



DEMASUS

NEW COLUMNS:

GATEWAY QUADRANT

by DAVE SERING

MORROW PROJECT REPORT

by BILL PIXCEY

INSTALLMENT:

QUEST FOR THE SEA EMPRESS

by CLAYTON MINER

FEATURE:

POTIONS PERILOUS

by Roy Cram

SCREEN SCENES

by C. J. HENDERSON



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MORROW PROJECT REPORT

By Bill Pixley



Krell Weapons

One of the problems that the Warriors of Krell ran into after the destruction or over-running of the early Morrow Project settlements and bases is that, while they captured a lot of 20mm ammo, most of the vehicle-mounted cannons were destroyed in the assault on Morrow. They were, therefore, stuck with very deadly ammo but a lack of weapons to use it. The answer to this problem was to steal an old, pre-WWII idea and create the 20mm, single-shot, bolt-action, anti-tank rifle with which to arm their infantry and home-made armored vehicles.

Krell 20mm Single-shot, Bolt-action Anti-tank Rifle:

Weight: 25kg
 Effective Range: 1500m
 Maximum Range: 6500m
 Rate of Fire: 20 RPM
 Feed Device: Single-shot,
 Bolt-action

Krell Armor Vehicles

Though some Morrow Project vehicles were captured by the Krell, a large number of the Krell forces were without armored support. The answer was that one of Krell's lieutenants (a man by the name of M. Raygun) had built a number of boiler-plate covered trucks and, with a weapon on central pedestal in the open back of the trucks, gave the Warriors of Krell a bit of an advantage over most of the regular population.

Weapon can only be fired if bipod braced or if on vehicle weapon mount. Weapon uses 20mm M56A1 and 20mm T221E3 ammo. Rifles are issued with either a belt of 6 of each for non-vehicle use, or a box of 20 of each for use in vehicles. Due to the age of the ammo, there is a 1 in 6 chance of the round failing to fire and being a dud.

Krell Armored Car:

Crew: 6
 Length: 6m
 Width: 2m
 Ground Clearance: 15m
 Turning Radius: 10m
 Maximum Road Speed: . . . 50 km/hr
 Forging Depth: 2m
 Trench: 25m
 Armor Class: 25

Treat the vehicle as a jeep vs explosive fire. Armament: Either an LMG or an Anti-tank Rifle on a central pedestal. Note the pedestal has an AC: 10 screen on it.



The vehicle resembles a large pickup truck covered with armor and having an open end. Radius of operation for the vehicle is 20 km.



Light Artillery Piece

In the Morrow Project Handbook, in the case of the New Confederacy and the Lakeman, they are supposed to have light artillery, but there is no explanation of what kind

of light artillery they have and what it does. So, based upon the average range and explosion burst of a number of guns from the 1860s to the 1890s, I have come up with the New Armory Light Artillery Piece.



The New Armory Light Artillery Piece: 3-inch Breechloader:

Weight (gun and wheeled carriage): 1500 kg
 Crew: 3 trained men
 4 - 8 untrained gun movers
 Actions to set up Gun: 3
 Movement by Full Crew
 Pushing: . . 1m per combat turn
 Movement by 4-Horse
 Team: . . . 16m per combat turn

Rate of Fire: 6 RPM
 Ammo Type: HE Shell
 Maximum Range: 3000m
 Minimum Range: 100m
 Burst Radius: 10m
 E-factor: 6
 Anti-armor Class: E
 Shell Weight: 4.5 kg

Note ammo carried in cassion with gun-cassion contains 20 shells.

The 4.2 inch mortar is the heaviest commonly used mortar of the U.S. Army. This mortar is usually used by the Army to lay smoke and other chemical gases. For the Morrow Project, the mortar is used by the Rich Five, by the Warriors of Krell, and by the Morrow Project. The Krell and the Project use the mortar as a light bombardment piece for those occasions when an 81 mm mortar shell is too light to do the job (bombarding a fortress or a bunker complex). The Rich Five, on the other hand, use the mortar as the main artillery weapon for their various fortifications. Note: due to the extreme weight of the mortar, if it is not mounted on a vehicle, a light trailer is used to haul the mortar around.

4.2 in Mortar M30:

Weight Assembled: 305 kg
 Rate of Fire: . . 9 RPM for 5 minutes
 then sustained fire of 3 RPM

Ammo Types:

HE M3:
 Minimum Range: 870m
 Maximum Range: 4,620m
 Fragment E-factor: 6
 Weight: 12.21 kg
 Burst Radius: 20m

Smoke M2:
 Minimum Range: 870m
 Maximum Range: 4,620m
 Burst Radius: 60m
 Weight: 11.32 kg.

Illum M335:
 Minimum Range: 640m
 Maximum Range: 4,800m
 Illuminated Area: . . . 800m diameter
 Burning Time: 60 seconds
 Rate of Descent: . . . 10m per second
 Weight: 12.09 kg

XM630 Tactical CS:
 Minimum Range: 1,540m
 Maximum Range: 5,650m
 Weight: 11.64 kg

Tear gas filling burns for 120 seconds.

