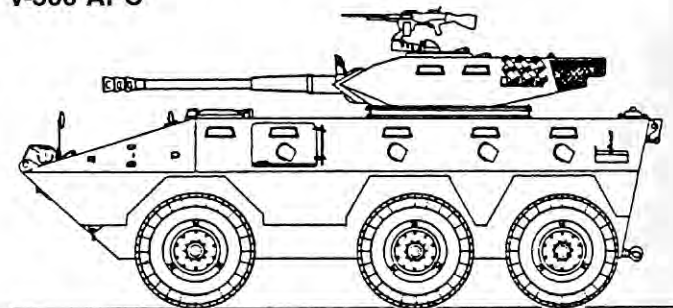
Usually only issued to MARS teams, the vest is AC=14 and covers the entire torso. The vest is the same color green as the resistweave, and weighs 3 kg.

KEVLAR HELMET

Usually only issued to MARS teams, the helmet is AC=10 and protects 40% of the head from the front and 65% of the head from the rear. Essentially identical to the ballistic Kevlar helmet issued by the U.S. Army, the helmet is dull green and weighs 0.5 kg.

II. FREE STATE EQUIPMENT

V-300 APC



Crew:	3+9 (Max)
Max Road Speed:	92 km/hr
Armor Class:	120
Armament:	1 x 90mm Cockerill 2 x 7.62 machineguns
Ammunition:	36 rounds 90mm 3200 rounds 7.62mm
Fuel Capacity:	300 liters
Fuel Consumption:	50 liters methanol per hour 1 kilometer per liter.

Under normal conditions, the V-300 burns diesel fuel, but with the general offensive, the Praetorians have requisitioned all the high energy diesel for use in their tanks. The other regiments are making due with methanol until more diesel can be produced.

Although the Free State has fusion technology, they have not developed any fusion power plants for vehicles. The Five are afraid of an army which is not dependant on them for fuel. By controlling the fuel source for their vehicles, the Five can assure themselves that the military will remain under their control.

105MM HOWITZER M-102

Caliber: 105mm

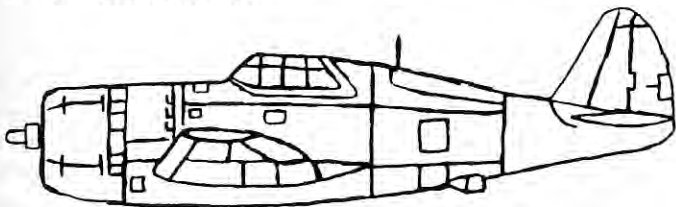
Weight:	1,500 kg
Rate of Fire:	5 rounds/minute
Maximum Range:	14,000 meters
Feed Device:	Single-shot, screw-type breach
Basic Load:	150 rounds
Ammunition Types:	HE, WP, Illumination
Crew:	8

The standard light artillery piece used by the US Army before the War, the Free State had plenty of prototypes to copy. Although they are capable of producing heavy artillery and self-propelled guns, they have not felt any need to do so. The M-102 is an acceptable weapon for their needs.

In the field, each howitzer is towed by a 2 1/2 ton truck, which also carries the crew, ammunition, and spare parts. Each round of ammunition weighs 15 kg.

The Free State has not been able to mass produce sophisticated micro-chip computers, so each fire team has a book of tables giving proper gun lay for various ranges. When conducting indirect fire, the forward observer must report his position and the position of the target, relative to the FO. The gun commander then calculates the location of the target, relative to the gun, consults the appropriate table, and orders the gun lay. This is not a simple process, and accuracy is not very good for the first several shots, but does improve after the FO radios corrections.

P-47 THUNDERBOLT



Crew:	1
Maximum Speed:	425 MPH (at 30,000 ft.)
Climbing Speed:	2 min. per 5,000 ft.
Service Ceiling:	40,000 ft.
Armament:	8 x .50 M2HB machineguns
Ammunition	2136 rounds .50 (267 rounds per gun.)
Bombs:	Two 1000 lb HE or three 500 lb HE. Max load 2500 lb.
Range:	400 (normal), 800 (maximum)
Fuel:	300 gallons

After World War II, a number of P-47's were sold as surplus to assorted third world nations and continued to see service until the 1960's. Seven ex-Peruvian P-47D's were acquired by the Confederate Air Force and continued to be flown by club members. After World War III, two of these planes survived and were salvaged by the Rich Five, who used them as a prototype to build what would become the Free State Air Force. Although originally based on the ex-Peruvian planes, the engineers at Getter Industries have made some modifications. The P-47 flown by the KFSAF is not entirely identical to any WWII production P-47.

