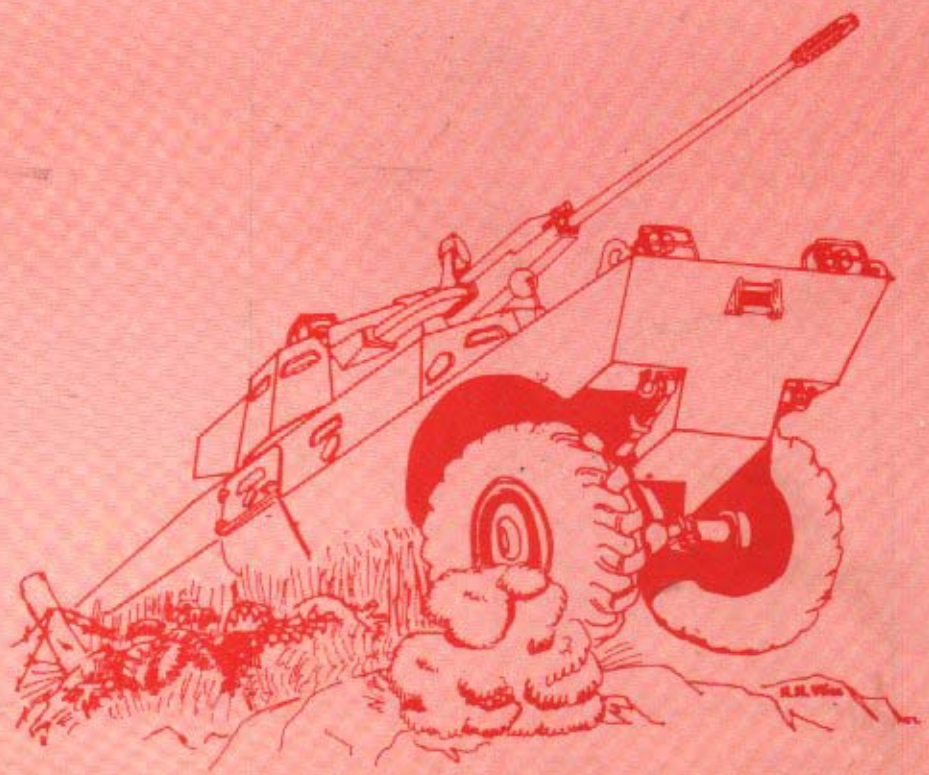
THE MORROW PROJECT

Liberation at Riverton

A Complete Game Scenario For The Morrow Project
By H.N. VOSS



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

PROJECT FILE
R-001

RIVERTON

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Project File 001

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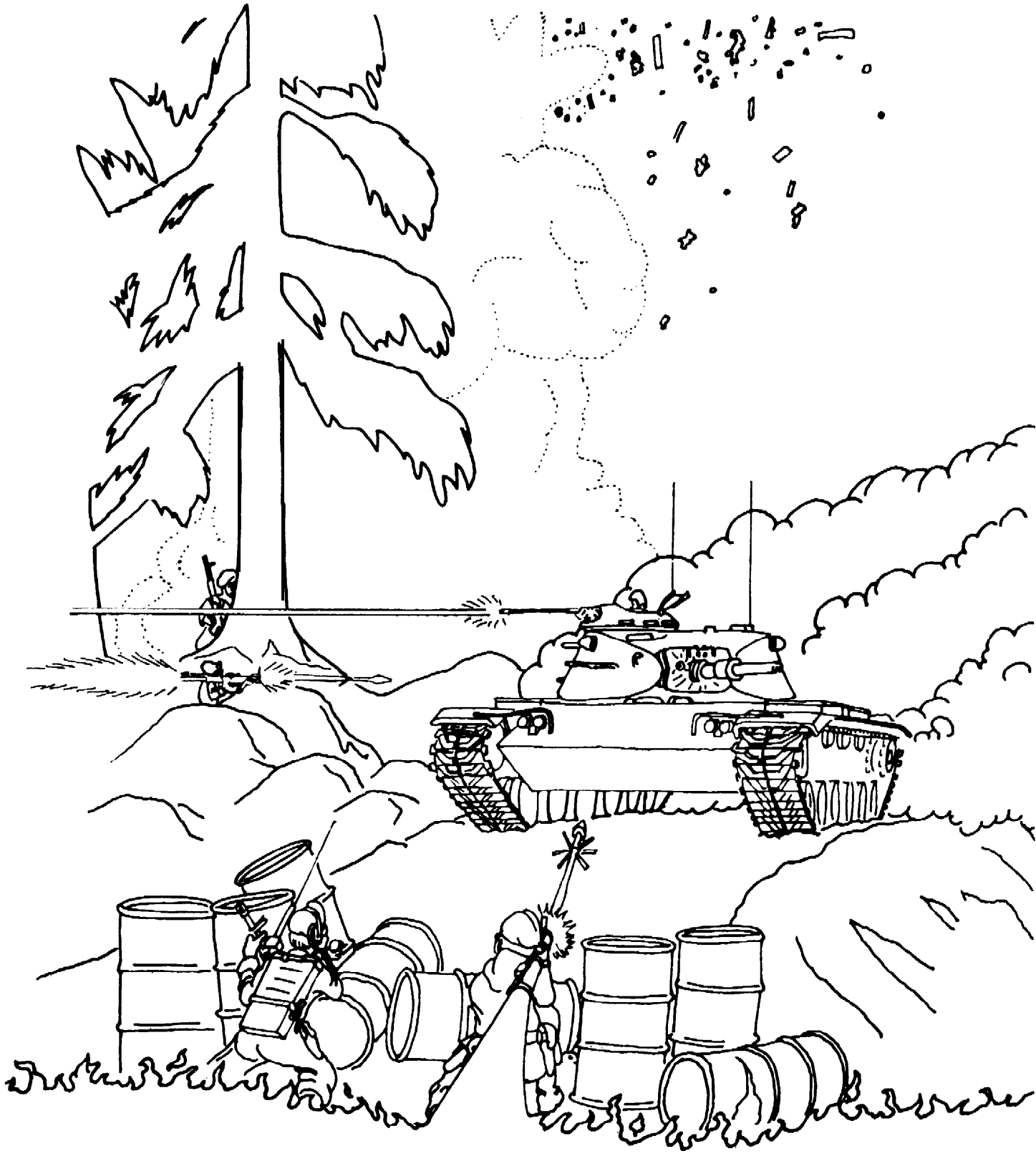

By H.N. VOSS

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INTRODUCTION

This module is designed to be a flexible tool for the Morrow Project Project Director (P.D.; also known as Game Master). It can be run as a one-time fire fight, but enough information has been included to allow the P.D. to run the scenario as a campaign over an extended period of time.

I. Scenario Components

A. Scenario Booklet (Project File)

B. P.D.'s Shield, including

1. Game cover with color graphics
2. P.D.'s map of the area with legend

C. The following blueprints:

1. Full Interior of the MPV V-150 with 20mm cannon,
2. Interior of the MP standard freezing facility (Bolt Hole).
3. Player's map on the MP auto nav display.

Read the Project File with emphasis on P.D. notes and Designer's Notes. Experienced MP P.D.'s will happily discover a variety of new equipment in this module. Reading the project file carefully will only improve the character of. the game when played.

NOTES FOR RIVERTON

I. PRE HOLOCAUST SITUATION

Riverton was a small town situated on the banks of the Salmon river. The Riverton area boasted a population of some 20,000 souls centered around a town one kilometer on a side. The area was an exceptionally fertile agricultural growing region and most of the population made its living on the farms or in some directly supportive activity. The remaining people earned their keep providing services to the thriving tourist trade of the area, as Riverton was also a haven for campers, hikers and canoe enthusiasts. Little of the town's economy depended on the military reservation to the South or upon the National Guard camp situated therein.

II. SITUATION: HOLOCAUST TO PRESENT

Due to its proximity to the National Guard camp, Riverton might have been a reasonable target during the war. As it happens though, the warhead slated for Riverton and the camp fell to the South. Even so, it fell well within the limits of the military reservation. Though the warhead had "missed", a great deal of damage was still done. The fireball burned off many acres of the local forest, the blast wave accounted for still more. No accurate figures are available on civilian casulaties and the Military Police unit training at the camp at the time of the strike was very nearly wiped out. The medical facilities of the area were horribly overloaded.

All in all, Riverton had been lucky in terms of the war itself but the bad times were just beginning. The large population centers to the South had been hit and the survivors were streaming North to escape the chaos in the cities. To the Northwest of River-tan there had existed a smallish city situated on a large body of water which had been awarded a high-yield biological warhead. The survivors of that-strike were heading South, spreading plague as they came. Riverton was right in the middle.

THE BATTLE Of RIVERTON

As the first survivors of the war began to filter into the area, the people did everything they could to help them. Both the people of Riverton and the remains of the National Guard personnel committed, themselves to helping the survivors and spared no effort. It should have been obvious that there were simply not enough of the basic essentials to life in Rivet-ton to handle the numbers of refugees pouring into the area. There were simply too many people; and more kept coming. Still, the people of the area did everything they could, until the plague began to appear.

It was then obvious to all concerned that further immigration would have to be halted if Riverton itself were to survive. Reluctantly the people and the Guard began to turn people away.

The refugees themselves had no other place to go and so stayed in the general area. They thus formed large refugee camps inside of which people lived a hand-to-mouth existance, foraging in the countryside for what little was left. More people came to these camps on a daily basis. Riverton was under siege.

The siege was characterized by raids and skirmishes as small bands of the refugees tried to penetrate into Riverton. The people and the guard could barely hold their own against such infractions, and the refugee camps continued to grow. With the population in the camps at its peak, the plague broke out among the refugees.

As the refugees saw the disease spread among them they moved. To wait was to face the certainty of a horrible, lingering death. In the Riverton community there might be something that could help, no matter that there were far too many refugees for all to be treated, the fact was that a lucky man might beat the odds and be cured. There was food in Riverton and shelter from the deepening Winter; a man could at least live out his last days in comfort. All that was necessary was to take it from those who now had it. The refugees attacked.

The people of Riverton and the Guardsmen fought shoulder to shoulder for the prize of survival. It must be admitted that the Guardsmen bore the brunt of the fighting. The refugees were neither well armed nor organized, but they fought with the fanaticism of those who have nothing to live for if they lose, and there were thousands of them.

AFTERMATH

The town was destroyed, most of it having been burned to the ground. Of the original habitants of Riverton some 2000 survived. Famine in that Winter killed more and the plague found its way into Riverton. Survivors of the National Guard numbered around 100. They had no homes or families to return to, no central authority to take orders from. Their own command organization had been destroyed during the chaos of the preceeding month.

With the Spring people began to rebuild. There were neither the people nor the interest to re-establish the town, the bodies from the battle had not even been buried but lay among thsruins. The town was shunned as a pest hole of canon and disease. So the survivors removed to the East edge of the old town and spread into the country side from there. They returned to an agrarian lifestyle.

Having nowhere else to go, the Guardsmen returned to their camp. They patrolled the surrounding area and kept strangers away, the tanks were rarely used. With no leadership or purpose, the probable evolution of these men should be or was obvious . . .

III. THE SITUATION AT PRESENT

The "town" of Riverton is comprised of a handfull of permanent residents. The majority of the people live on isolated family farms. The Military Police are now referred to as "imps", an obvious contraction of their initials. Their true origins are remembered neither by the people nor by the imps themselves. The imps maintain an absolute dictatorship of arms and terror.

RECON TEAM F-17

I. GENERAL

The team was emplaced and frozen on 20 January, 1982. The team is aware of the fact that their likely mission would be to emerge from hibernation and to aid the people of Riverton after the war. Be that as it may, no specific orders were issued. It is therefore the responsibility of the team to implement the general orders of the Morrow Project: to help the people in any and all capacities, to establish communications with Prime Base, and to survive.

The team had no contact with any of the people of Riverton before freezing and they are not familiar with the area. The only knowledge of the people or the area that they do have is limited to the information provided by the map in the Autonav.

II. TEAM PERSONNEL

If the players do not already have characters, the PD can provide them with pre-rolled team members. However, he should keep in mind the numbers and arms of the imps when putting the team together.

The members of the team are all familiar with one another, having gone through Morrow Project training as a team. The team is completely familiar with all of its equipment and its operation. While the PD can give team members assigned positions and weapons, it is suggested that this be used for convenience only. The entire team can fill any of the functions required or operate any of the items assigned to any of the other ream members. This includes personal weapons, medkits, etc.

III. TEAM EQUIPMENT

The team's personal gear is in perfect condition. The team's vehicle is also in perfect shape. along with its interna. stores.

> PD NOTE: If you are using pre-existing characters, it is advisable to equip them just as they were at the end of their last action. In addition to the above consideration, keep in mind that they would not be aware of any of the caches in the area; indeed, the caches might not exist. If you choose to leave the caches in place, remember that the team does not know how to locate them and will find them only by accident.

THE BOLT HOLE

This is the standard storage and freezing facility of the Morrow Project, often mentioned in the Game Book. These are the same throughout the project and differ only in size The size depends upon the number of personnel and the size of the vehicles, if any.

Briefly, the "hole" consists of a burried room constructed of steel and reinforced concrete. It is designed to be air tight and reasonably blast proof. It is also shielded from lethal radiation.

While the occupants are in stasis the hole is filled with an inert gas at slight overpressure. This has the dual function of keeping foreign gasses out and preserving the equipment inside the hole from the normal wear and tear of time; things do not rust in a project bolt hole. Part of the hole's integral equipment is an "idiot box" computer This computer is responsible for maintaining the gas pressure, monitoring the hibernating team, and awakening them, either upon receipt of the recall signal or in the event of an emergency. For the most part, the idiot box just sits and waits.

When the "activate" signal is received, the computer evacuates the inert gas and fills the chamber with a pre bottled atmosphere mixture. It then activates the "awake procedure" in the freeze tubes. When this procedure is complete the computer shuts down and cannot be reactivated. All team personnel are aware of these facts.

The hole itself contains the team's freeze tubes, a vehicle (if any), and a large table. it also Includes the periscope package which consists of a periscope designed to view the immediate area above the hole, equipment to monitor the levels of radiation in the area and the presence of chemical or biological hazards. A radro antenna completes the periscope package. This equipment cannot be moved from the hole and the team knows it.

The hole has three exits; two for emergency use by the team and the primary exit for the team and vehicle. All are designed to be blast proof and difficult to detect by casual outside observation. The two emergency exits are cofferdarned with sand which must be removed before the exits can be used. One of the cabinets in the hole contains the tools necessary to do this. The primary exit is equipped with hydraulic rams to open the large door.

It should be noted that the bolt hole is not designed for habitation. There are no beds, no food other than the emergency supplies, no water source and no latrine arrangements. It is designed to be abandoned.

THE TEAM VEHICLE

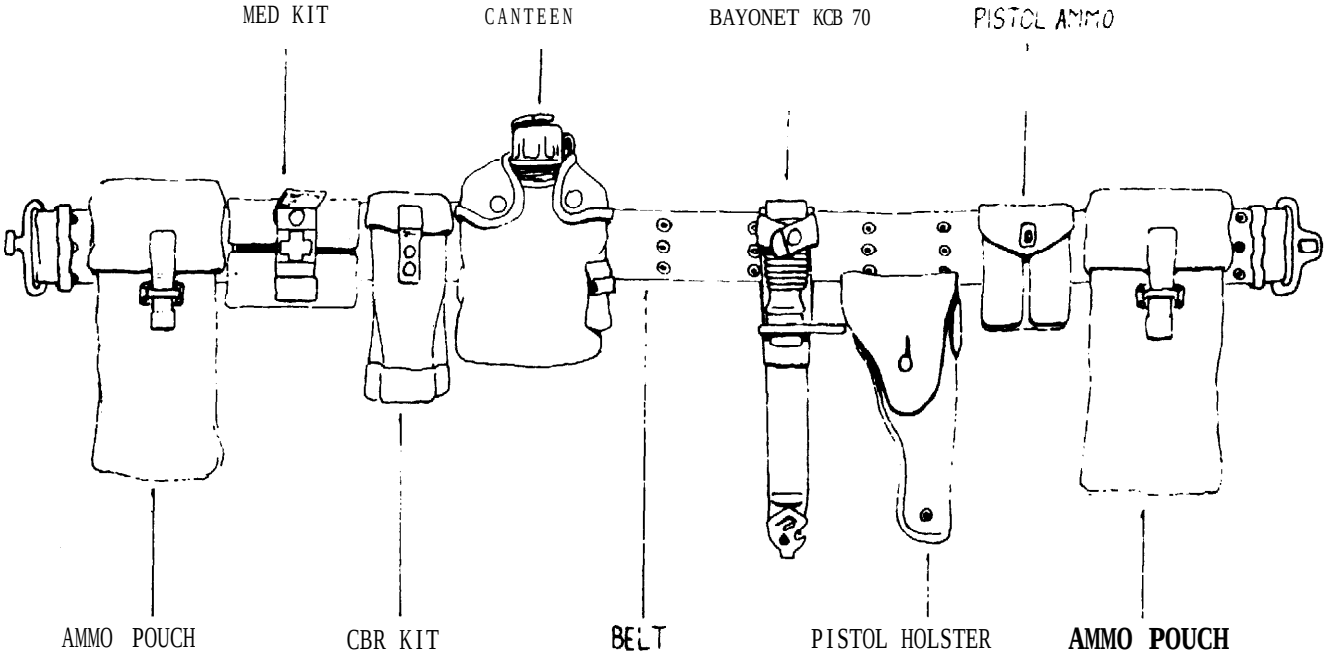
The vehicle for this module is the V-150 with a 20mm machine cannon. It and its contents are complete and in perfect working order.

> PD NOTE: If only two people will be using this module, substitute the Commando Scout for the V-150. Full specifications for this vehicle are given on page 31 of the game book. Its internal supplies are the same as that of the V-150.

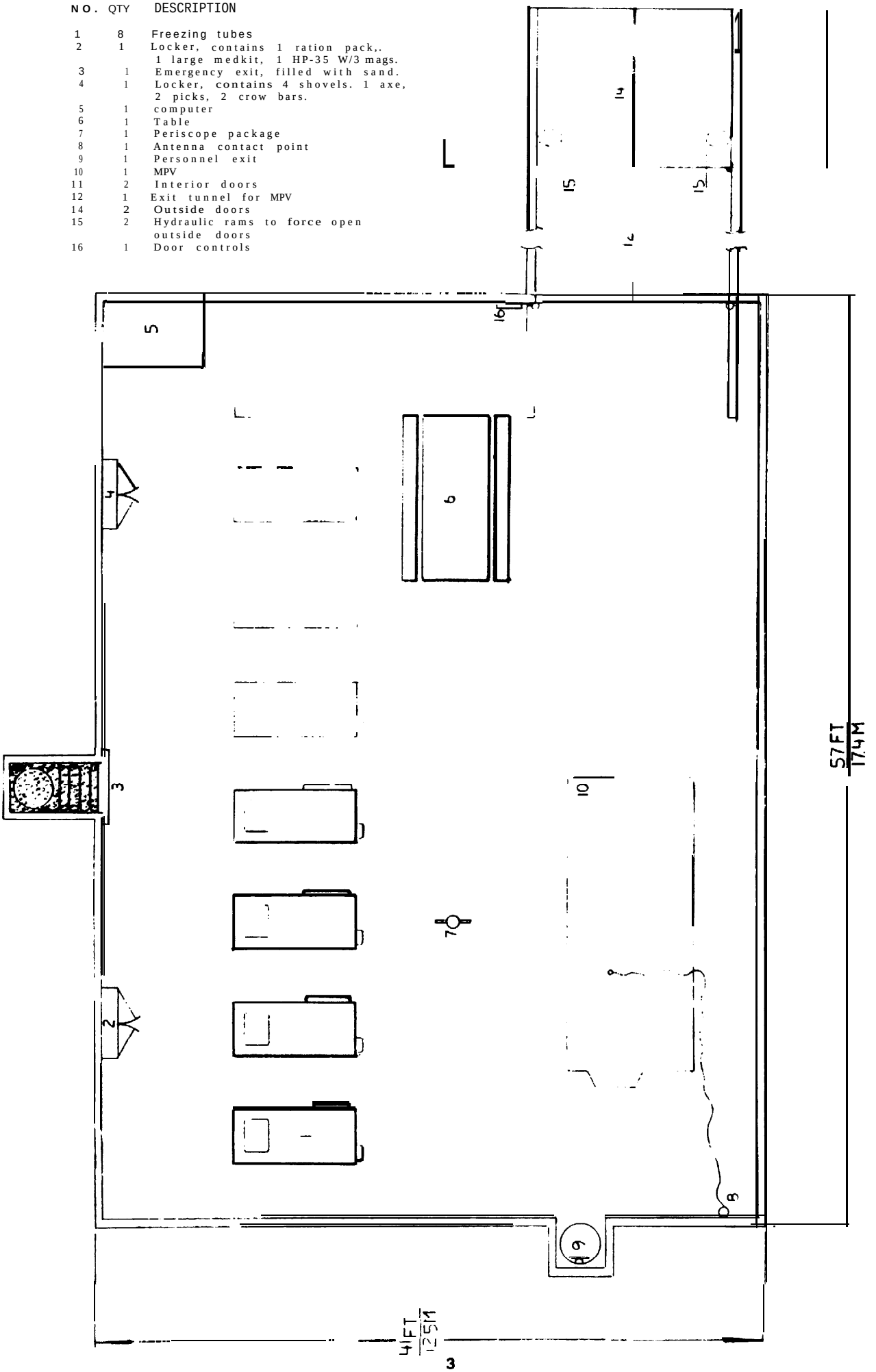
THE MORROW PROJECT AUTO NAV.

This device is found on board all MPV's. It is primarily a navigational device but on some vehicles it can be used to assist with weapons systems. This is not the case with the V-150 in this module. The Auto Nav can also be used in conjunction with a variety of detection devices. In this module the only one of these systems with which the vehicle is equipped is the Radio Direction Finder (RDF), the others can be ignored. The team members are aware of this. The Auto Nav is located on the console between the driver and the RTO and cannot be moved from that position nor removed from the vehicle. Both the driver and the RTO can use the Auto Nav with equal ease.

The Auto Nav can be thought of as an exceptionally bright micro film library. The device contains maps of the entire United States on micro film and will display these upon request. The Auto Nav is turned on by inserting a Morrow Project I.D. card into the card slot, it is turned off by removing the card. While turned on, the MPV in which the auto nav is emplaced will always appear in the center a small electronic screen on the left side of the device. The vehicle appears as a red dot, and will re-



NO.	QTY	DESCRIPTION
1	8	Freezing tubes
2	1	Locker, contains 1 ration pack,. 1 large medkit, 1 HP-35 W/3 mags.
3	1	Emergency exit, filled with sand.
4	1	Locker, contains 4 shovels. 1 axe, 2 picks, 2 crow bars.
5	1	computer
6	1	Table
7	1	Periscope package
8	1	Antenna contact point
9	1	Personnel exit
10	1	MPV
11	2	Interior doors
12	1	Exit tunnel for MPV
14	2	Outside doors
15	2	Hydraulic rams to force open outside doors
16	1	Door controls



main in place as maps are displayed. Remember that the vehicle always remains at the center of the screen. As the vehicle moves, the map on the screen moves as well, reflecting the new location of the vehicle. The red dot stays at the center, which allows the crew to know exactly where the vehicle is at any given time.

The Auto Nav also displays the location of all the team's caches. It will not show the location of the caches of another team, other bolt holes or any of the Project bases.

The device is equipped with a self destruct to prevent the capture of the maps inside. To use the destruct the device must be turned on. With the device turned on, push the toggle switch cover up and out of the way. Then push (snap) the toggle switch itself to the up position. When the toggle is in the up position the device will emit a piercing beep at one second intervals. This sound can be heard anywhere in the vehicle. To complete the destruct procedure, break the wire sealing the clear plastic destruct switch cover in place and raise the cover. If the destruct switch is now pressed it will destroy the micro film file in five seconds. If at any time until the five second interval is complete the team should desire to cancel the destruct, it is necessary only to snap the toggle cover back down into its original position. This will abort the destruct process. If the team then decides to blow it anyway, the entire procedure must be repeated.

This sequence is designed with two things in mind:

1. Accidential destruction is IMPOSSIBLE.
2. The procedure can be carried out by a wounded team member using only one hand, indeed, one finger, even to the breaking of the wire.

TEAM CACHES

Recon Team F-17 has six supply caches. These are typical Morrow re-supply facilities and are located through the use of the Auto Nav aboard the MPV. Since the cache locations exist on the map displayed by the auto nav, the MPV can simply be driven to the point on the map and a search for the cache begun.

PD Note:

1. The player's map and the PD map differ. Note that one of the caches is now under water in a swamp, another is located in the radiation zone of the warhead impact.
2. If the team loses the auto nav they cannot locate their caches. This is not the case if the team had the good sense to make a copy of the map on a piece of paper.

In this module all caches are buried underground. The usual Morrow Project practice for locating caches is to place them beneath a real or a facsimile USGS Benchmark. In terms of the game, a benchmark is a concrete post driven into the ground with a metal data plate attached to the top of the post. As a rule, only an inch or two of the post will show above ground. Benchmarks are designed so as to make them exceedingly difficult to move, but those made or used by the Morrow Project are sunk only about three feet into the ground.

Having located a benchmark the team will still be unaware of the location of the cache; teams were not told how to identify their supplies other than location through the auto nav. But if the team is medium bright it will begin to dig up the benchmark as these will likely be the only thing in the area that catches their attention.

About a foot below the level of the ground there will be a stainless steel data plate attached to the post. This will give the team's number and the exact location of the caches; usually just beneath the bottom of the benchmark post.

Entrance to the cache is gained by way of a stainless steel hatch assembly on top of the cache. Next to the hatch there is a card slot. Insertion of an MPID will allow the hatch to be operated. If this is not done, or if the team has some how managed to lose all of their cards, they will have to blast the door open.

The cache itself is a cube, 2 meters in all dimensions. It is constructed of reinforced concrete and steel. It has no windows, no power source, no lights; it is just a hole in the ground for storage.

The contents of caches vary and in this module and the exact contents of each is left to the discretion of the PD. Each should contain a case of each type of small arms ammo used by the team, and spare coveralls and medkits for each member.

Beyond these standard items the contents of each cache should be different. Example of what might be found in some, but not all caches include:

Spare Weapons for team personnel	Sacks of seed
Spare parts for the MPV	Sacks of fertilizers
Carpentry tools	Text books
Light weapons and ammo for locals	Farm tools
Non MP medical kits & supplies	Trade Packs
A "teaching machine" for reading	Food stocks

PD Note:

Use your imagination; what would you want to give a recon team to help them with their basic mission. Be careful and remember that you were planning for only three years of change; not 150...

THE AREA, TERRAIN AND ENVIRONMENT

The Riverton area is characterized by hills and streams, lakes and forest. Before the war the valleys were heavily farmed and so were clear. Since then the population has not been large enough to require the reconquest of all of the old farmland As a result the entire area is now much the same as it was in the 1830's.

In any area where there is not swamp (marsh), farmland or near the impact point of the missile, the forest is again supreme. This modern forest is primarily pine. Undergrowth is minimal consisting primarily of large ferns. An MPV will be able to get around in it with no trouble but will be unable to move in a straight line for any distance. Average visibility among the trees is only 10 meters. Between the coverage of tree trunks, shadows and undergrowth, good concealment is available for animal life or any human bright enough to take advantage of it,

Marshes are easily recognizable by the absence of trees end the propensity of water. The average depth of these marshes is only two feet but can get up to eight or ten feet in pools or running water. The MPV will have no trouble in this terrain so long es it does not bog down in mud. Chances of this are 10% per 1 Km, non cumulative.

Steams, rivers, and lakes pose no problem to the MPVs it is an amphibious vehicle.

Hills in this area are comparatively low, averaging only 50 to 150 meters. The MPV will cross any of them but the quite steep ridge line around the imp camp. Should the team try to cross it the break-down chance is 50% per 100 meters of travel. All hills are forested save in the area where the bomb went off.

Roads are a shambles. They are easily recognizable where ever found as they look like arrow'-straight sections of the surface of the Moon. They are masses of jumbled rock, pieces of steel and ancient asphalt. Anyone foolish enough to try and travel upon such a road can do so, but the chance of breakdown is 50% per 1 KM. Most of these old roads are roughly paralleled by a dirt trail. These are quite usable though narrow but the MPV will have no trouble using such.

The only bridge still intact lies to the South-West of the riverton on the road to the imps' camp. This bridge can support the MPV or, for that matter, an imp tank. It is constructed of stone but could be easily destroyed by the team's demo charge.

The old town of River-ton is overgrown rubble liberally mixed with overgrowth covered automobiles. The inhabited "new" Riverton lies on the East side of the rubble. More detailed information will be found in the section pertaining directly to the town.

The environment is a mild, mid-western one. The average day time temperature in the Summer is 85°F, nights get down to about 65. This module takes place in mid Spring, Temperatures are therefore lower. Nights are quite cool but above the freezing point by a few degrees.

THE PEOPLE OF THE LAND:

The Riverton community consists of the town of Riverton and the surrounding countryside for about 15KM. This area is Inhabited by about 30 family groups averagrng six people each. Total population of the area does not exceed 190, not counting Imps. The vast majority of these people are farmers, the others are "townies". Both groups have some things in common.

All people are shaped by their environment and culture to some degree and these people are no exception. The "culture" of the Riverton area has had 150 years to develop and harden.

The people of Riverton tend to be highly Individualistic, hardy and self-reliant. Unlike most farm communities the Riverton area is never the scene of large gatherings of people. This is a culturally ingraid hangover from the time of the plague. There is no danger of the disease

now. and in fact the people have never seen a case of the disease, but the old habit of not gathering together has not died out.

Nor do people venture out of their homes after dark. No particular reason for this other than a vague impression of "bears in the woods" fear. The people know that the night belongs to the imps and other animals. When the imps take people or kill a family they ordinarily do it during the hours of darkness. There is an old superstition among the people that the imps can see in the dark like an owl.

People do not like guns. Only the imps have any that work, and what the imps do with their guns goes a long way toward explaining why the people don't like them. A stranger with a gun will be treated with respect and a rudimentary politeness, but no friendship. Anyone with a gun simply is not to be trusted.

For that matter people will avoid strangers on principle, as any stranger in the area is either an imp or a possible recruit for the imps. The only likely exception to this are those individuals who are obviously traders. The people will avoid contact even with these, but the level of fear is greatly reduced.

The single all pervasive fact of life in Riverton is fear; fear of the imps. The rule of the imps is absolute and not subject to debate. Not that the people of the area think of themselves as being ruled by the imps; the imps are just there, always have been and always will be.

Most people have contact with the imps only during the imps' frequent forays into the countryside for "confiscation" and "requisitions for the emergency". In actuality this is simple armed robbery. This "confiscation" effects all members of the community and it is so common that the term has been shortend down to "conning" by the people affected. The imps still use the full term.

The conning routine varies little from an established norm, The average family can look forward to conning 2 or 3 times a year. There is no warning, the imps come out of the trees around the farm or the town, enter the area and take whatever they want.

The imps rarely content themselves with mere robbery. Pillage, assault, rape, kidnapping and murder are all common-place wherever the imps roam. At the minimum a family can expect to be deprived of 2/3's to 3/4's of whatever they have, as well as being the objects of casual beatings which shatter bones. The package is rounded out by some pillage and senseless destruction of live-stock and property.

The people hate the imps but can't do anything about them. There are primarily two reasons for this impotence. The first is the consideration of the individual families. The entire Riverton area is held hostage by the imps, and the imps think nothing of killing women and children. The other reason is more subtle but quite powerful. Things have always been this way, and the people simply cannot conceive of any other way of doing things. The imps have always been there and always will be. These people do not even know what government is, let alone self-government. Even if the team should be able to "ignite the spark of liberty in the souls of the populace", they will still have to overcome the people's fear of imp reprisals; a far more difficult task.

While the people fear the imps they will not go out of their way to help them, indeed, they'll go to some lengths to obstruct the designs of the imps if this can be done without fear of detection. A man will rarely lie to an imp but will even more rarely tell an imp the truth. Even the children are adept at this drill. If the team members manage to convince the people of Riverton that they are not imps, then such protection as this procedure affords will be extended to the team itself. The people may not support or aid the team, but they will not provide information to the imps unless they or their families are subjected to physical pressure. The people are used to this sort of thing and accept it as part of the way things are. There are NO informers in Riverton.

FARMERS

Farmers make up the majority of the people in the Riverton community, Most farms are more or less the same, even families run pretty much toward a standard pattern. So the average farm consists of about 10 acres and supports six people. Buildings are usually rough cut frame structures, similar to a New England farm of the 1830's.

Cattle are rare and are kept solely for dairy purposes. Hogs and chickens wind up on the table. Most farmers hunt or trap. Hunting is carried out with bow and arrow, as the imps do not allow the possession of crossbows or operational firearms. The accuracy listings for the people of Riverton are thus concerned with the use of the bow and not with firearms.

Everybody in the farm household works. Farms are not close together, they can rarely be seen until an individual is right on top of them. Farmers tend to have a horse or three for riding and pulling plows. Every farmer has a plow and hand tools. Such farm machinery as exists is horse drawn and it is kept in the big barn in town. Its use is shared among families as needed.

There are no ''rich'' farmers, there might be if there were no imps. Families hide what they can from conning but often as not there is not enough to go around. Families help one another out and no one has starved in a long time. But people are usually hungry.

Even so, farmers are stoically cheerful among themselves. A man's word is his bond and people are honest with all except the imps. They're decent people and, if you can get to know them, reliable friends. If they trust you, and you abuse that trust, they will **never** trust you or accept you again.

TOWNIES

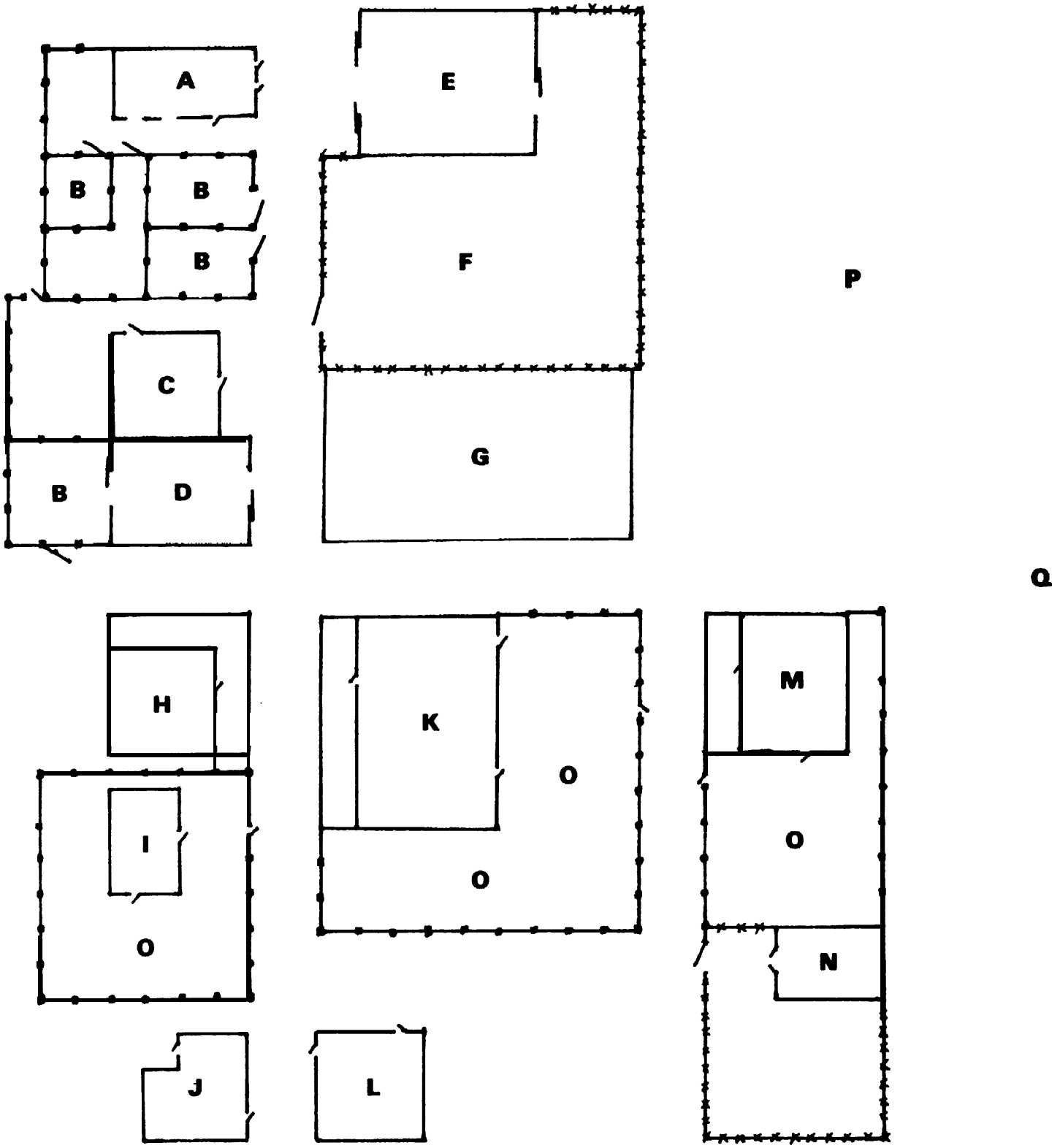
Living in the town proper there are only 18 people comprising five family units. All of the following comments apply to the townies unless otherwise noted.

The townies are less impressed with the imps than the farmers but there is still a high level of fear. This is due to the fact that the townies have had more contact with the imps than the farmers. The townies see the imps all of the time, and the imps are often as not drunk. This constant contact has only served to increase the loathing and hatred which is generally felt toward the imps. Persuading the townies to work against the imps may be even harder than convincing the farmers to do the same thing. After all, the townies live closer to the imps than do most farmers, and the townies have a better idea of what they are up against.

But the townies know that there is more to the world than just Riverton. They know that there are places beyond the reach of the imps. They do not know exactly 'where', they've just "heard tell" of such places. This is certainly due to the fact that the townies are directly Involved with what little outside trade as does go on.

The entire area relies on barter for economic transactions but in the town people at least know that gold and silver are used for the same thing. There are even people in the town who will accept gold or silver in a transaction, but a solid trade of usable goods is always preferred.

The town itself stands on the East edge of the ruins of old Riverton. The present town is very small and is built mostly of materials scavenged from the ruins. Some of the buildings are re-worked pre-war structures, the only new buildings are the barns and the inn. All of the dwellings are made of brick or field stone, the only wooden buildings are the barns. Roofs are either wood shingle or split plank.



A. Blacksmith's shop
B. Corrals
C. Walton house
D. Walton stable
E. Common barn
F. Pasture
G. Common Green
H. Store
I. Doc's place
J. Finney house
K. Inn
L. Vacant
M. Burke house
N. Barn
O. Gardens
P. Fields
Q. Ruins

RIVERTON

The town is the focus of the local trade and would not exist but for the fact that the town is situated on a junction of trails that are still in use. Traders use these "roads" and are sometimes seen in River-ton. The imps rarely harm traders but confiscations, requisitions and taxes are normally extracted. The imps avoid killing traders as their importance to the economy is understood by the imp leaders.

THE BLACKSMITH'S

The smithy is on the North side of town, the forge and shop occupy the remains of an old gas station. Near by is the home of the smith with corrals and a stable. Across the street is the big barn where the community's farm machinery is stored. The barn and the stable are two-story buildings.

JERRY WATSON

Jerry is the smith. He and his people have lived in the same place since the war. The Watsons have always been smiths. The Watson family maintains an oral tradition of the history of the town since the war and as might be expected it is very exaggerated and hopelessly inaccurate.

Jerry is a big man who works hard: he can be found at work literally from sun-up to sun-down. He is easily recognized as he rarely wears more than a pair of pants and a leather apron. It is Jerry who shoes horses, repairs or makes harness and keeps the ancient farm machinery operational. He also makes nails, hinges and other useful items, up to and including iron stoves. He has the tools and the skill to make primitive firearms (black powder flintlock muskets and the like), but lacks the knowledge of how to actually make them. Many of his artifacts find their way to the store where they are bartered for other goods, often to traders. Jerry and his son are the only people who willingly visit the old ruins of Riverton. It is there that they "mine" the metal that they use. They often return with other items of Interest, but more on that later on.

Irene, Jerry's wife, was taken by the imps 10 years ago. He hopes she is dead (she is) and hopes that she died quickly. Neither he nor his son speak of her.