As might be surmised from their long service lives,

these planes are very hardy aircraft. They use a rugged air-cooled radial engine originally designed by Pratt & Whitney. During WWII, it was famed for its ability to take punishment and continue to fly. A number of pilots remarked that, if they had to crash, the Thunderbolt was the safest plane to crash in. The major complaints of pilots are that the plane is very slow to climb and that it is difficult to see over the nose when taxiing. These are very minor complaints, since the P-47 has no competition as an aircraft in the 22nd century.

Each P-47 has tanked oxygen for high-altitude flight, but the cockpit is not pressurized. Each P-47 has a radio and radio compass. The eight heavy machineguns fire 1,200 rounds per minute, a devastating amount of destruction for a strafing run. Although WWII P-47's had external drop tanks, the Free State has not bothered to develop them.

2 1/2 TON TRUCK (DEUCE AND A HALF)

Crew:	2 +14 (Max)
Max Road Speed:	96 km/hr
Armament:	1 x .50 M2HB Machinegun
Ammunition:	315 rounds .50 cal.
Fuel Capacity:	190 liters
Fuel Consumption:	40 liters methanol per hour 1 kilometer per liter.

Detailed in Riverton. Each truck can carry 2 1/2 tons of cargo and pull a trailer. Each truck is armed with a M2HB .50 caliber machinegun and has a front winch. The trucks are not armored in any way. Like all vehicles in the Fourth, the truck burns methanol.

JEEP

Crew:	1 + 3
Max Road Speed:	100 km/hr
Fuel Capacity:	60 liters
Fuel Consumption:	20 liters methanol per hour 2.5 kilometers per liter.

Detailed in Riverton. These Jeeps are not usually armed by the KFSA.

CETME MACHINEGUN

Caliber:	5.56 NATO
E-Factor:	14
Effective Range:	700 meters
Type of Fire:	Full Automatic
Feed Device:	150 round belt
Basic Load:	6 belts

The CETME has a very high rate of fire. A short burst is 10 rounds. Ammo belts are issued in cardboard boxes which keep the belts free from dirt and debris while eliminating the need for a loader.

MINI-14

Caliber: 5.56 NATO
E-Factor: 15
Effective Range: 500 meters
Type of Fire: Selective
Feed Device: 40 round magazine
Basic Load: 5 magazines

The Mini-14, used by the FKS has a flash suppressor, bayonet, and rifle grenade launcher. Officers and armor crews carry a folding-stock version. This is also a KFS improved piece of equipment. Many of the commonly acknowledged problems with this design have been corrected.

MODEL 59

Caliber: 9x19 mm
E-Factor: 9
Effective Range: 50 meters
Type of Fire: Double action, semi-automatic
Feed Device: 14 round magazine
Basic Load: 3 magazines

Issued to officers and NCO's as a sign of authority. Since it is double action, it can be safely carried with a round in the chamber.

RIFLE GRENADES

The Free State has four types of rifle grenades. Each is of the "bullet-catcher" variety and requires no special ammunition. They are fired by attaching them to the barrel of the Mini-14 rifle (they will also fit on the Stoner M22 and the M16) and firing a single round of ball ammunition into the bullet trap. The kinetic energy of the bullet is passed to the grenade which propels the round forward. The grenade is armed at launch. If the grenade is launched from a rifle firing on full-auto, it will be struck by another bullet and detonate immediately.

The four variants are HE, WP, Illumination, and HEAT. HEAT is carried only by SP troops under normal conditions. The HE scatters E-factor 4 shrapnel within a 15 meter circle. The WP produces smoke as well as burning phosphorous and is similar to the M34 WP hand grenade. The illumination round is a white parachute flare that illuminates a 160 meter circle for 20 seconds.