BOB WATSON

A smaller version of his father, Bob is learning his father's craft and is already about half as good as the old man. He works hard and is a good young man, but when he gets the chance he can be found with Doc. Bob will spend hours listening to Doc's tales of other places. Jerry allows the boy this time as often as he can spare him as he hopes that in some way it will make up for the years of not having had a mother.

The Watsons are respected members of the community, as well as being essential to the community because of their skills. The Watson's hatred for the imps runs deep but they try to keep it hidden from others. They know very well that they can't fight guns with hammers and win. Chances of joining a fight are only 10% per D-100.

THE INN

The inn is the second largest building in the town, the largest is the big barn where the machinery is kept. The inn is two stories tall and is built of field stone roofed with wooden shingles. It is the only place in town with a working indoor bathroom. The ground floor consists of a large common room, a kitchen, a pantry and the water closet. The second floor is made up of a balcony and four small rooms. Three of these are for travelers, the fourth, at the head of the stairs, is where the innkeep and his family live.

ELMER GEARY

Elmer is a small, beetle-like man. He lives in constant terror of the imps, which is not surprising in that it is the inn which they are most wont to frequent when they are in town. He will resist all attempts to use his Inn for any purpose which might antagonize the Imps. He greatly fears for the safety of his wife and daughter, who are often targets of verbal abuse by the imps. So far, nothing worse has happened but Elmer knows that it is only a matter of time. For all of that, Elmer is a friendly and polite man, more so than most.

MARION GEARY

Like her husband, Marion is pretty much a non-entity. She worships her husband and lives for her daughter. She fears for their safety but not for her own. She follows her husband's lead in all things and maintains a cheerful personality.

MARIE GEARY

A good looking woman of 21 years. She helps with the running of the inn and more than pulls her weight. Still, she's a quiet woman who rarely looks anyone in the eye. If the truth be known, she lives in fear of the imps. When the imps are about she tries to stay out of sight but is rarely successful as they always demand that she be in plain view. She takes their threats, leers and taunts very seriously.

The Inn sets a good if plain table from the produce of the surrounding area. The Geary's brew their own beer and trade for "hard stuff" with the Hopkins family. Until recently there was a variety of ciders available from the Potter place. The inn is the place where the Gerbers, the Watsons and Doc usually take their meals.

The Riverton Inn is a clearing house for such gossip as there is. Traders look forward to a stop in Riverton because it means spending a night indoors in comparitive comfort and safety. It is one of the reasons why they bother with Riverton at all. The Inn will accept silver if it must but prefers barter if at all possible. There is no chance of the Geary's participating in a fight against the imps.

THE STORE

The store is a two story building across the street from the inn. It is rather small so the ground floor is taken up completely by the store and its stock. The upper story has two small rooms where the Gerbers live.

The store handles a selection of local goods and things brought in by traders. Artifacts from Watson's forge and items he brings in from the rubble account for most export, though some produce and alcoholic beverages are sold by the farmers with the aid of the Gerbers. The "stock" of the store is never very extensive and common items like nails, bolts of home-spun cloth and bits of this and that constitute most of the inventory. The premier items of the store are books. They are rarely in stock as their supply depends upon the Watson's finding them on their trips into the ruins. It is for books that are occasionally available that traiders are willing to return to Riverton, regardless of the charms of the inn.

RAY GERBER

The Gerbers are not native to the area. About eight years ago the Gerbers were stranded in the area when the imps "requisitioned" the horses that the Gerbers were trading. Being industrious souls, the young couple moved into an abandoned building and eventually turned the ground floor into the store. Now the Riverton area is home and the Gerbers have been accepted as full members of the little community. This is for the best as the imps would be unlikely to allow them to leave now.

Ray is a spare, thin man who drives a hard bargain for "his" people. Known for his fairness, he is often sought to settle local disputes. Ray speaks very little but has an excellent grasp of what's going on around him in the community. His advice is usually good and much sought after, but getting him to "speak his piece" is like pulling teeth. An honest man who has no love for the imps.

As the store takes up little of his time, he lends his hand wherever needed. Lately he's been helping out the Burkes quite a bit, for which he may be in trouble with the imps . . .

MARY GERBER

As strong as her husband and just as resourceful, it is difficult to tell which of the pair is dominant. Fact is, the marriage is in every way and equal partnership. If possible, Mary loves the people of Riverton even more than her husband; She secretly dreams of a day when there won't be any more imps, but even Ray is not aware of these feelings. Mary spends a lot of time helping Marion at the inn, trying to be a mother to Bob Watson; and helping out Doc. In this later capacity she serves as a pair of steady young hands and good eyes. She has become a pretty fair nurse and mid-wife. Mary has an old treadle-type sewing machine upon which the Gerber's make some items of clothing to sell to the traders.

The Gerbers would be content to spend the rest of their lives in Riverton, and they plan to. But both of them decided some time ago never to have children so long as the imps still control things. Both would join a fight if they were sure that the plan had a reasonable chance of wiping out all of the imps and that the families of the area would not be endangered.

"DOC": MICHAEL DAVIDSON

Doc is an enigma. Once a wandering "emdee" (see the Game Book,

page 51), Doc settled in Riverton about 20 years back, judging that the people there needed him as much as anybody else and maybe more. The people were happy to have him and he is now a fixture. As a young man he travelled widely, covering much of the United States. He "studied", he says, somewhere away to the Southeast, "at the U". In any event he is the only one in the community who can read, though he is trying to teach Bob Watson and Mary Gerber. Doc has a lot of books, most of them non medical. When Jerry finds books in the ruins Doc gets first pick, the others are then given to the store.

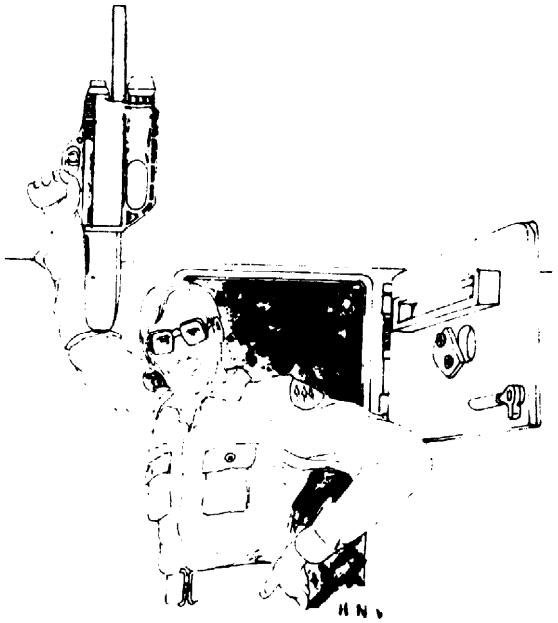
Doc is a good jack-leg doctor and vet. He should be, he's had over forty years of practical experience. He makes a wide variety of "home brew" medicines which are surprisingly effective. Whether this is due to any property of the potions or to the faith people place in Doc is open to question. The fact is he gets results. Doc never charges for his services, but the people all give as they can, usually to Marion, for Doc's upkeep.

An irrascible old man, Doc is near-sighted and bold. He has an opinion about everything and is not shy about voicing it; he's rarely wrong, He drinks like a fish and swears like Bruce Morrow. Doc is the only one in Riverton who has ever actually used tobacco. He appears to be frail and old but is surprisingly strong and wiry.

Deep down he is warm hearted and awfully sentimental. Doc is especially fond of children and will go to great lengths to make them happy.

Doc hates the imps but will not move against them because of the danger to his people, especially the children. Still, if he can be shown a plan that will offer a good chance of wiping them all out, without endangering the people of Riverton, there's a 70% chance that he will do whatever he can to help. If he is not shown such a plan he will constantly badger the team about the safety of the people, who have to Eve here if the team fails.

In the Rivet-ton community Doc is a priveledged person of sorts in that the imps leave him alone. It is Doc who treats the imps when they are sick or injured. Doc has always done everything he can to preserve life, even among the imps, but he has never cried over losing an imp either. As a result, Doc is the only one who has ever been to the imp camp and returned to tell about it. He knows the general positions of the buildings and the approximate numbers of the imps and he can recognize their leaders. He also knows "big gun" vs "little gun" (one a man can carry and use). but does not know about the imp tanks or the blue undead. He has seen the tanks but has no idea of what they are and cannot describe them. All of this information will be made available to the team if Doc is aware of their plan and feels that it will work.



TOWNIE FARMERS

FRANK & SYLVIA FINNEY

This couple is the closest thing Riverton has to "gentry". The two of them are old and have been around for as long as anybody can remember. They farm only enough to sustain themselves and do not do all that well; their pride will not allow them to accept charity.

Things would have been easier if their children were still alive. 30 years ago the imps took their only daughter, Judy (20), away after conning. The two boys, George, 18, and John, 15, went after them. Frank tried to stop the boys but they went anyway. None of them returned.

The Finneys don't speak of their children and with the passage of time the pain has lessened. The old couple just carries on, growing older gracefully. They are cheerful in a morose sort of way. Doc spends at least one night a week playing chess with Frank and he spends more evenings there when he can. Neither of the Finneys will help with any plan against the imps in any way.

THE BURKES

Mary Burke is a strong woman who has been through a lot. Two years ago five drunken imps invaded her home in the middle of the night. What went on is best left to the imagination. When the imps left four days later, Dave, Mary's husband, was dead. It was thought that Mary would also die from the treatment she had suffered. The children were there throughout. But Mary recovered and has tried to keep up the farm by herself with the help of the children. The Burke families' hatred for the imps is the fiercest in the community. There is a 90% chance of their aiding any plan with any chance of success.

THE POTTERS

Two months ago, the Potter family refused to cooperate with conning. When the imps came there was nothing to take. The Potters successfully resisted every attempt to force them to reveal where things were hidden. When the imps left later that morning the Potters were all still alive, if somewhat the worse for wear. After the following night they were never seen alive again.

When nothing had been heard from the Potters for a longish time, Doc and Ray Gerber rode out to their place to see if they needed help. What they found is now a matter of common knowledge in the community, though people avoid talking about it. Doc's story;

> "We rode up about, oh, nine in the morning I'd say. Knew something was wrong as soon as we came out of the trees; something wasn't right about the place, you know? Then it hit me! All 'o them fruit trees the Potters got? Well they attract a powerful lot 'o birds, but there weren't no birds there that day. And something was wrong with the trees, too. They was all dying and the ones closest to the house was dead. Nothing was moving, nothing at all.
>
> So me and Ray left the horses in the trees and walked in on foot." Doc turned pale as he paused and looked around for a drink. Not finding one, he grimaced and continued:
>
> "The door was standing open, we called but nobody answered. We went on in." He stops, swallows, and resumes, "They was all there, right in the big room, the whole family. They weren't moving 'cause they couldn't, they was all dead; even the baby, clenched tight in his Ma's arms. Wasn't a mark on 'em, 'cept it was all over 'em. No cuts, no holes, but they was all the wrong color. Their skin was coming off, their hair'd already fell out. Their eyes was wide open and staring at nothing, and the faces! They, they..."

Doc wouldn't say anymore about it. He got all quiet and after a whib we noticed that he was crying and mumbling to himself, over and over; "The children, the baby . . ."

Ray wouldn't say anything until he was pushed. When he dii decide to talk he got all tight jawed and said, real quiet like,

> "They died hard, real hard."

THE MP's, OR IMPS

The imps are the remains of the force of National Guardsmen that were training near riverton the day-the war started. Neither the people nor the imps themselves are aware cf the fact that they were ever anything else. The imps, like the people believe that "things have always been this way"

Few of the imps are born in the camp, women rarely last that long once brought there. Most of the current imps are "recruits" from

strangers wandering the countryside. By now rumor of the imps has travelled with the traders. The tales told bv traders keep honest men away but serve only to attract the cut-throats and dregs. These "men" often wander into the area looking for the imps with the intention of getting in on a good thing. Most of these potential recruits are robbed and killed by the imps for the sheer fun of it. Those who might prove useful are allowed to stay on. The imps never lack for new personnel.

A new imp is adopted by the others only after he has killed an innocent person in the presence of his mates, Should the new imp fail in this task, he will be killed, usually in some unsavory, "sporting" fashion.

The new imp is issued a uniform and a gun and introduced to "military discipline." He is given rudimentary rifle training and assigned a squad and a job.

His life is simple and his needs are few. The imps live in the midst of plenty by virtue of their large stores of confiscated goods. The only thing an imp has to worry about is/are "the rules", and there are precious few of them:

1. Obey officers and NCO's in everything.
2. Don't run away.
3. Don't kill traders unless you're told to.
4. Don't kill Doc or hurt is hands or eyes.

Nothing else is forbidden.

The imps attract brutes and the imps' system ensures that only the brutes survive. The average imp is scum on the hoof; a beast that walks about on two legs. There are no good ones.

Some of the imps get more training after they've been around for a while. They are then taught to operate machine guns, the mortar, and some receive training in the operation and maintenance of the tanks. Most all of the imps are taught how to drive.

The men so trained form a priveledged elite, entitled to first pick (after the leaders), of anything that comes in. These men are chosen for intelligence and brutallity but they are also the bravest of the lot.

Day to day life in the imp camp is dull. Most of the time is spent on details, cleaning the stables, working on the vehicles, cleaning weapons, storing provisions, white washing, checking, the wire, guard duty, etc., etc., ad nauseum. Being allowed to go on a confiscation run is considered an adventure and is looked forward to eagerly. Going to town is a cut above even that.

Imps do not trade or buy; they simply take. If they meet resistance they often maim or kill. Life is cheap to an imp.

The imp is trained but is in no sense a soldier. He will do exactly as he is told as long as his own life is not endangered.

He does not much care about the safety of the other imps. The imp is quite proficient at terrorizing unarmed peasants but is not used to or trained for fighting against a team. Outside of their camp the imps are not likely to stage a pitched battle unless they have heavy numerical superiority. They may well attempt an ambush if they have surprise. If the imps are trapped outside of their camp they will fight with desperation: if not with skill. Inside of their camp they will fight with fanatic disregard of survival: they honestly believe that their camp cannot be taken and that they cannot be beaten while fighting from its shelter

IMP OFFICERS AND NCO's

None of these men are in fact Members of the actual leadership of the old National Guard. As the imps have assumed the weapons and uniforms of the Guard, so the imps leaders have usurped the once prestigious titles that were the preserve of the men who had earned them.

It could be said that the leaders of the imps have earned their place as they are without a doubt the worst of the lot. The officers and NCO's of the imps set the example of cruelty and terror. To make matters worse, they tend to be the most intelligent of the imps as well. All of them can read, though usually slowly and Imperfectly.

Most of them have been with the imps for over ten years and have developed an Intimate knowledge of the surrounding terrain, its people, the imps and the available imp equipment. Some of these men even read the old military tactics manuals that are still in abundance in the camp.

NCO's

NCO stands for Non Commrsroned Officer Traditionally, this included all ranks from Corporal up to and including Command Sergeant Major. The imps Indulge in no system so formal, for then an NCO is a sergeant. The following men are all sergeants and rank co-equally. When they disagree with one another it is common for one of the disputants to wind up dead.

SGT. DOUG BLAGG

A big man who reasons with his muscles and thinks with his fists. A sweetheart of a man who's fondest entertainment is to slowly apply pressure to a bone and anticipate the sound of it snapping; the bone must occupy a position in the anatomy of a living human being for thrs to be any fun.

Blagg has been with the imps for a little over 20 years; which means he's been around more than most. This might do him some good if he'd take the time to think now and then. He's been a sergeant for 10 years and is happy with his lot in life, he's not bright enough to be an officer and he knows it. When confused or scared he will always attack.

SGT PETE STUTT

One of the imps who was born in the camp. He's known no other life than cruelty and depravity and by now is an expert at both. Pete gets his kicks maiming children.

SGT JOHN MANNING

An unusual man among the imps in that he has been with the group only seven years and has been a sergeant for the past five. Given the criterion for promotion among the imps this rapid advancement is indecative of the kind of man John must be. As the youngest of the leaders he has high hopes of one day taking over the top slot himself; but he is careful to say nothing of this. He reads quite a bit and puts none of what he learns to good purpose.

SGT EARL MOSS

Moss has all of the less appetizing traits of a weasel. He is thin and not too bad looking, as a result he considers himself a lady's-man. He is very careful about his appearance. Earl was in charge of the group that collected from the Burkes two years ago. He also led the group at the Burkhardt place. He is loyal to no one but himself so it is not surprising that he is often in the company of Alec Johnson.

IMP OFFICERS

These, like NCO's, hold their positions by virtue of their continued brutality. The three officers were all sergeants at one time and troops before that. They therefore know both the men and the imp system intimately.

LT. HARRY ROSE

Is charged with the day to day operation of the camp. Because of this, he can usually be found either in the armory or the motor pool. Rose's particular province is the heavy weaponry of the Imps. He is the primary reason why the imps weapons continue to function. Harry loves the tanks and will use one any chance that he gets; if at all possible he will be TC of the thing.

LT. ALEC JOHNSON

Handles operations outside of the camp and has more contact with the troops in the field. The troops hate him. If they were not so terrified of him they would have killed him long since. Alec's notions of "discipline" are linked firmly to his fondness of knives. He has practiced his "art" on troops as well as on the locals. Alec is loyal only to power and always looks out for himself first. He assumes his eventual elevation to the captaincy but does nothing overtly to speed the process.

CAPTAIN ROBERT BLISS

Is an old war horse who maintains his power through a combination of "gifts" to the troops and the encouragement of Internal fighting among officers and NCO's. The captain rarely leaves the camp; he suffers from gout (and is therefore a patient of Doc's), and doesn't move about too well. He enjoys the privacy of the armory, sallying out now and then on "inspections", the result of which often mean a termination for one or another of the troops.

For all of that, Bliss is well versed in tactics and does not lack for courage. He leads his troops by both example and terror. All of the imps respect him and some of them actually like him.

One thing is certain; if Bliss has to lead his troops in person, somebody is going to die.

IMP ORGANIZATION

1. The imps are organized into 4 squads, each of which is commanded by a sergeant.
2. Two squads form a platoon. Each platoon is lead by a Lieutenant.
3. The two platoons form a company. The company is lead by the Captain.

IMP COMPANY: CAPTAIN BLISS

1st PLATOON: ALEC JOHNSON
1st SQUAD: SGT. PETE STUTT
2nd SQUAD: SGT. EARL MOSS
2nd PLATOON: LT. HARRY ROSE
3rd SQUAD: SGT. DOUG BLAGG
4th SQUAD: SGT. JOHN MANNING (TANK SECTION)

REGULAR IMP DUTY

The squads rotate duty, both in the camp and going on confiscation runs.

1. GUARD DUTY

The first three squads rotate guard duty among themselves on a daily basis. One squad is on duty at all times for a period of 24 hours. The guard squad provides men for the gate shack (1), the guard tower (1 or 2), and two men to patrol the fence line. In addition to those mentioned above, there is always one member of the squad on duty in the armory under the control of the DO. The remainder of the squad are held in readiness to assist the guards if attacked or to relieve the guards then on duty.

The 4th squad does not pull regular guard duty. The 4th always has four men standing by to man the ready tank.

2. DO (DUTY OFFICER)

This job is split between the two Lieutenants with the Captain pulling an occasional shift. The DO is on duty for 24 hours, he stays in the armory most of the time, and runs the radio if it is in use. The DO is responsible for the guard squad then on duty and may patrol to inspect its performance. The DO has a set of all the keys in the camp. The other complete set of keys is held by the captain at all times.

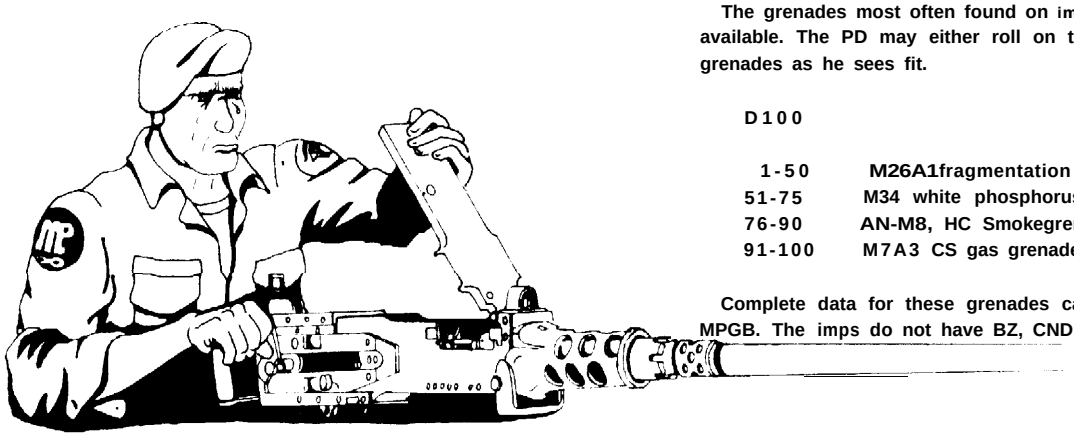
IMP EQUIPMENT

PERSONAL GEAR

UNIFORMS

Imps wear old army fatigues, well worn and very faded. There is no "uniform discipline"; the imps wear their rags as they please. Insignia of rank is also uncommon as there are few imps and all of them are too familiar with who-Is-who in the pecking order.

The Morrow team's uniforms are obviously different from those worn by the imps but the people will still react to the team as though they were Imps; it's not the people but the uniforms. The easiest way to tell the Morrow personnel apart from the imps is by means of shoulder patches. Many of the imp uniforms yet have their patches in tact on one or both shoulders. These patches are sewn in black and green thread. The team has patches on both shoulders and these two patches are colored.



HELMETS

Helmets are worn so rarely by the imps that people of the area are not aware of the imps having any. (Not that the people know what helmets are to begin with...) Yet the imps do have them. As a rule, they are only worn by guards, and are issued to all personnel when it looks as though there might be a fight.

"WEB GEAR"

Web gear is the term used to describe personal load carrying equip ment; things like pistol belts, suspenders, ammo pouches, canteens. etc. while the imps have no shortage of such thrngs on hand. they almost never use them. Magazines for rifles and automatic pistols are usually carried in pockets. When handguns are present they are always worn in a holster on a pistol belt.

"FLAK JACKETS"

A "flak" is personal body armor army style. It covers the torso from an area just below the navel up to the neck, front, back and sides being completely covered. Head, arms legs and lower abdomen are not covered.

There's a 50% chance of imps outside the camp being so equipped Inside the camp flaks are not generally worn Guards, NCO's and officers always wear flaks. Unless trouble is expected, imps rarely close the front of their flaks. This carelessness leaves area 1 of the torso ex posed and unprotected. The protectron of a flak is found on page 38 of the MPGB under "nylon body armor."

WEAPONS

RIFLES

Imps carry M16A1 rifles, identical to those found in the MPGB These rifles are in fair condition but will "jam" on a roll of 20 on a 1D20, during an accuracy roll. As most imps are mostly Ignorant about how their weapons operate, they can clear a jam only by rolling a 10 or less on a D100.

HAND GUNS

Imps use the M1911A1 .45 caliber automatic pistol Full data for the above weapon is listed in this module. This weapon is generally carried by the imp leaders but may be found on others. The leaders often carry other weapons besides the .45

MACHINE GUNS

The imps have five M60 machine guns (page 15 MPGB) and three M2HB .50 cal. machine guns (page 15 & 16 MPGB) An M60 and an M2HB are always in the guard tower The remaining machine guns are stored in the arms room inside the armory All of these weapons are operational.

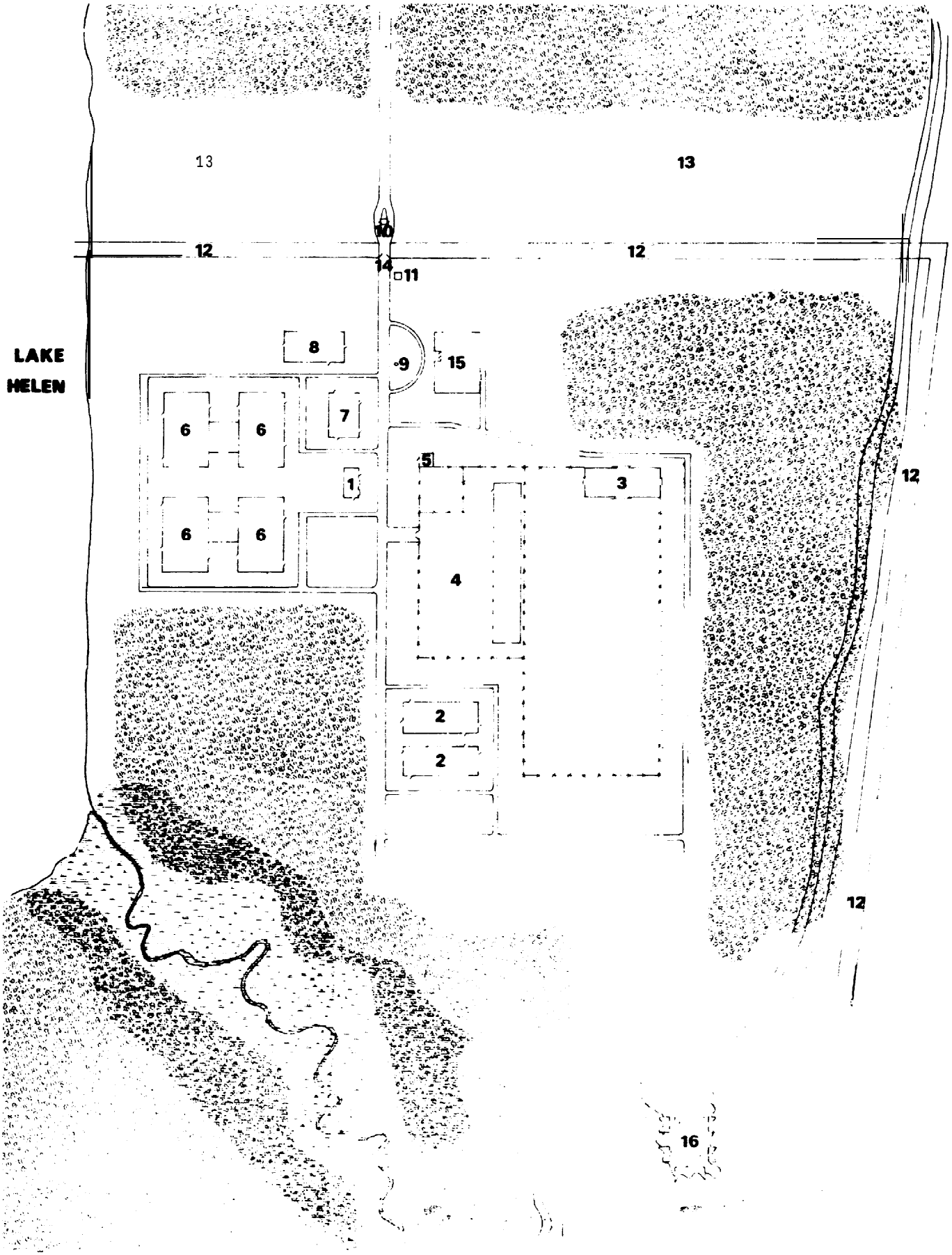
HAND GRENADES

While there is no shortage of grenades in the Imp camp, most of the imps do not have any. Imp troops inside of the camp never have any with the exception of the guards Outside of the camp the normal imp may have 1 grenade; chance for this is 25% on a D100. Officers and NCO's usually have from 1 to 4 Officers and NCO's keep their's while inside of the camp When not being carried, grenades are kept in the arms room of the armory.

The grenades most often found on imps are M26 frags but others are available. The PD may either roll on the following table or issue the grenades as he sees fit.

D100	
1-50	M26A1fragmentation grenade
51-75	M34 white phosphorus grenade
76-90	AN-M8, HC Smokegrenade
91-100	M7A3 CS gas grenade

Complete data for these grenades can be found on page 19 of the MPGB. The imps do not have BZ, CNDM, HE, thermite. etc.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MORTARS

The imps have 2-81 mm mortars, data for these weapons is found on page 17 of the MPGB. One of these mortars is emplaced in a pit in front of the armory, the other is stored in the arms room of the armory. More information is included in the section directly concerning the mortar pit.

The imps do not have any other military weapons.

RADIOS

The imps maintain some radios as described below. Imps only use radio commo when one or more of the vehicles is outside of the camp. At all other times the imp radios are shut off, and can therefore neither Intercept nor be intercepted. The imps have no RDF capability and cannot locate the team's radio.

The imp radios can pick up the transmissions of the team but as all of the project's radios are scrambler equipped, anything that the imps receive will be unintelligible. The imps are not aware of the existance of scrambling devices. If the imps pick up a team trans, they will assume only that they are receiving poorly.

While the imps cannot understand a team's radio transmissions, intercept of such a trans will alert the imps to the fact that there is someone out there with a radio.

THE "106"

The imps have one 106 radio. It is kept in the armory and is operated on power supplied by the big generator. This radio is too large and heavy to be easily moved and is designed as a base radio.

It is a very good radio with a range limited chiefly by the skill of the operator. Since the imps are not very good, the range of the 106 is only about 20km.

THE "46"

The imps have three 46 radios. These are all mounted in jeeps and draw the power that they need to operate from the electrical system of the vehicles. These radios will not work unless mounted on the jeeps. The 46's also have a range of about 20km.

The imps have no man-portable radios. They did at one time but as these radios run on batteries and they can no longer be used in the role for which they were designed. Thg imps do not know how to recharge the few old batteries that are still on hand.

NIGHT VISION DEVICES

These too, the imps once had. This is what sparked the legend among the people of the area that the imps can see in the dark. But it has been a long time since any of these devices have been operational. These devices, like the man portable radios, are no longer used because there are no sources of power. The batteries are dead and the imps do not know how to recharge them.

IMP VEHICLES

All imp vehicles have been converted to run not on gasoline but on alcohol. With this in mind, the imp vehicles do not move as fast as they once did and they tend to smoke like a brush fire. They are not pretty, they all need paint, but they are in good working order. More vehicles are available to the imps in different parts of the camp but none of these are operational. Most of the other vehicles are regularly cannabalized for spare parts.

JEEPS

Sometimes known as ¼ ton trucks, jeeps are familiar vehicles to most people. The imp jeeps number three in all. Each of these carries a 46 radio. All of the jeeps are equipped with a pintle mount. A pintle mount is a post that rises from the center.of the jeep between the driver's seat and the passenger's seat. An M60 machine gun can then be attached to the top of the mount. The machine gun can be moved so as to fire in any direction but must be manned by an imp standing erect in the vehicle. The machine guns themselves must be drawn from the armory before they can be used.

For purposes of this game, the jeeps can carry only four men. Their average speed will only be 20mph and wide open they'll only hit 40mph.

2½ TON TRUCKS, "DEUCE AND HALFS" "DEUCES"

The imps have three deuces. These are very large trucks capable of carrying up to 20 men with full gear. They are not armored and can best be thought of as over-grown pick-up trucks. All of them have a ring mount. A ring mount is a large circular frame above the passenger seat. This ring can hold an M2HB .50 cal. machine gun and will allow the passenger to fire the weapon in any direction. The gunner must stand up in the ring to use the weapon. Like the M60's for the jeeps, the 50's must be drawn from the armory before they can be used. These trucks move about as fast as the jeeps.

One of these trucks has been modified. It has been stripped of all non essentials and covered with home made armor plate & sandbags. It is impervious to small arms fire but not to hits from a .50 cal. Because of the ersatz armor, this truck is very slow; onlv as fast as one of the tanks.

TANKS

The imps have three M60A1 Main Battle Tanks. Only one of these tanks is ready to roll at any given time. The fourth squad is trained in the use of the tanks and can operate one with fair efficiency. They maintain one tank in a state of constant readiness. The other two tanks must be fueled and loaded with ammo and other items before they can be used. This loading process takes the imps about two hours to complete. Even when ready to go, the two stand-by tanks have only a 50% chance of starting their engines within the first hour. More detailed information on the tanks and their employment follows in the section on the tanks themselves.

THE IMP CAMP

BUILDINGS AND EMPLACEMENTS

1. THE GENERATOR SHED

This building shelters the two remaining 10kw generators. The running of the two generators is alternated on a regular basis to save wear and tear on this irreplaceable machinery. Both have been modified to run on alcohol. The building has one open side; facing the motor pool. The rest of the shed is made of corrugated steel; both the walls and the roof are heavily sandbagged. The generator in use supplies power to the armory, the motor pool and the barracks.

2. STORAGE BUILDINGS

These two structures house the plunder of the imps. Both are two-story brick buildings. They are packed floor to ceiling with gpods "confiscated" from the people of the surrounding area. These buildings are occupied only when things are being put in or taken out. There are no inhabitants and there are no sentries.

3. STABLE

This is where the imps keep their horses and wagons and related tac. The building is a one story wood frame and the open attic is used for storage of fodder. The imps maintain 20 riding horses, four draft animals and two large wagons. These are the wagons that are used for the conning runs. The stable has neither sentries nor human residents.

4. MOTOR POOL

The motor pool is a large, fenced in area containing only one long building. This building is nothing more than an open sided shed which serves as a garage. It is made of corrugated steel but is not otherwise strengthened. The North end of the shed was originally an office, it is now the room where the imps store spare parts and tools. The rest of the shed houses all of the imp vehicles with the exception of the tanks. The tanks are parked outside along the West fence, in the South West corner of the motor pool.

The North West corner of the motor pool is occupied by the fuel stores. This area is surrounded by a 10ft fence topped with barbed wire. The fence is covered with sandbags to a height of six feet. This wall of sand bags is three feet thick. Within this defensive perimeter there are two 500 gallon fuel tanks. Both of these tanks are set into a pit which places the tops of the tanks level with the surrounding ground.

PD NOTE: The sandbags will stop even a .50 cal. for awhile. To set off the fuel it is necessary to drop either an

HE or an incendiary device right on the tanks. If a tracer round hits one of the tanks, this may be enough to do the trick. Use your discretion.

5. THE AMMO CONEX

This is a reinforced concrete bunker covered with two feet of sandbags. It is proof against small arms. It has no windows and only one door. The door is always locked but Officers and NCO's have the keys to do it. The lock can, of course, be shot off, The ammo connex contains:

15,000	5.56mm
5,000	7.62mm
5,000	.50 cal.

One full load for an M60A1 MBT
Mortar Ammo

6. BARRACKS BUILDINGS

The barracks are two story steel and brick buildings. There are four barracks buildings all told, arranged in two groups of two. Each of the two are connected by a latrine. (see map).

The two barracks nearest the lake are used for storage and can be treated as the storage buildings previously mentioned. The buildings closest to the motor pool are the quarters of the troops. Of these two, each quarters a platoon. The buildings are divided into two floors, one squad per floor, in a large open room. Each floor also has a small, private room for the sergeant commanding the squad.

These buildings have many windows and are reasonably strong. The barracks can be used as a temporary position from which to fight, as the buildings will stop anything smaller than a 7.62 round.

7. THE BRICK OFFICE

This is a one story, brick building with a few windows. It is now used as a "trooper's club" and as such is filled with rough tables, beer barrels, 'shine jugs and drunken imps. There is usually someone Inside.

8. THE WOODEN OFFICE

This one story wood building is now used for storage. Once upon a time it was a mess hall.

9. THE MORTAR PIT.

The mortar pit is a circular hole in the ground, one meter deep and two meters across. It contains an 81 mm mortar and 20 rounds of ready ammunition of the following types:

10 rnds High Explosive
4 rnds White Phosphorus
6 rnds Illuminating

The mortar is not permanently manned and so people must get to it before they can use it. Once at the mortar, one man can fire it once every three turns, two men can fire it once every two turns.

The imps must be able to see a target in order to fire at it with the mortar. (See either the target or the area where they suspect a target to be.) Remember that the guard tower is not far from the mortar, and the guard in the tower can be used to call out targets and spot for out-going fire.

If the mortar is firing on a target either on the road to the camp or in the tree line of the forest, the PD should subtract four from the accuracy die roll. These areas are thoroughly plotted for fire from the mortar.

10. THE GUARD SHACK

This was originally the guard post for the Military Police assigned traffic duty at the gates of the camp. It is a small brick building containing only one large room. While the building is surrounded by sandbags, the front of the building has three huge windows; one of the windows covering the North side of the building, the other two on either side adjacent to the doors. These windows are not shuttered and they do not have glass on them. This guard shack is one of the permanently manned posts in the camp; it is always occupied by a single rifleman.

11. GUARD TOWER

The tower is made of wood, braced with steel. It is topped with a wood and sandbag guard post which is roofed and sandbagged. The floor of the guard post is thirty feet above the ground and is reached by an unprotected wood ladder.

The tower mounts an M2HB .50 cal. machine gun. with 5,000 rounds of ammo. There is also an M60 MG in the tower but this weapon is not permanently mounted. The M60 has 5,000 rounds. This tower is always manned by at least one imp, sometimes by two.

12. THE FENCE

Extends from 30 feet into lake Helen on the West, across the North side of the camp, up onto the ridge. From there, the fence runs South, paralleling the line of the ridge until it ends well within the radiation zone of the bomb impact site. The fence also runs across the South side of the camp but is not shown on the map of the camp.

The fence itself is composed of three rows of concertina style barbed wire. While the MPV would have small problem bursting through the fence, the mine field within the fence is something else again. The entire inside area of the fence is simply stiff with claymores, old 8-inch artillery rounds fused as mines, and M19 anti-tank mines (see page 21 MPGB).

The North and East sides of the fence are under continuous patrol by two imps. These two patrol singly, not in a pair, but they pass each other at intervals. The South fence is not guarded and cannot be seen from the camp proper. Out there the mines are even thicker and extend to both sides of the fence to a distance of ten feet.

These mines are unlikely to destroy the MPV out-right but are easily capable of disabling the vehicle by blowing a wheel off or rolling the vehicle over on its side. This could make life very interesting for the passengers. . .

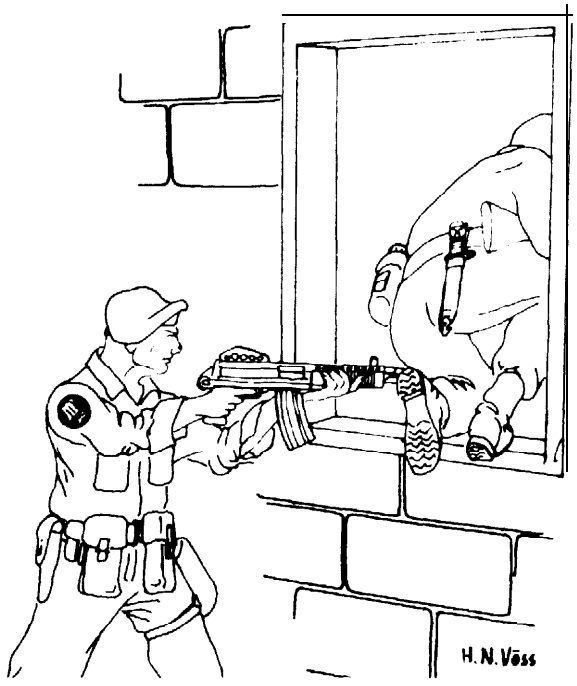
13. CLEARED FIRE ZONE

Extends all around the North and East fences. It goes out for 500 meters in the North, and up to and over the ridge line on the East side of the camp. No trees grow in this area and the grass is never allowed to grow higher than six inches. Par-ties of imps clear this are on a regular basis. There is no such zone on the South side of the camp.

14. THE GATE

The gate is the only entrance or exit to the Imp camp. It is set in the North fence and is behind the old MP shack on the road from the town The gate itself is a hodge-podge of barbed wire, chain-link fencing and wood. It swings open from the side and is wide enough to allow one of the tanks to pass through with ease. When not open for the passage of troops or equipment the gate is kept locked with the keys in the armory.

Given the ad-hoc construction of the gate, the MPV can crash through it if the team has the guts to try it. If the MPV is moving at full speed when it hits the gate, there is only a 10% chance of the vehicle being fouled in the gate and stopped. Chances of fouling increase by 10% for every 1 Omph slower that the MPV is moving



15. THE ARMORY

This building is the nerve center of the imp camp. Much of the activity of a working day takes place inside. The armory also serves as the quarters for the officers. Because of these factors it is necessary to provide detailed information concerning this building.

The building is made of brick, concrete and steel. It has two doors; the personnel doors in the west side and the large, roll-up steel vehicular door on the east.

There are no longer any windows on the ground floor of the building. All ground floor windows have long since been walled up with brick and steel. The second floor has a few windows on the south face of the building.

A. The Duty Office

This is the "command room" of the camp. An attempt is made to have this room manned 24 hours a day. It is the "post" of the Duty Officer. When the DO is not there, the commo man (RTO) occupies the post. The room is also the scene of late night card games between these two men and occasional others.