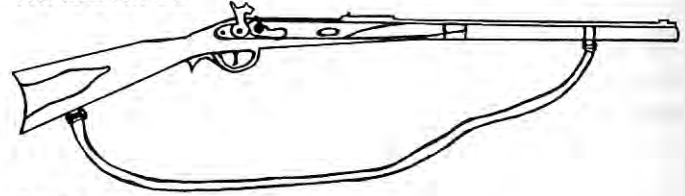
	HE	HEAT	WP
Effective Range:	200	100	140
DPW:	314	350	110
Burst Radius:	4	4	40
Anti-Armor Class	G	E	n/a

BODY ARMOR

The Free State can manufacture both Kevlar and resistweave, but they do not issue them to common troops. Officers and senior NCO's may purchase their own, however, and the SP Special Action Units are issued resistweave. Army resistweave is usually camouflage

colored, while the SP use black. The Kevlar vests are slightly inferior to Morrow-issue Kevlar, providing armor class 12. There are also Kevlar thigh pads that fit into the front pockets of the resistweave, and provide armor class 10. The standard issue Army helmet is made of stamped steel and is armor class 4.

TRADE RIFLE



Caliber: .40
E-Factor: 14 (ball), 11 (shot)
Effective Range: 300 meters
Type of fire: Single-shot
Basic Load: 60 rounds

This is one of the Free State's most popular trade items. The Janissary units are issued these rifles. The Fourth regiment's Janissaries are so poorly supplied that most troops only carry 25 rounds, due to percussion cap shortages.

NORTH CAROLINA WEAPONS

Besides the Trade Rifle described above, North Carolina's residents have a large variety of personal weapons. Stats for a variety of weapons are described below. Those wishing more detail should refer to any of the previous modules. Any U.S. Army or Marine Corps weapon, any common pre-War hunting firearm, and dozens of varieties of flintlocks, can be found somewhere in North Carolina, but pre-War ammunition is scarce. While a few areas have machineguns, ammo belts are extremely rare. Thus, the U.S. Army SAW machinegun, which can use either M16 magazines or 200 round belts, is more common than the M60, which can only use belts. Grenades are homemade, if found at all. 40mm grenades are non-existent, and submachine guns are very rare.

In general, the only pre-War weapons which have survived in working condition are rifles and shotguns that can be used for hunting, pistols which can be used for self-defense, and an occasional machinegun which has been stored in case of war. The PD should note that this applies to working weapons. There will be many, many pre-War weapons that have not been maintained but have been kept and passed down by ignorant people. Some will be rusted lumps, others will look alright but have corroded barrels or broken springs. If the militia is called up to fight the army, the team will encounter shabby or useless weapons dozens of times. The same applies to local supplies of pre-War ammunition. For every working rifle or cartridge, there may be ten that will not function because they were not stored properly. In general, families which have kept a pre-War weapon in good condition will also have known how to store their ammunition. Families which allowed a pre-War weapon to rust probably have worthless ammunition as well.

LOCAL WEAPONS

Name	E-Factor	Caliber	Effective Range	Rate of Fire	Feed Device
M16	15	5.56	400m	45/150	30 rd
M14 / M21	17	7.62	700m	40/60	20 rd
M1 Garrand	18	30-06	600m	30	8 rd
M1 Carbine	12	.30	300m	40/75	15 rd
M700	17	7.62	1000m	10	5 rd
.22 Rifle	5	.22	200m	10-40	1-20 rd
Pre-War Rifle	15	.30-30	200m	24	6-15 rd
.50 Rifle	14	.50 BP	300m	1-3	1 shot
.70 Musket	12	.70 BP	50m	4-6	1 shot
.80 Shotgun	10	shot BP	35m	3-4	1 shot
12 ga Shotgun	8	12 gauge	90m	24	3-8 rd
12 ga Slug	25	12 gauge	150m	24	3-8 rd
US Govt. .45	8	.45 ACP	50m	35	8 rd
US Army 9mm	9	9mm	50m	45	14 rd
.32 Revolver	5	.32 ACP	50m	24	6 rd
.38 Revolver	5	.38	50m	24	6 rd
.357 Revolver	10	.357 M	75m	24	6 rd
M60 MG	17	7.62	1200m	200	100 rd
M249 SAW MG	14	5.56	500m	150	30/200 rd