If the camp is attacked these men will join the fight. The PD may use them however he best can but might want to bear in mind the presence of the mortar just outside of the armory.

The office contains a table, chairs, empty bookshelves and a field phone connected to the captain's room.

B. COMMO ROOM.

The radio center The room is occupied whenever there is a radio equipped imp team outside of the camp. When no teams are out the radio gear is not used and the RTO will likely be found in the office next door.

The room contains the 106 radio mounted on a table, a stool, and a nightmare collection of nonfunctioning electronic parts and equipment.

c. SUPPLY

This room is kept locked. The supplies it contains are the best of the goods confiscated from the community and occaisional traders. These goods are consumed by the officers. Now and then something from this hoard may be given to a troop or NCO by way of a reward. Captain Bliss has the only key.

D. LOCKER ROOM

The actual supply room. This is where uniforms, boots, helmets, flaks, web gear and other items are stored when not in use. The room is full of metal lockers arranged in rows. The room is kept locked.

E. ARMS ROOM

This room is always locked unless in use. Inside are stored the following weapons and ammunition:

54	M16A1 rifles
7	M1911A1 pistols
5	M3A1 submachineguns
4	M60 machineguns
2	M2HB .50 cal. machineguns
1	complete 81 mm mortar
500	5.56mm rifle ammo
500	.45 cal. ammo
5000	7.62mm linked machinegun ammo
1000	.50 cal. linked machinegun ammo
10	81mm HE
10	81mm WP
	one case of M26A1 fragmentation grenades

All other small arms are issued to the troops. The weapons in the armory are either spares or heavy weapons not often used. There are two keys to the arms room, the captain has one, the other is held by the Duty Officer.

F. INTERROGATION ROOM

This is where prisoners are brought for "questioning" PD should equip this room as he see fit. Remember that the imps are not skilled nor subtle in such matters.

G. CELLS

The four cells used for holding prisoners. These rooms are bare. windowless and filthy.

H. GUARD OFFICE

This room is not used unless there are prisoners in the cells. The keys for the cells are kept in this room. The room is empty save for a table and a few chairs.

I. DRILL FLOOR

The largest room in the building. The center of the floor is where the imps hold such indoor meetings as they have, usually due to bad weather. The rest of this huge room is an indoor junk yard. Over the years the imps have brought vast amounts of equipment, parts, crates, tarps, and anything else likely to be found on the grounds of a military reservation into this room. This junk has been piled around the walls and out onto the floor. When one stands in the clear area in the center of the floor it is impossible to see the walls of the room! There are many paths around, through and over this maze of junk. None of the imps have any idea of what all is present in the pile.

J. LATRINE

It still works and it will accomodate many men at one time.

K. OLD OFFICES

These were once the main offices of the camp, now they serve as an impromptu library. All of the old military manuals left in the camp are kept in these rooms. Also stored here are books and other printed material that the imps have found or taken.

None of this material is in any kind of order. Books and manuals lie about on shelves or in piles. Finding a specific item will require a prolonged search and many luck rolls.

PD should use his own discretion as to what may be found here. No manuals should date from before 1969.

L. MESS HALL

This is the room where the larger two meals of the day are taken. The room contains tables and benches which are not at all clean

M. KITCHEN

The room where the duty squad prepares meals. All of the usual kitchen equipment is present.

N. PANTRY

Ready stores of food for the mess hall.

0. LATRINE

As for its first floor counterpart.

P. "OFFICERS CLUB"

A dirty but comfortably'fitted out lounge area. This large room contains examples of the locally produced drinking stuffs in casks, barrels and bottles. Here the officers, and sometimes the NCO's, drink and relax.

Q&R. THE LIEUTENANT'S ROOMS

Spartan quarters for men who spend little time in their rooms.

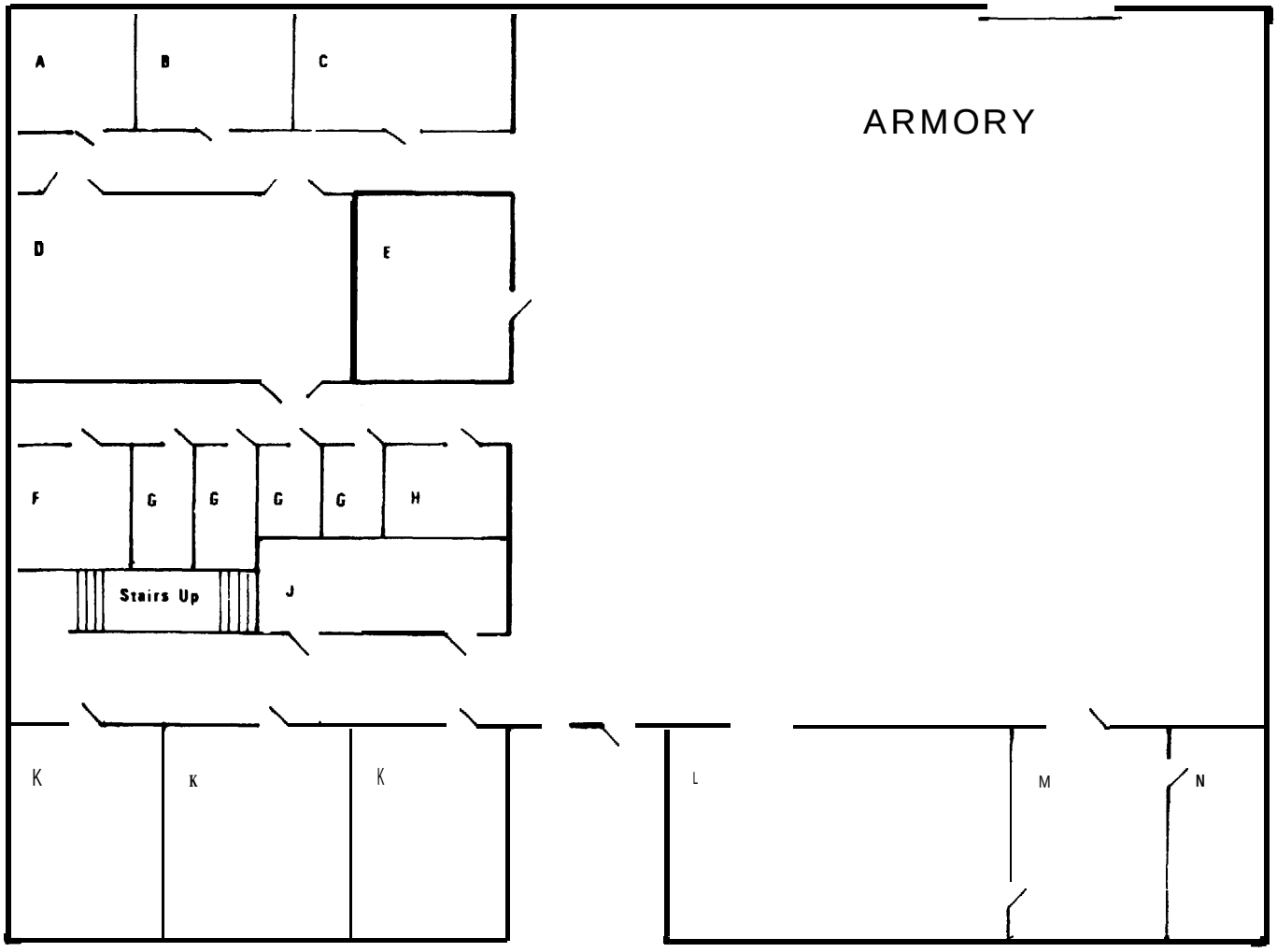
S. CAPTAIN BLISS' ROOM

Oppulant by local standards. Captain Bliss spends much time here, doing nothing much.

Jealous of his quarters and the items which may be hidden therein, the captain has developed the charming habit of booby trapping his door when he leaves the room. This is done by means of a loose brick located on the floor where the wall meets the floor at the lower right corner of the door. An M26A1 frag is placed behind the brick. The ring pin of the grenade has been removed, the spoon rests against the spine of the closed door. If the door is opened the spoon will be released, causing the frag to detonate in a matter of seconds

This trap is not at all obvious. There is no way to detect it before the door is opened.

All of the other rooms on the second floor are vacant The PD should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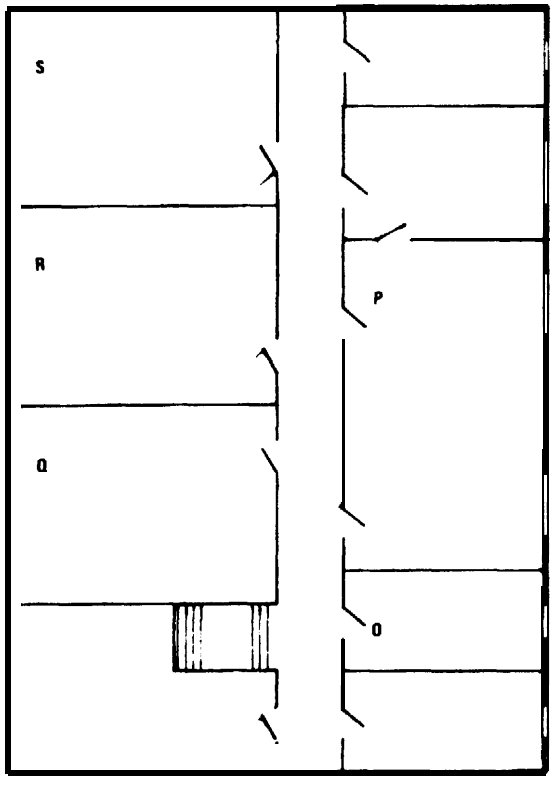
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feel free to deal with them as he sees fit.

16. AMMO BUNKERS

These date from before the imps and were the ammo storage for the entire camp. They still contain a large quantity of ammunition, explosive devices, etc.

The bunkers are within the secondary zone of the radiation from the missile impact point. Besides that, the ammo bunkers contain their own source of hazardous radiation; a blue undead.

The blue undead (pg. 58 MPGB) is kept in an emtpy ammo bunker. The imps use this creature as a terror weapon against the people of the River-ton community.

Most of the imps do not even know that it exists. The officers and NCO's know it is there and how to use it, but not what it is.

When deemed necessary, two of the imp leaders will put on protective clothing and load the blue undead onto the specially modified deuce. The blue undead will then be transported to the target location and released. When the target has been illiminated the imps retrieve their playmate and drive it home. This procedure is always performed during the hours of darkness and great care is taken that no one see this "secret weapon" and live to tell of it. It was the use of this creature that reduced the Potter place.

The protective suits worn by the "handlers" are kept in one of the vacant second floor rooms of the armory.

The imps shun the area of the bunkers because of the sickness that comes from too much exposure to that area. From time to time the troops are forced into suits and onto the special deuce so as to bring fresh ammo up from the bunkers.

THE BOMB CRATER

Located off of the map of the imp camp, its exact location is shown on the PD's map. The crater was made by a Soviet SS 18M2 (pg 5&6 MPGB) and is something over a kilometer across. The PD can put as much emphasis on this as he likes. For purposes of the game it is enough to know that the south end of the camp is hot.

The building of the main part of the camp survived only because of the protection of the ridge. If the ridge were not there, the camp would have been obliterated in the fire ball.

PLAY OF THE GAME

RIVERTON: Sequence of play

The following notes should aid the PD in running the Riverton scenaric. They are the direct result of 6 months of playtesting which have shown that the following suggestions greatly enhance the playability of the scenario.

1. Wake Up.

The team will usually check out their gear in the time-honored fashion. Do not mess with them too much at this time. Outside readings are all normal. You might want to leave a fallen tree in the area seen by the periscope; this is a painless way to allow the players to figure out it has been 150 years since they were frozen. It tells them something is seriously wrong.

There is no radio contact with any unit initially. Since a carrier wave (static) is being received the team knows the radio is functioning.

2. Movement and Intial Contact with the Locals.

The team, once out of the hole, must go somewhere in order to do anything. The map in the Auto Nav shows the town of Riverton to the south, therefore the team usually heads that way.

The contact provided is the Burkhardt place. No matter what direction the team goes in, move the Burkhardt place so as to put it directly in the path of the team.

The Burkhardt Place.

Lying in a small clearing a couple of acres wide, it will be seen only when the team is nearly into it.

At the edge of the clearing, most of the Burkhardt place can be seen. For exact notions of what can and cannot be seen, refer to the map of the Burkhardt farm.

Assuming the area between the barn and the house can be seen from the vantage point of the viewer, he will see:

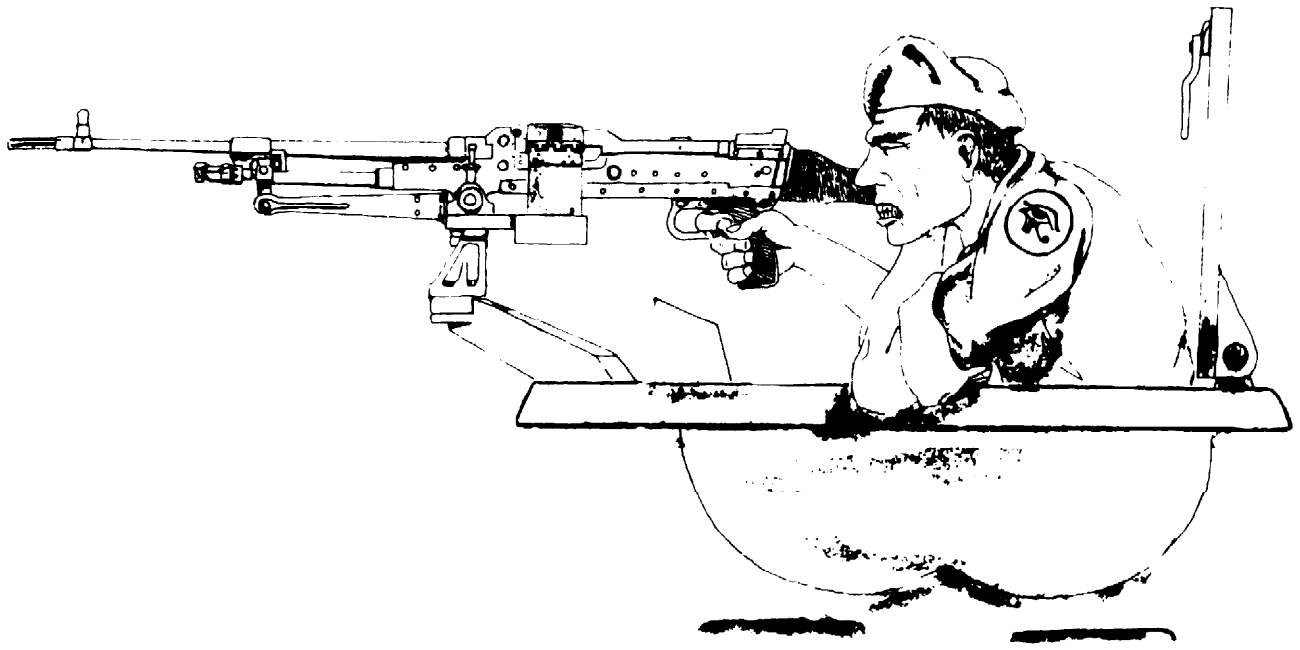
1. The House

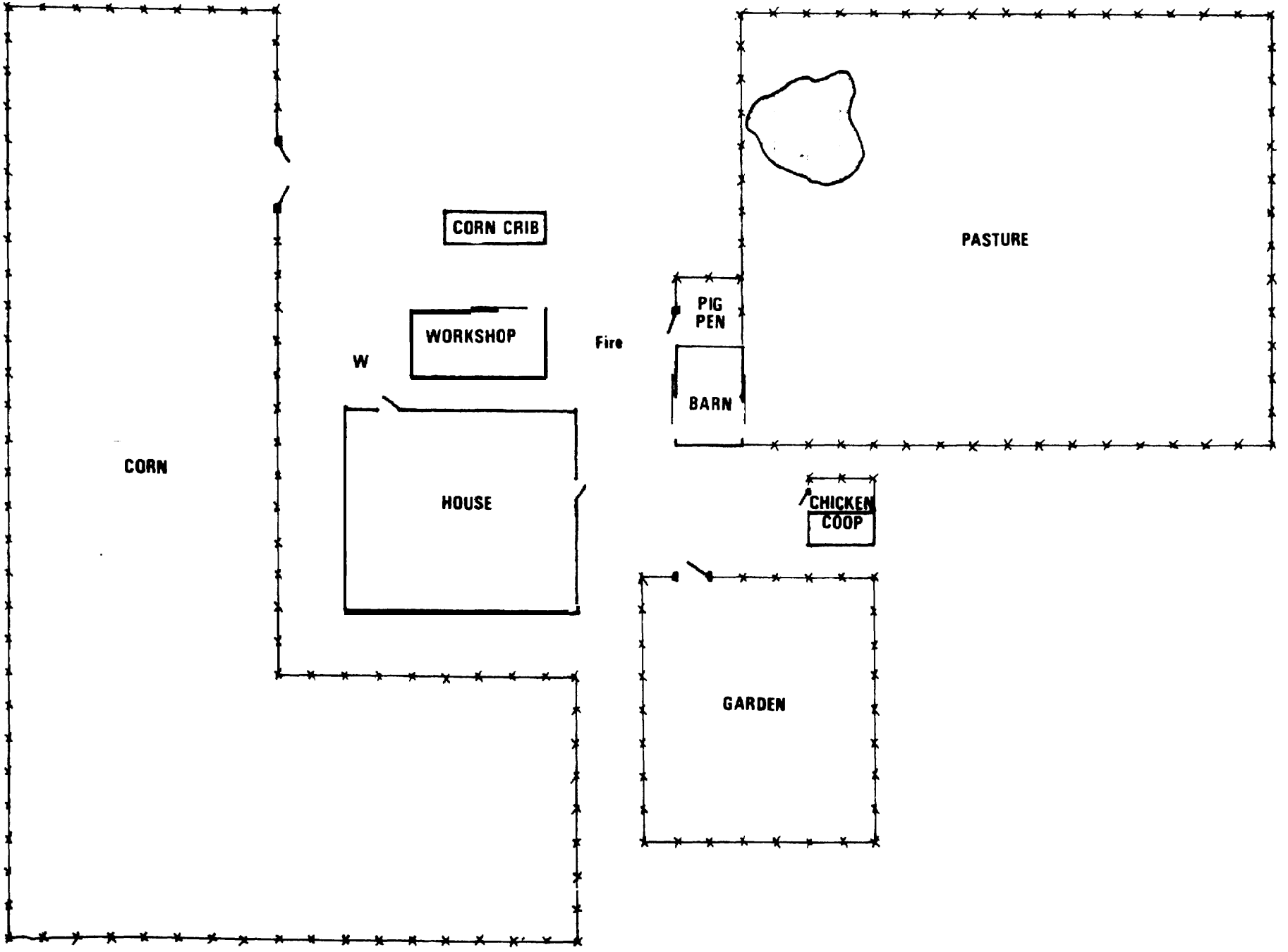
Old, one story, whitewashed wood, it is built to be strong but not for defense. The windows are shuttered, and the doors are closed. There are obvious cracks in the wood, so people could be watching through them.

2. The Barn

A rough wood, 1½ story structure, whose door facing the house is open. The viewer will note there is something wrong with the door; something red and pink is on the door and there seems to be a black cloud moving around it.

If he is using the rangefinders/binoculars. he will see: the thing on the door is a carcass with four limbs, and the cloud seems to be made up of individual points. When close to the Barn, the carcass turns out to be that of a large hog, nailed to the door by the hind legs. The hog has been amateurishly slaughtered, perhaps with an axe. Entrails of the animal lie on the ground The "Cloud" is a swarm of flies.