NON-PLAYER CHARACTERS

SERGEANT JOHN MITCHEL, U.S. ARMY

Sgt. Mitchel is typical of the Snake Eaters. A Green Beret who volunteered to be frozen for use after the War, he did not expect that he would sleep for 150 years after the War. Part of his briefing before he was frozen was a warning about something called the Morrow Project. The Army did not know much about the Project, except that they were armed and in hibernation. The Army was concerned that the Project might be some sort of terrorist army, waiting until the chaos of the War to attempt a revolution and coup. All the Snake Eaters were ordered to keep their eyes open for these people and to be prepared to stop them if they should attempt any actions against the U.S. Government. To make certain that the Snake Eaters would be there whenever the Morrow people came active, their recall signal was structured similarly to the codes used by the Project. Thus, when Prime Base began sending random wake-up signals, some of them matched Snake Eater codes, waking up the Green Berets. These teams have taken on the job of the Project, that of rebuilding the country and liberating oppressed people. This is what Special Forces has always done (see [Ruins of Chicago](#)).

Sergeant Mitchel joined the Army in 1976. Trained as a Ranger with the 82nd Airborne, he volunteered for Special

Forces when he made Sergeant. He has trained as a Combat Engineer and demolitions expert, and he has extensive familiarity with most light weapons. Like most Green Berets, he has cross-trained in a number of fields. He is capable of performing nearly any infantry job, from medic to forward observer to tracked vehicle driver. (He is not a expert in these positions, but there are very few pieces of army infantry equipment that he cannot use adequately.) Admittedly, two years without refresher training has made him rusty, but he is still competent.

His A-team has been hunted by the Free State for the past two years, and there are only four of them left now. They have been working with the resistance, and some of them have settled down with a family. Sgt. Mitchel himself is engaged to a young lady named Betty Leigh Grayson. Betty is studying at the Free State University in Bowling Green. Sgt. Mitchel has every intention of surviving this operation, in order to return home and get married. He will not take suicidal risks.

Most of the equipment his team was issued before being frozen has long since been used up. He has the last of his team's 7.62 ammunition, and has replaced his C-4 with dynamite. His rations are locally made cheeses, beef jerky, dried fruit, and nuts. His fatigues are very worn and faded. His maps are hand-drawn, but detailed. He has no battery-operated equipment besides a flashlight and a radio. His radio was given to him by another Morrow team,

and has a scrambler. He has no rifle grenades, no claymores, no drugs, and no body armor.

Name: John Mitchel
Team Assignment: SFSOG Kingsport
Job/Position: Engineer
Date Frozen: 03 APR 1987

ST: 16, CON: 14, DEX: 14, INT: 15, CHA: 13,
PSI: 9, LUCK: 13
MOVE: 4, END: 196, Sp/Bp: 324
Basic Load Wt.: 56 kg
MOVE WTS: 5: n/a, 4: 56, 3: 73.5, 2: 87.5, 1: 105
Grenade Ranges: A: 64, B: 56, C: 48, D: 40

Age: 27 Sex: Male
Height: 6'0" Weight: 180 lbs
Hair: Brown Eyes: Brown
Eyesight: 20/30 (R), 20/30 (L)
Blood Type: O+
Absorbed Radiation: 10 rads

Physical Impairments (if any): None
Psi Ability (if any): None

SKILLS

Agriculture: 25, Engineering: 45, History: 25,
Philosophy: 20, Linguistics: 20, Poli-Sci: 25,
Sociology: 25, Chemistry: 20,

All others (except Dent, Med, Nursing, Pharmacy, Vet): 5
Pistol: 70, Shotgun: 55, SMG: 55, Rifle: 80,
Special Weapons: 60, Bayonet: 55, Knife: 65,
Crew Weapons: 65, Flintlock: 45,
First Aid: 60, Treat Disease/Poison: 40, Oratory: 70,
Map Making: 65, Tracking: 50, Camouflage: 70, Hide: 75,
Listen: 65, Move Silent: 75, Climb: 70, Jump: 65, Swim: 65,
Drive Wheeled: 60, Drive Tracked: 45,
Repair Mechanical: 50, Repair Electrical: 40,
Demolition: 75, Parachuting: 60, RTO: 60, Survival: 75,
Booby-traps: 70, Military Tactics: 65, Hand-to-hand: 65