CORN CRIB
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CHICKEN COOP
GARDEN

BURKHARDTS

BASIC LOAD (VEHICULAR) STANDARD ISSUE)

1 pr. AN/TVS-5 Binoculars
1 Laser Rangefinder
1 AutoNav navigation system
1 AN/PRC-70
1 Radio Direction Finder
1 Large MedKit
1 Ax
1 Sledgehammer
1 Mountain Kit containing:
2-33m coils 11mm nylon rope (breaking strength 1,700kg)
1 Folding grappling hook
20 Pitons *
30 Snaplinks *
6 M688 40mm Rocket shells (to launch grappling hook from M79)
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1 set Climbing spikes (for ice)
1 Trade pack containing;
50 Gold Double Eagles
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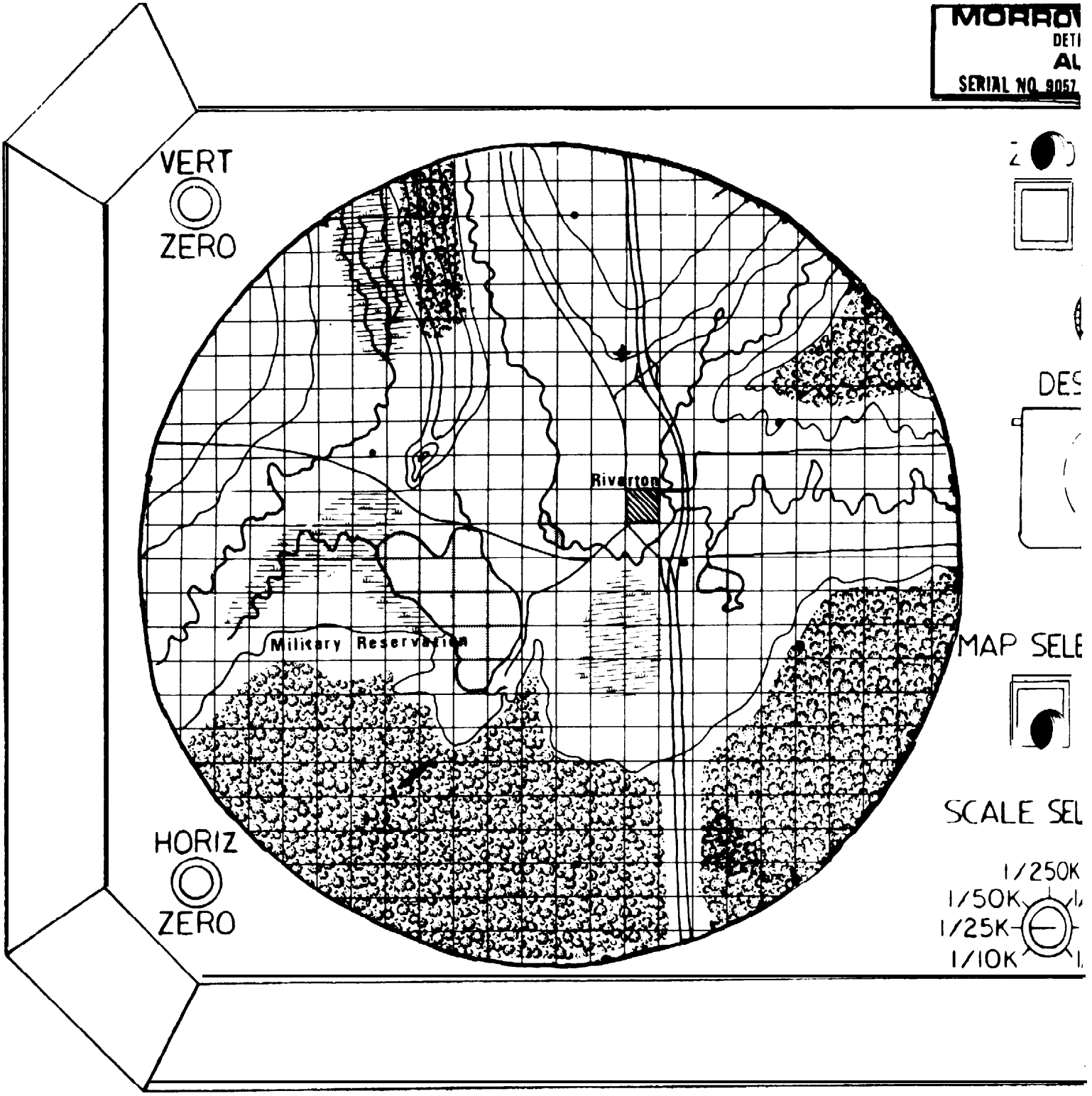


VERT ZERO; Allows adjustment of the displayed map to the unit in the vertical plane.

HORIZ ZERO; Allows adjustment of the displayed map to the unit in the horizontal plane.

ZERO; Allows the use of the Vert and Horiz adjustment dials.

DESTRUCT ARM; (covered toggle switch) Arms the destruct system causing a beeping sound once per second until fired or disarmed,

DESTRUCT; (covered push button) With the seal wire broken, cover lifted, and button depressed the system fires an internal thermite charge in five seconds. The charge destroys the interior of the AutoNav.

MAP SELECT; Initiates system allowing the use of the keyboard to select a specific map.

SCALE SELECT; Determines scale of map displayed.

KEYBOARD; Used to input informat

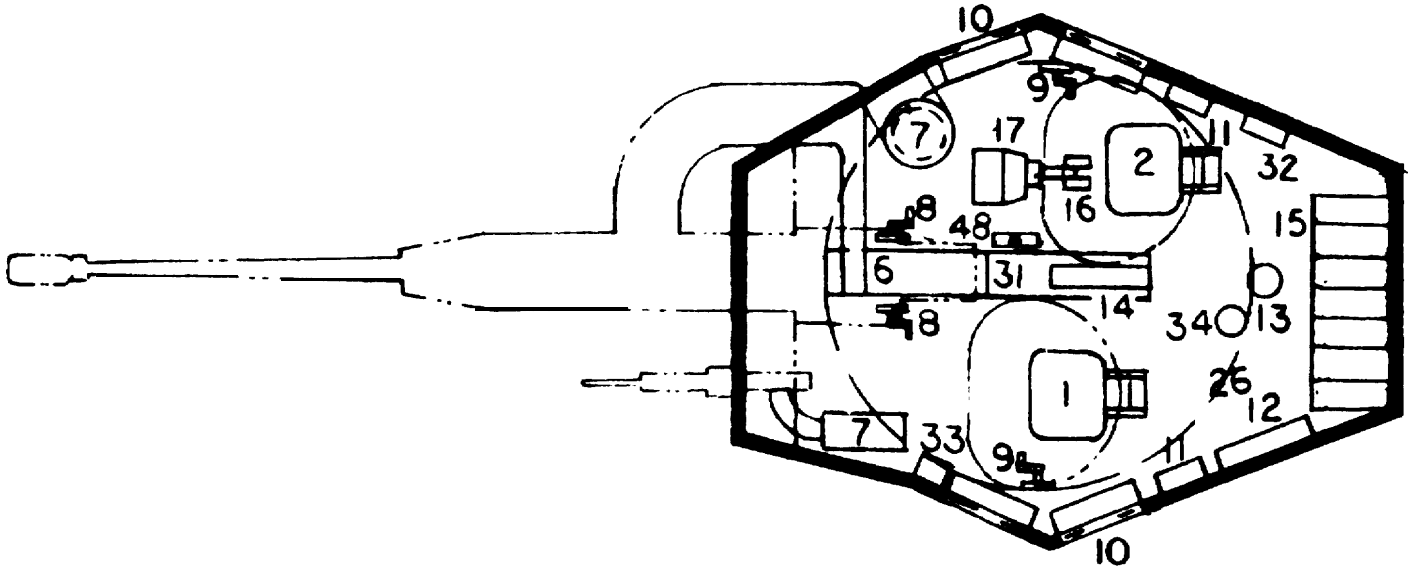
CACHE LOCATION; Shows all addign

SENSOR SYSTEM SELECT
RDF; Allows radio direction fin indicate direction on display SC
MAG: Allows magnetic sensor (if location of detected targets on
RADAR, Allows radar set (if detected targets on displa

LIBRARY; Reads out all a

GUN LAY
MAN, Disengages Gun Lay system t gun system.
AUTO; Engages Gun Lay system to data in AutoNav.

NO	QTY	DESCRIPTION
1	1	COMMANDERS SEAT
2	1	GUNNERS SEAT
3	1	DRIVERS SEAT
4	1	RADIO OPERATORS SEAT
5	4	SEATS (FOLD DOWN)
6	1	20mm AMMO BOX AND POWER FEED SYSTEM
7	1	7.62 (MAG-58) AMMO BOX AND FEED SYSTEM
8	2	MANUAL CRANK (DEPRESSES AND ELEVATES 20mm AND MAG-58
9	2	MANUAL CRANK (TRAVERSES TURRET)
10	14	WINDOW AND VISION BLOCK
11	4	INTERCOM
12	2	AN/PRC-70
13	1	DOME LIGHT
14	1	CONTROL PANEL
15	14	7.62mm (MAG-58) AMMO BOXES
16	1	GUN AND TURRET CONTROL
17	1	GUNNERS SIGHT
18	1	DRIVERS CONTROLS
19	1	AUTONAV NAVIGATION SYSTEM
20	1	RADIO DIRECTION FINDER (VEHICLE MOUNTED)
21	1	COMPUTER (STANDARD LSI CHIP CONFIGURATION)
22	1	CRT AND KEYBOARD FOR ITEM 21
23	4	WHEEL WELL
24	3	MOUNTING PLATE (MOUNTS ON WHEEL WELL)
25	3	DOOR
26	1	TURRET RING
27	1	HULL RAISED IN THIS AREA TO CLEAR DRIVE TRAIN
28	1	ENGINE COMPARTMENT (CONTAINES DRIVE SYSTEM AND FUSION REACTOR)
29	1	VENTILATION FOR ENGINE COMPARTMENT
30	1	STEERING WHEEL
31	3	20mm AMMO BOX (100rd ea)
32	1	LASER RANGE FINDER
33	1	AN/TVS-5 BINOCULARS
34	3	FIRE EXTINGUISHERS
35	1	1 CASE 12 GAUGE MAGNUM 00 BUCKSHOT, 1 CASE 5.56x45mm BALL, 1 CASE 7.62x51mm BALL, 1 CASE 9x19mm BALL
36	4	ARMBRUST 300
37	1	LARGE MEDKIT
38	1	TOOL KIT
39	1	EXPLOSIVES LOCKER (CONTAINES 1 Ml83 DEMOLITION CHARGE, 1 ROLL PRIMERCORD, 10 M2A1 DETONATORS, 2 Ml TIMERS)
40	1	CASE M7A3 CS GAS GRENADES
41	1	CASE M34 WHITE PHOSPHORUS GRENADES
42	1	CASE M36A1 FRAGMENTATION GRENADES
43	1	1 AX, 1 SLEDGE HAMMER, 1 MACHETE, 1 SHOVEL, 1 TRIPOD (MOUNTED ON OUTSIDE OF VEHICLE)
44	1	M21 RIFLE AND 12 MAGS.
45	1	MOUNTAIN KIT
46	1	TRADE PACK
47	2	RATION PACKS
48	1	MANUAL FIRE SWITCH FOR 20mm
49	2	M18A1 CLAYMORE MINES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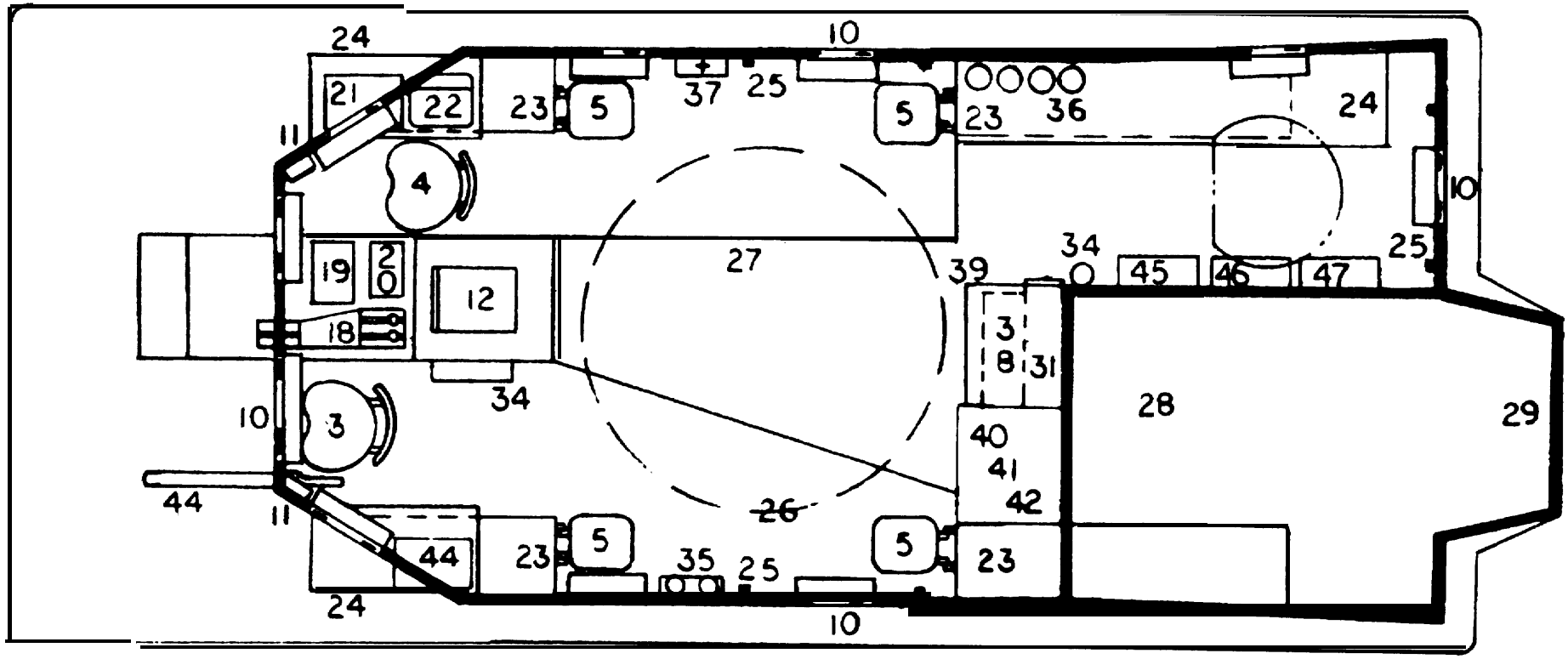
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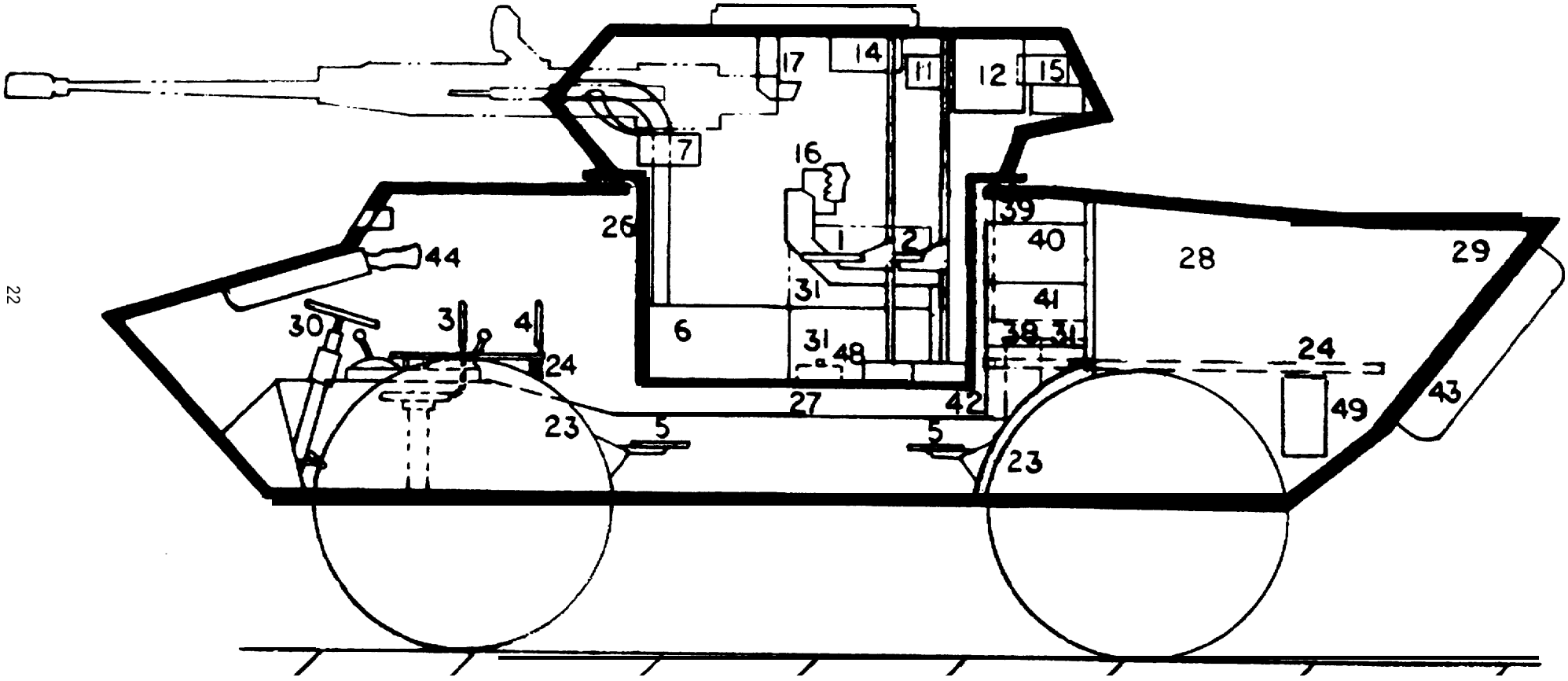
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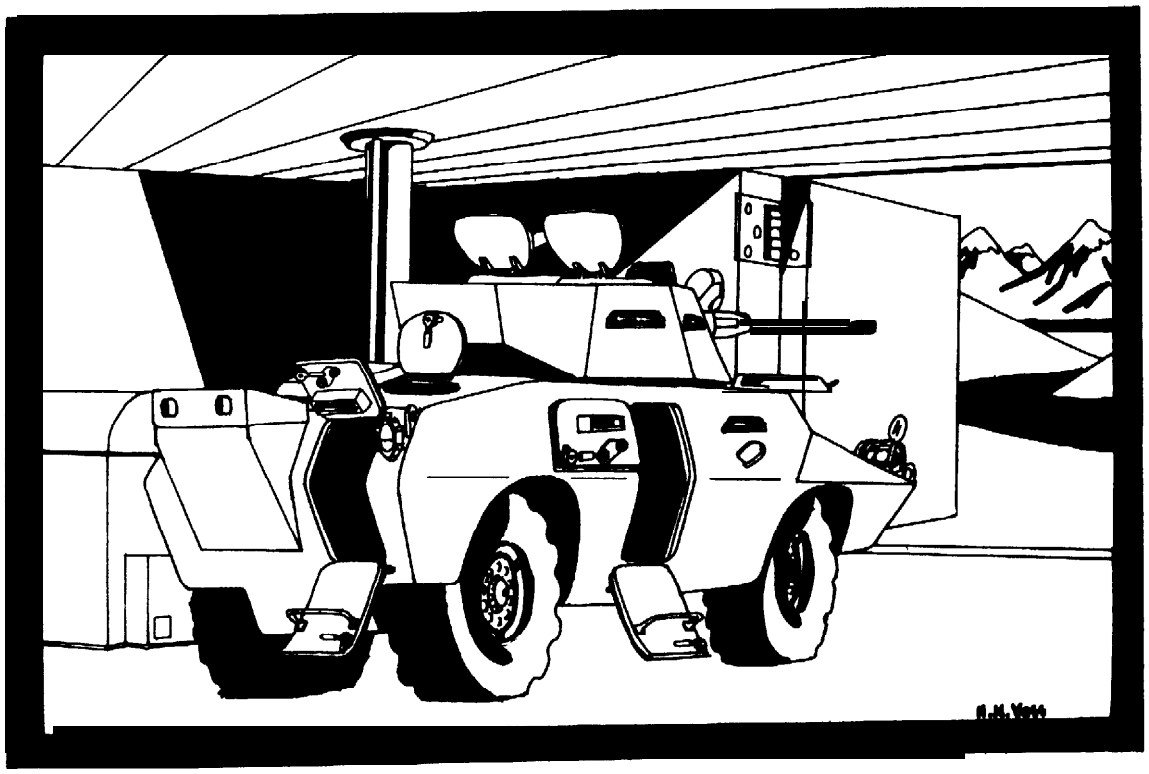
ROLL OUT!



II. Price Lisf

ITEM	Order	Price	
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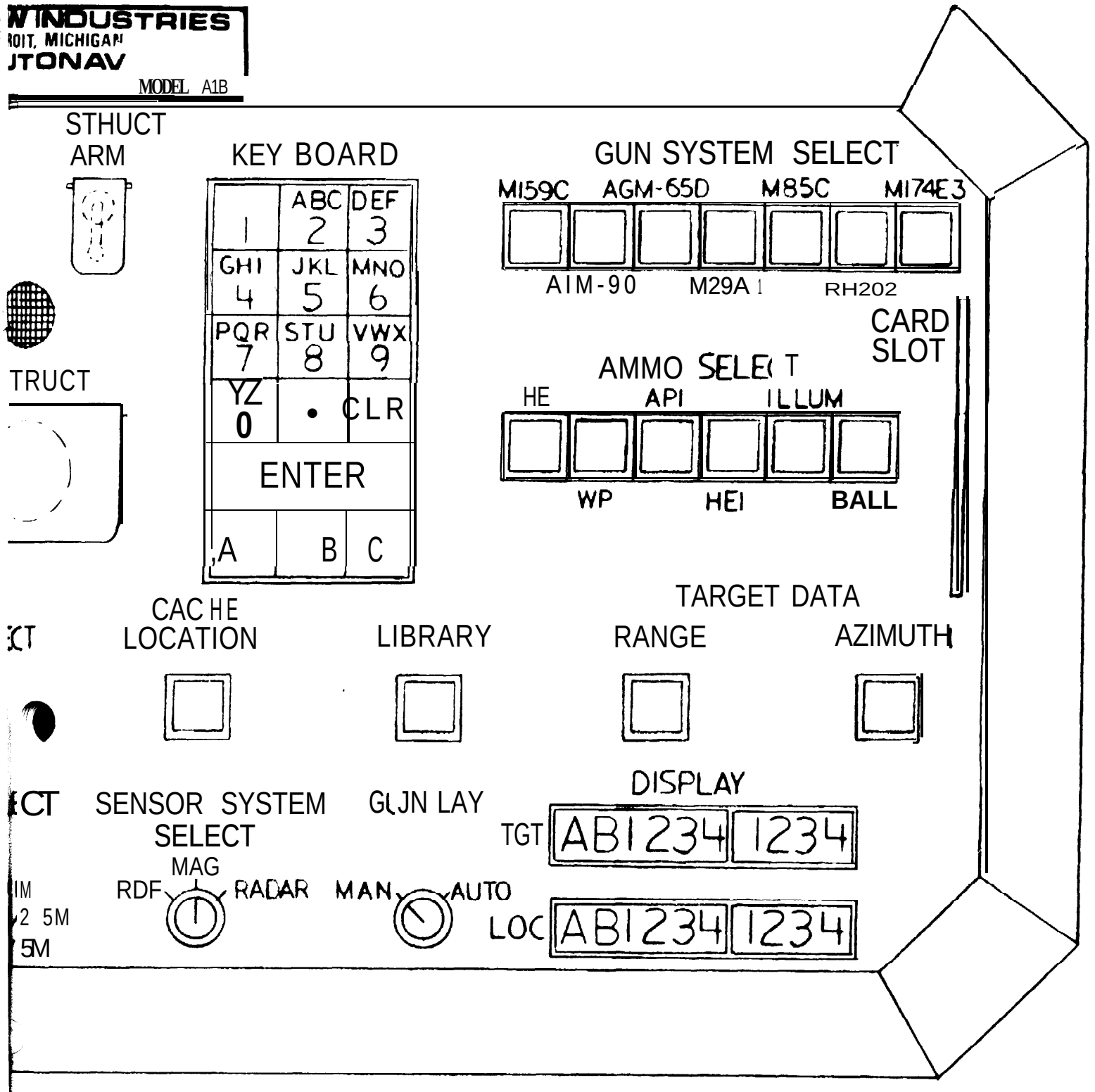

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(if available to AutoNav) to
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splay screen.
b to AutoNav) to indicate

on display screen.

allow manual laying (aiming) of

weapon system according to

GUN SYSTEM SELECT; Allows AutoNav to aim indicated weapon system, if vehicle is so equipped, using Gun Lay system.

AMMO SELECT; Indicates ammunition fired in selected Gun System.

TARGET DATA
RANGE: Allows input of data for Gun Lay system.
AZIMUTH: Allows input of data for Gun Lay system.

DISPLAY Indicates data, either Target or Location, shown on display screen or keyed into system from keyboard.

CARD SLOT; Allows insertion of Morrow I.D. card to activate AutoNav displays. AutoNav will function (track its movement) without card but will not display any information or allow any other functions.

BASIC LOAD (VEHICULAR) COMMANDO V-150 w/20mm

VEHICULAR DATA

LENGTH 5.689m WIDTH 2.26m HEIGHT 2.54m
GRD. CLEAR. .381m TURN RAD. 8.382m AC=100
MAX RD. SPEED 88 km/hr WATER SPEED 4.8 km/hr
4-wheel drive, Fusion/Electric power, fully amphibious.

ARMAMENT AND AMMUNITION

1 Rh202 20mm Cannon, 100rd belt, Selective-fire, E=63 (Armor Piercing Incendiary ammunition), E=57, Dpw=40 (High Explosive Incendiary ammunition), 4 belts (2 HEI, 2 API), Short burst=10rds. Medium burst=20rds, Long burst=30rds.

20mm M56Al High Explosive Incendiary, Blast and Heat, WT .254kg, E=57, MIN RNG llm, EFF RNG 2,000m, MAX RNG 7,000m, BURST RADIUS lm, Dpw 40, (2 belts).
************-**********---**

20mm T221E3 Armor Piercing Incendiary, WT .254kg, E=63, EFF RNG 2,000m, MAX RNG 7,000m, (2 belts).
************-**********---**

2 MAG-58 Machineguns, 7.62x51mm Linked, Full automatic, WT 10.85kg, E=17, EFF RNG 1,200m, MAX RNG 3,100m, 100rd belt, WT 2.94kg, 30 belts, Short burst=6rds, Medium burst=12rds, Long burst=l8rds.

Co-Axial Gun (mounted next to 20mm)
*****************-***************-***************-**
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*****************-***************-***************---**
Turret Gun (mounted on top of the turret, Commanders Hatch)
*****************-***************-***************-**
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*****************-***************-***************-**
*****************-***************-***************---**

*** = Short burst - = Reload --- = Out of ammunition**

P.D. note: no farmer willingly slaughters an animal this way. If anyone in the team is bright enough to figure that out . . .

3. Brush Fire

Between the out buildings and the pasture a smoky fire of wood and brush is burning.

P.D. note: you could use this smoke to lure the team to the Burkhardt place in the first instance . . .

If the observer is using either the binoculars or is within 50 feet of the fire, he will notice:

a. The fire was larger,

b. It was, in part, "junk wood",

c. Parts of chairs, wooden buckets, a ladder, and other worked pieces of wood can be seen in the fire or in the ashes,

d. Much of the material burned seems to have been baled hay.

Again, it would appear an act of utter stupidity for the residents to have set the fire.

4. Chicken Coop

Only a few live birds are in the coop. Feathers are strewn everywhere, a few dead chickens litter the ground. No attempt has been made to clean up the mess. The gate to the coop is standing open.

5. Corn Crib

It is empty, and offers no cover or concealment.

6. Work Shed

Built of old planks, odds and ends, it is not weather tight. Inside it is a scene of destructron. What rude tools there were are missing (perhaps they are feeding the fire). There remains a shattered grind stone and an old plow. Some attempt appears to have been made to set the building on fire.

7. Fields snd Pasture

Both are fenced in with barbed wire. The fence is old but well kept. Both are empty of animal life. The fields have recently been plowed and shown, but as it is yet spring, there is no growth high enough to conceal moevement (even crawling). This works both ways.

ways.

8. Tracks

These must be searched for in order to find them. At the PD's discretion, the team will find tracks of many booted feet in all of the areas above. Most will center around the area of the fire, between the house and barn. Many sets head to the doors of the house, the majority coming out.

Additionally, there are the tracks of a large, wheeled vehicle. These lead from the ground in front of the barn off into the trees to the rear of the farm. (These tracks were made by a deuce. The tires of the vehicle, if any, were bald.

The House (Interior)

Inside, it is a rude affair, similar to a log cabin. It has four rooms. Two of the rooms are curtained off for sleeping, the two others are divided by a wall and doorway. The front door leads into the main room. Entering, the team finds

The Burkhardts

1. The Family

The Burkhardts are a close-knit family, mostly self-sufficient. In this they are typical of the Riverton Community They work hard, entertain themselves, and are on good terms with their neighbors Like everyone else, they live in the menacing shadow of the Imps. Only this morning, the imps came by for a conning and the results are all around.

2. Leo

A strong, hard man, devoted to his family and his farm. He is 45, and is feeling the onset of age with nothing to look forward to. He is and always has been, helpless to defend his family in the face of the depredations of the imps.

Leo is an honest, loving man, who is utterly without hope. He cannot imagine life without the imps, much less believe there may be a way to get rid of them.

Leo has nothing left to lose but his family, and he will defend what little safety they enjoy to the death.

3. Suzanne

A 34 year old female replica of her husband, whose character tracks that of her husband in all important ways. But she worries more and more about Leo's state of mind. Her family is all she has, and she and Leo are unusually close. Leo's death would kill her. She has a sharper mind than Leo and grasps new concepts more quickly. She is also more suspicious.

4. Jerry

A 15 year old by just a few months, he is "wise" for his years and instinctively fears and mistrusts anyone wearing a uniform and carrying a gun.

Jerry is impulsive as only a 15 year old can be. Still, he immediately obeys any command of his parents and is fanatically protective toward his family.

5. Lorna

At twelve years almost a woman by community standards, she is not in the best of shape when the team arrives. During this morning's visit by the imps she was the subject of special attention. She is not as hardened as she should be to these things.

6. Robert

Idolizes his father and older brother, and at four years of age, eagerly follows their lead in all things. He is of an age where an understanding of what is happening around him is dawning. He was a witness to this morning's events. He is now in a state of shock.

Interaction

A. Whether the team knows it or not, they want to talk to the Burkhardts. A good team will have thoroughly reconned the farm and will approach the house. The family is indoors and will have been aware of the team's movements for some time. The family will, reasonably enough, assume that the team are lust more imps

B. The team should eventually get around to trying to contact the people in the house. For this, the following will be true.

1. If the team tries the doors, they will find them (them = the doors) barred from the inside. If they force the doors, the family will not resist, but it will reinforce their opinion that the team is a band of raidrng Imps.

2. If the team fires a burst and demands the occupants to open us and come out, those of the family who can, will. This will help to harden what resolve there may be to resist and misdirect.

3. The team which spends time talking their way in will have less explaining to do.

C. Assuming the team goes with option 3, they will be dealing with Jerry.

Jerry will certainly begin by telling the team they should go away He will argue they (assuming the team is another band of imps) have taken all there is, and that nothing is left. This should confuse the team. It should be the first substantive clue to what is going on in this area.

Given time, Leo will tell Jerry to open the door. Leo is a practical man. No matter what those people outside say they are, they have guns. If they want to, he reasons, they will come in. Leo is trying to save hrs door, and not aggravate the "imps" too much.

D. When Jerry opens the door, he will stay behind it, allowing the team member or members In. Once inside, the team will see:

1. The Room

This runs most of the length of the house. It is rough-floored. The room is mostly bare of furniture, but is a scene of destructron. Shelves have been torn from walls, earthenware plates and crockery ark lying in pieces everywhere. The two ends of the room are hidden behind rough, thick curtains, beyond which Ire the sleeping areas.

2. Leo

Sitting in the center of the room, in a chair cut from a 55 gallon oil drum, Leo props his left elbow on a massive, pedestal wood table There is also a small, three-legged wooden stool. Judging by the dried mud on rt, the stool was outside until recently.

Leo is in bad shape. His left leg is propped up on the stool, rudely bandaged and obviously broken. His face is a mass of sweat, bruises, and cuts, but he looks defiant through his full, grimy beard. He is bare-chested. The left side of his chest suggests several rtbs are broken. He is conscious, and does not appear to be in great pain. He is, but this is the norm for an imp visit...he's used to it.

3. Jerry

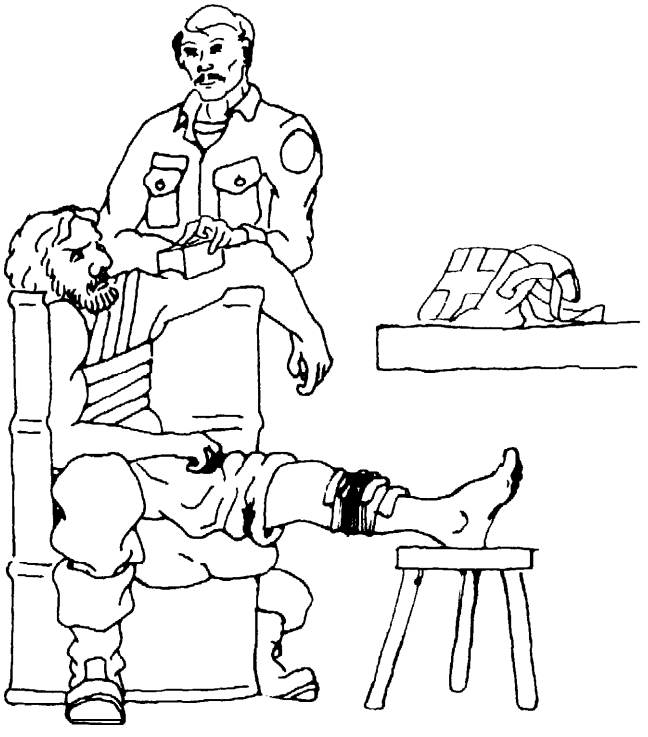
Shielded by the door, he wields an old, double-barrelled, 12 gauge shotgun (a Greener for you buffs). The weapon is in usable condition. Both hammers are cocked, and his finger is near, but not on, the trigger. Jerry is not pointing it any anyone, but he holds it so that he might.

The gun is unloaded. The Burkhardts do not have any shells. There

has been no ammunition for generations. The shotgun has passed down from father to son, its upkeep a matter of ritual. It isfunctiqnal.

E. From here, the P.D. should use his own judgement. The Burkhardts usually do one of three things, depending on the treatment meted out by the team. The Burkhardts will:

1. Resist passively, giving no useful information but telling no outright lies,
2. Be completely noncommittal and uncooperative,
3. Aid the team with information and advice.



F. The optimum behavior of the team will be giving medical aid to Leo. If this is done, Suzanne will come out from behind a curtain. She will probably be carrying her cleaver. If the Morrow character "Carol Renquist" is in evidence, the barrier between the Burkhardts and the team will drop. Imps do not put women in uniform and arm them. Suzanne will ask Carol to look at Lorna, in the sleeping alcove from which Suzanne emerged. Robert is there as well, huddled in a corner, wide-eyed and terrified.

While the medical kit in the MPV can help all of these people, it cannot heal them. Though Lorna will benefit physically, her psychological wounds will heal more slowly, if at all.

G. Eventually, Leo will tell Jerry to put the gun down, admit there are no shells for the weapon, and that there have been none as long as he can remember. He will accept shells from the team if offered, and will instruct Jerry to hide them. Leo knows possession of such would carry with it death if discovered by the imps. Neither Leo nor Jerry know much about how to use the Greener, but they will catch on fast if taught how.

Of course, if a team member panics and kills Jerry, all bets are off. A competent player will not do this as he will know the shotgun can not penetrate his coveralls At this range being hit with a charge would hurt like hell, but is unlikely to result in death.

H. The Burkhardts will accept nothing from the trade pack as they are too proud, Offering such will improve the status of the team in the eyes of the family. Leo will drink with team members If drink is offered.

I. These people are not stupid. Given time, they will know the team has no connection with the imps. Uniforms and guns differ, the patches differ, but most of all, the imps just do not behave like the team does. Things the Burkhardts can and will tell the team are:

1. That the imps come from "away south by the lake"
2. That there is a town, people live there, and imps go there, its approximate distance and directions on how to get there.
3. That there were 8 imps here this morning, end the treatment they received was typical and would reoccur in a few months.
4. That the imps wear uniforms, old and faded, with different "things on the shoulders" (patches);
5. That imp guns are different lif any team member has an M16, the Burkkardts can say "like that"
6. That the imps have horses, wagons, and some big "wagons" without horses.

The Burkhardts will not:

1. Inform the team as to the location of neighbors;
2. Give the team clothes (at the moment, the only clothing they have is what they are wearing);
3. Be able to tell the team the exact location or strength of the imp camp;
4. Know anything of the imp's heavier weapons
5. The Burkhardts cannot be aroused to fight just at the moment. They Cannot believe the team might seriously consider attacking the imps if team members Persist on this topic, Leo will clam up and tell them they need to talk to "Doc". Leo will tell them how to find Doc as well.
6. The Burkhardts will not "inform" on the team. If the team asks about this, Leo will point out that he has never seen any of them.
7. The Burkhardts cannot be intimidated. They can be forced into things by the team only by a direct threat to the life of one of the family Given the current frame of mind, such action might provoke an attack by the family on the team...

The Burkhardts are here to move the team into attacking the imps. it the team still does not want to, having been exposed to the Burkhardts, then there is something wrong with the team.

NOTES:

A. In order to get anything done, the players will have to go to the town, especially if they are looking for Doc.

B. The section dealing with the town proper should be consulted here. All pertinent data is contained thereio.

C. The P.D. is reminded that there are usually a couple of imps in town on any given night. They arrive just after dark; troops ride horses, leaders drive jeeps.

If the players are in town before the imps arrive, someone will warn them that imps usually show up. Doc will not neglect this,

The players may want to ambush these two. If this is the case, the P.D. is advised to send Alec Johnson and Earl Moss into the town that night. These two are freely expendable and are mines of usuful information, who will "break" at the drop of a hat, but are very dangerous if given a chance.

Do keep in mind the imps in the camp are not deaf. Sounds of prolonged or unidentified gunfire will give them cause for alarm.

D. Assuming the team takes these two people, what of the rest of the imps? The group going into town will not be expected back until the following morning, as even the imps do not travel at night without good reason. But when they do not return, some sort of search will begin. The severity of the search, the equipment used, and numbers sent, will depend largely on the level of the imp's paranoia Unexplained gunfire and radio signals in the previous day or days will add greatly to raid paranoia ... In all cases, the imps will search, with anywhere from a squad on horseback, up to the full number of imps available with all equipment.

If the imps lose a squad, they will use everything they have in hopes of crushing opposition with numbers and firepower. Retribution among the people of the community will follow. Whether the people of the area aided the team or not will not matter.

E. It therefore behooves the team, to either:

1. Avoid taking the two imps in town,
2. Attack during the same night the two imps are taken.

F. During playtesttng, it was always the case that an immediate attack, with surprise, on the entire imp camp worked best. This approach sometimes failed. However, the imps, once alarmed and moving out usually meant disaster to the team. Even when the team won out, they and the community suffered heavily.

G. Actual play of the game is up to the P.D. and the team involved.

Designer's Notes
(Additional advice to the Project Director)

A. The Riverton Module has been under development for almost a year now. It has been playtested for the last 6 months. It is a great relief to write the final designer's notes. From here, you, the project director, shape a game for a group of role players.

B. Riverton was constructed with the PD in mind. We have attempted to put together a module that had structure, mission, and a wealth of technical data for the use of the PD, not only in conjunction with this module, but in games of his own. At the same time, we tried to leave you room to use the module to suit your own campaign. We think that, while this module does not fit either of these considerations perfectly, it allows plenty of room for both.

C. The team's mission is to eliminate the imps and free Riverton. During playtesting groups as small as three players managed to bring it off.

This is what members of the Morrow Project are supposed to do. Ideally, Recon team F-17 would call in a MARS team for this particular job; but these are not ideal conditions, and the members of F-17 are on their own.

Freeing Riverton of imps will be the result of one big, or several small to medium-sized fire fights. Some people will want to stop there, with the imps dead, and drive off into the sunset. Considering the ideals of the Project, though, it is here the job actually gets under way.

Left to their own devices, the people of Riverton will do all right. Team personnel are not essential to their survival. However, diligent effort on the part of the team can speed up history. Riverton's transition to liberty and self-government can be shrunk to months or years, rather than generations.

The opportunities for the PD are endless; so are the options of the players. Will the new order be a return to feudalism? Will the team build Genesis II? Will Riverton be the seat of the American Renaissance? It is in the hands of you and the team.