EQUIPMENT

1 M14 Rifle Selective-fire 7.62 NATO E-Factor: 17
7 M14 magazines, 20 rounds each
1 S&W Model 59 Pistol Semi-Auto 9mm E-Factor: 9
3 Model 59 magazines, 14 rounds each
2 Knife/Bayonets, 1 pocket knife
1 set Fatigues, US Army Jungle Camouflage pattern
incl. boots, socks, underwear, poncho, gloves, beret
2 canteens, 1 small first aid kit, 1 flashlight
1 mess kit, 1 gun cleaning kit, 1 box matches, 1 toilet kit 1
compass, 1 set of maps of NC, VA, KY, TN
1 pencil, 1 notebook, string, wire, 2 fishhooks
LBE gear, small rucksack, blanket
2 M26A1 grenades, 1 binoculars, 3 days rations
15 sticks dynamite, demolitions tool kit, fuses, caps, etc.
1 MP-issue AN/PRC-68 radio

SUPPLEMENTARY DATA FILE

Name: _____ Team Assignment: _____

Noteworthy Skills: _____

Noteworthy Abilities: _____

College: _____ Degree: _____

Previous Occupations: _____

Military Service (if any) : _____

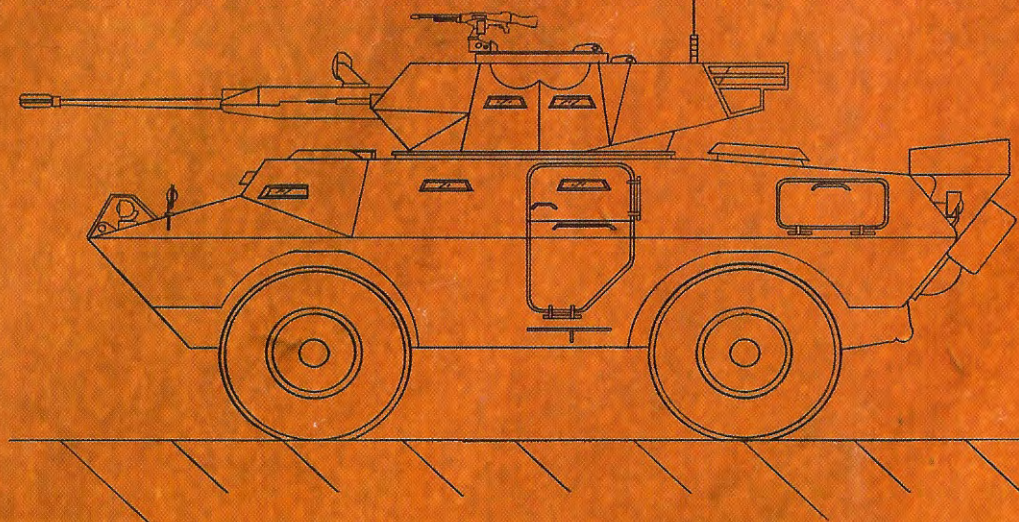
Branch: _____ Combat Veteran?: _____ Rank(Grade): _____ Years Served: _____

MOS: _____ Advanced Training: _____

Awards and Decorations: _____

Psych Profile: _____

Relevant Personal History: _____



The army of the Kentucky Free State is on the move. The Morrow Agriculture Base TA-14 and its team A-60 are in their path. As a member of MARS team C-13, you have to fight a series of rear-guard actions to delay the Free State army. If you are successful and very lucky, agriculture team A-60 will have enough time to evacuate the base and surrounding civilians. If you fail many will die, and the Morrow Project will lose important assets that will help rebuild the country.

This game package contains all of the information, maps and systems necessary for the Project Director to run this scenario. Also included in the package is information concerning MARS teams, a Morrow Agriculture Base, the Kentucky Free State, detailed cache contents, and more.

**POSSESSION OF THE MORROW PROJECT GAMEBOOK IS
NECESSARY TO THE USE OF THIS GAME PACKAGE.**