D. You may want the team out of the area entirely. If so. there are many ways to accomplish this.

If the players met Doc, remember that he studied at the "U", somewhere to the southeast. Doc, as a young man, learned to read and write. and picked up the rudiments of medicine at this "U". Was it the University of Michigan at Ann Arbor? Ohio State University in Columbus? Stanford! Vanderbilt? Doc does not know. It was a long time ago and long journey. Hell, Doc used tobacco somewhere . . .

E. If this does not appeal, consider the uses of the radio in the MPV. What if they were to pick up an unidentified signal, used the RDF and got a fix on it? Or a distress call, perhaps even from another Morrow Team? A longer contact with an established, Morrow-backed community?

If you are going to take this tack, we recommend you place the other team a long way off. If you are running the module in Michigan, the area of Houston, Texas is about right. Obviously, over such long distances, regular radio contact is not a possibility.

F. We at TimeLine are working on a system to allow better role playing of individual team characters and NPCs. It will be a little while yet before it is complete. Look for it in the Personal Basic Loads with the color cover and in the yet-to-be-published third edition of the Morrow Project.

It will be valuable to both players and PDs, as it will provide for education, skills, and abilities. Past experience before joining the Project will also figure prominently.

G. The Blue Undead in this module is easily expendable. This is especially true if you are letting Inexperienced players try their hand. If you delete the blue undead, either delete the Potter place, or change the data to reflect an attack by one of the M60A1 tanks.

H. Speaking of tanks, try to keep them a secret for as long as possible. Ideally, the team should know about them about the first time they see one.

I. The team must attack. The team's only choices are when and where. If the players hang around, it is only a matter of time before the imps discover them, through tracks, firearm discharges, radio overlap, or debris the team leaves after a halt.

The imps will go looking for the team. Initially, reconnaissance, and then by a raid in force. Once the imps know their hold is seriously threatened, do not count on them making stupid mistakes. The imp leaders may be animals, but they are not fools.

If the initiative does go over to the imps, the team can only fight or flee. The team's chances of survival, let alone victory, are horribly reduced. Wish them luck: they will need it. . .

J. On the subject of attacks, the following should be considered.

Sooner or later, the team will get mixed up in a shooting situation. While playtesting, casualties varied from the entire team being killed to 100% imp casulaties, to the capture of the camp and its contents with no team losses.

Winning teams used a wide range of plans, These winning schemes were variations on two themes:

1. Hell for leather attack. Usually on the first night after awakening, the team charges the camp in the MPV about 1:00 a.m. This sounds like suicide, but it need not be. The imps will not know the team is in the area and no unusual precautions will be taken. An attack on the road at 1:00 a.m. will meet with small resistance. All the team has to do is to destroy the tower and run through the gate. If they keep imp crews from manning the tanks, the team should win.

This approach depends on surprise and audacity. If the team hesitates once the attack begins, the results may be fatal.

2. Often overlooked is the capacity of the MPV to swim. The imp camp is situated on a big lake. Few teams have used this route but most that did were successful. The comments about audacity still apply. Swimming the V-150 in will usually go unnoticed, but once in the camp the team will have to move fast.

What about the teams that lost? Some died to a man due to sheer incompetency. Most failed by over-planning.

While playtesting this scenario I gave this advice: use common sense and think like a grunt. Resurrection is unavailable in the Morrow Project. If you take a .50 cal. hit in the head, you are dead. Hide. Do not run -- crawl. Do not use a noisy hand cannon when a quiet knife will do. Do not shoot the fauna. Most of them cannot get through your coveralls with teeth and claws. Shooting only alerts the bad guys that you have arrived. Think.

Undoubtedly, over-planning lost more games than anything else. My guess is: too many spy movies.

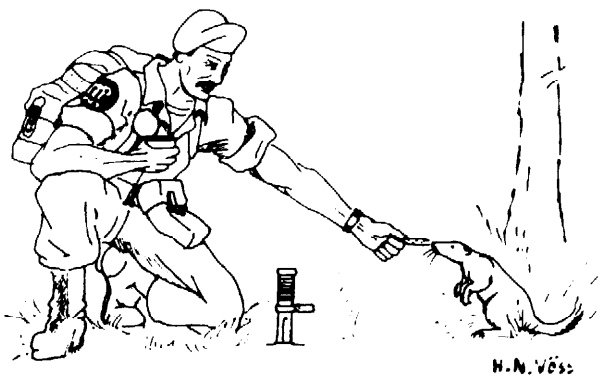
A plan is simple. In every instance when a team bought the farm it was due to overly detailed planning. Operations requiring split-second timing, and relying on all members making no mistakes rarely work (except maybe on Mission Impossible reruns). There are too many variables. Such plans make dog meat of a team if an enemy sentry is visiting the bushes when he is supposed to be getting killed. Sound planning is essential, over-planning is fatal.

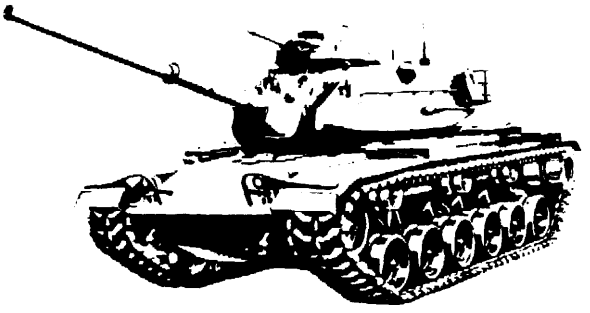
K. The team may well suffer losses in this game. If you are running a one-time firefight, this will pose no problem. If however, you are running a full campaign, you will probably wish to issue new characters.

The nature of the Morrow Project makes this an unusually difficult problem. For this game, we suggest that you either allow for one of the Burkes to "join us", or provide the imps with a suitable number of MP prisoners. This latter can be sticky so watch what you do.

This problem will be much easier to deal with when we have the role-playing supplement completed. Do not hold your breath. We are working on it, but it will be a while yet before you see it.

Good Luck.





NAME M60A1 Main Battle Tank

CREW 4 (Commander, Gunner, Loader, Driver)

LENGTH (HULL) 6.946m

LENGTH (GUN FORWARD) 9.039m

WIDTH 3.63 1 m

HEIGHT 3.257m

WT. (UNLOADED) 40,000kg

WT. (LOADED) 48,987kg

GROUND CLEARANCE .463m

TURNING RADIUS 6.946m

MAX. ROAD SPEED 48kph

RANGE 500km

FUEL 14201

FORDING OEPTH 1.2 19m

GRADIENT 60%

VERTICAL OBSTACLE .9 14m

TRENCH 2.59m

ARMOR CLASS (HULL) Front 860 (400), Sides 200, Rear 100, Top 140, Floor 160

ARMOR CLASS (TURRET) Front 1000 (350), Sides 450 (300), Top 42

ARMAMENT 1-105mm M68 Gun (Elevation + 19'. Depression-10')
1-12.7mm M85 Machinegun (Top cupola)
1-7.62mm M73 (M219) Machinegun (Coaxial)

AMMUNITION 105mm 63 rounds
12.7mm 900 founds
7.62mm 5,940 rounds

This is presently the most common tank found in the U.S. Armed Forces. The M60A1 mounts the M68 105mm gun as it's main weapon. The M68 gun is the American version of the British L7A2 gun and uses the same ammunition with only the primers being different. Mounted coaxially in the turret to the left of the main gun, is the M219 machinegun. The coaxial gun points where the main gun is aimed and is fired by the gunner from his controls. On the top of the turret is the commander's cupola which mounts the M85 machinegun. The commander's cupola can rotate through 360° independently from the main turret The driver's position is located in the front center of the hull.

The tank's armor is thickest in the front of the hull and turret. Due to the slope of the armor there is a difference between the actual armor thickness and it's effective thickness. The effective armor thickness takes into account the slope of the armor and is used in most cases. The actual thickness of the armor is used when an anti-armor weapon can be placed 90° to the face of the armor, this takes place when an HEP round or demolition charge is used.

PD's NOTE – The actual armor class, when applicable, is noted in brackets in the Armor Class data.

Ammunition for the main gun is stored to the left of the gun in a ready rack (16 rounds), behind the gun in the turret (21 rounds), and on the floor of the turret "basket" (3 rounds). There is also additional 105mm ammunition stored in the tank's hull on the right (15 rounds) and left (11 rounds) front next to the driver. The loader stands to the left of the cannon and handles the ammunition. The gunner sits to the right of the cannon, aiming and firing both the main gun as well as the coaxial weapon. The tank commander sits above and behind the gunner in the commander's cupola.

Additional supplies commonly carried include the following;
4 M1911A1 .45 cal. pistols with 3 magazines each.
3 M3A1 .45 cal. submachineguns with 12 magazines each.
8 M26A1 Fragmentation grenades, 4 bayonets, 2 binoculars, 24 C-rations, and assorted tools and materials.

NAME Truck M151A1 1/4 ton (Jeep)

TYPE General purpose utility vehicle

CREW 1 plus 3

LENGTH 3.371m

WIDTH 1.634m

HEIGHT 1.322m

MAX. LOAD WT. 545kg

GROUND CLEARANCE .24m

TURNING RADIUS 5.638m

MAX. ROAD SPEED 104km/hr

RANGE 482km

FUEL 56 liters

FORDING DEPTH .533m

GRADIENT 75%

This is the general purpose vehicle of the U.S. military. It's well known name "jeep" comes in part from the initials GP in its official name. The jeep has a small 4 cylinder engine with a standard 4 speed transmission. This vehicle is designed for use in very rugged terrain and will travel in areas that would bog down normal vehicles. The jeep can be armed with a variety of weapons, the most common of which is a enter pintle mount for a 7.62mm machinegun (M60). Contrary to

popular belief the jeep cannot mount the M2HB .50 caliber machinegun on a pintle mount. If a .50 cal. is pintle mounted and fired to either side with the vehicle moving, the recoil will roll the jeep over on its side. A .50 can be mounted on the hood or sides of the vehicle which will limit the weapons field of fire but prevent the recoil from overturning the jeep.

NAME M35A1 2½ Ton Truck (deuce and a half)

TYPE Cargo Truck

CREW 2 plus 14

LENGTH 6.978m

WIDTH 2.438m

HEIGHT 2.844m

MAX. LOAD WT. 4695kg

GROUND CLEARANCE .3 16m

TURNING RADIUS 10.68m

MAX. ROAD SPEED 96km/hr

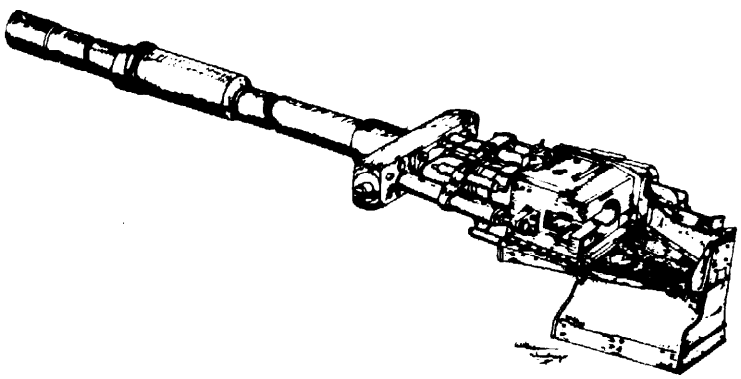
RANGE 563km

FUEL 189 liters

FORDING DEPTH .762m

GRADIENT 64%

This is the most common truck in the U.S. military. The name Deuce and a Half comes from the weight, 2½tons, that the truck can carry cross-country. When driving on roads, this truck can carry five tons of cargo as well as pull a trailer. The engine of the Deuce is a multi-fuel model that can run on almost anything that can burn. The vehicle is equipped with a 5 speed standard transmission and can be fitted with a winch on the front bumper (winch capacity 4536kg w/10 meters cable). The only armament normally mounted on a Deuce is a M2HB .50 caliber machinegun in a ring mount on the passengers side of the cab. The ring mount allows a full 360 traverse of the weapon if the truck does not have any cover on the rear bed. When armored with sandbags, the truck has an armor class of 20 per layer (thickness) of sandbags.



NAME M68 105mm Cannon

CAL. 105x6 17mm

BBL. LENGTH 51 cal. (5.35m)

RATE OF FIRE 9 rmp

RATE OF FIRE (GUNNER ONLY) 4rpm

AMMUNITION APERS-T XM494E3

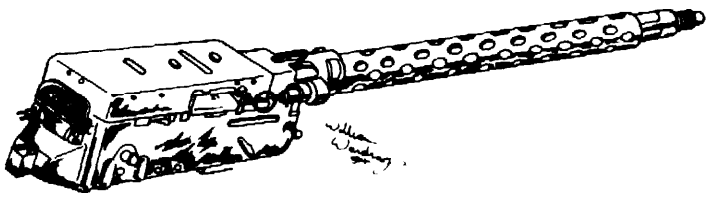
APDS-T M393A2

HEAT-T M456A1

WP-T M4 16

HEP-T M393

The M68 cannon is the main weapon of the M60A1 MBT. The weapon fires a range of ammunition specific to itself and cannot fire any other 105mm ammunition. With it's normal crew of two, the M68 gun can fire one round for every two Combat Turns. When only the gunner is available, the weapon can fire once every 4 Combat Turns.



NAME M73 (M219) 7.62mm machinegun

CAL. 7.62x5 1 mm — E- FACTOR 18

WT. (EMPTY) 14kg — WT. (LOADED) 16.94kg

EFF. RNG. 900m — MAX. RNG. 3100m

TYPE OF FIRE Full automatic — RATE OF FIRE 150rpm

FEED DEVICE 100 rd. belt — FEED DEVICE WT. 2.94kg

RELOAD TIME . 6 Movements . 2 Combat Turns

This machinegun was designed specifically for use in armored vehicles. The M219 is an upgraded version of the M73. The statistics for the two weapons are effectively the same, the differences between the weapons being primarily internal.

The M219 has a very short receiver resulting in a minimal "inboard" length using the least possible space inside the vehicle. Due to it's complex internal workings, the M219 requires a great deal of maintainance to function properly. The M219 is not designed for use as a ground weapon and has no integral sights. There is an adaptor kit available to allow the M219 to be tripod mounted (M122 tripod).
PD's NOTE The guns used by the Imps are very old and to account for this they will jam (misfire) on a 95 or better on a roll of 1D100. On a roll of 00 the weapon fired will explode 50% of the time (odd roll on 1D6).

NAME 105mm XM494E3 APERS-T

TYPE Antipersonnel (Flechette) w/Tracer

WT. 24.95kg

DPW n/a

E-FACTOR 4 (per flechette)

BURST RADIUS 300x94m cone

PENETRATION IN STEEL n/a

ANTI-ARMOR CLASS n/a

MIN RNG 3m

EFF RNG 4000m

MAX RNG 4400m

PACKAGING 1 rd per tube, 2 tubes per case

PKG WT 60.34kg

This antipersonnel round is used to engage troops in the open with the tank's main gun. The projectile has a mechanical time fuse which is adjustable to function from 3 meters in front of the weapon to the maximum range of 4,000 meters. When the round detonates it fires 5,000 steel flechettes (darts) in an expanding cone 300 meters long by 119 meters at its widest point. The flechettes resemble small nails with fins at one end. The round is also known as a "Beehive" projectile and is primarily used against personnel as the flechettes do not penetrate resistant targets. The final T in the rounds designation indicates that there is a tracer element in the base of the projectile. The tracer allows the projectiles path to be seen until it reaches the tracer burnout point at about 3,500 meters range.

NAME 105mm M392A2 APDS-T

TYPE Armor Piercing Discarding Sabot w/Tracer

WT 18.58kg

E-FACTOR 1000

Dpw n/a

BURST RADIUS n/a

PENETRATION IN STEEL 25.4cm

ANTI-ARMOR CLASS D

MIN RNG 0m

EFF RNG 3000m

MAX RNG 36,604m

PACKAGING 1 round per tube, 2 tubes per case

PKG WT 47.6kg

When fired this round releases a solid slug of hard alloy contained inside a light metal sabot. As the projectile leaves the muzzle of the gun the sabot falls away from the slug which penetrates the target. The slug is of a smaller diameter than the bore of the weapon which requires the sabot to allow it to be fired. The sabot allows for a large area and light round for the propellant gases to push on while the round is in the barrel and the small slug has far less wind resistance than a "full sized" projectile. Due in part to these factors, the APDS rounds have the highest muzzle velocities of any cannon fired projectile.

NAME 105mm M456 HEAT-T

TYPE High Explosive Anti-Tank w/Tracer

WT 21.78kg

E-FACTOR 318 (1100 shaped charge)

Dpw 2969

BURST RADIUS 20m

PENETRATION IN STEEL 44cm

ANTI-ARMOR CLASS C

MIN RNG 50m

EFF RNG 4000m

MAX RNG 8200m

PACKAGING 1 round per tube, 2 tubes per case

PKG WT 54kg

This high explosive round is for use specifically against armored targets. The explosive is used in a shaped charge which focuses the energy of the explosion into a jet that "burns" its way through the armor. Due to the fact that rotating the projectile will dissipate the explosive jet, the HEAT round is stabilized with fins at the base of the round and does not spin in flight. The long nose of the round is used to insure that the detonation occurs at the proper "stand off" distance for maximum penetration of the jet.

NAME 105mm M416 WP-T

TYPE White Phosphorus w/Tracer

WT 20.68kg

E-FACTOR 199

Dpw n/a

BURST RADIUS 20m

PENETRATION IN STEEL n/a

ANTI-ARMOR CLASS n/a

MIN RNG 50m

EFF RNG 3600m

MAX RNG 95DOm

PACKAGING 1 round per tube, 2 tubes per case

PKG WT 51.8kg

When detonated, this shell spreads fragments of burning white phosphorus throughout the burst radius. The phosphorus creates a dense white cloud of smoke and, for this reason, is primarily used for a smoke screen, The phosphorus burns at 2,700C. for 240 seconds. The high burning temperature of the phosphorus also makes the round useful against personnel and flammable targets.

NAME 105mm M393 HEP-T

TYPE High Explosive Plastic w/Tracer

WT 21.21kg

E-f ACTOR n/a

Dpw 14,009

BURST RADIUS 20m

PENETRATION IN STEEL 15cm (special, see test)

PENETRATION IN CONCRETE 2.43m

ANTI-ARMOR CLASS D

MIN RNG 50m

EFF RNG 3600m

MAX RNG **9500m**

PACKAGING 1 round per tube, 2 tubes per case

PKG WT 56.86kg

This round is also known as a HESH (High Explosive Squash Head) round. The projectile is filled with plastic explosive and has a very thin casing that flattens on impact. When the round flattens out, the explosive filling spreads out over the surface of the target before detonating. The detonation sends shock waves through the wall of the target setting up violent vibrations within the material of the wall. These vibrations cause "scabbing" on the wall of the target opposite the detonation of the round. This scabbing results in a piece of the targets wall breaking loose and moving at a high velocity inside the target. The scabbing effect works more efficiently on concrete then steel however, and the angle of the material struck by the round has no effect on the efficiency of the scabbing. This allows the round to work on the actual thickness of the target rather than the effective thickness thickness of the target. The HEP-T round is also used as a standard HE round.
NOTE: The HEP round is used as an AP round on the vehicle combat tables.

BATTLESIGHT AMMUNITION

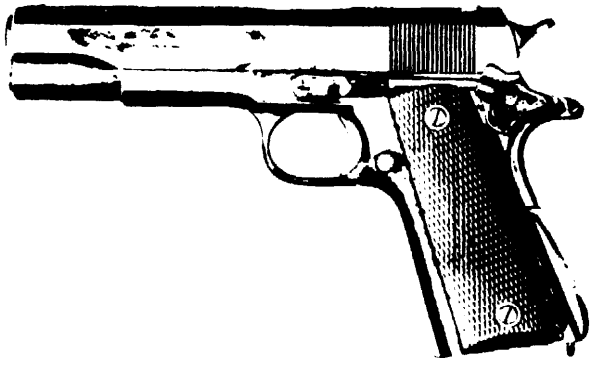
The term "battlesight" round is used to indicate the round of ammunition that is carried loaded in the main gun as the tank goes into action. For this scenario the Imps will normally have loaded either HEP-T, WP-T, or APERS-T (roll 1 D6, 1-2 equals HEP-T, 3-4 equals WP-T, 5-6 equals APERS-T set for muzzle detonation). As they have been fighting people for years, there will be relatively few antitank rounds carried unless the Imps know about the V-150. If the Imps have received warning about the V-150 they will have loaded either HEAT-T or APDS-T as their battlesight round (50% chance of either round).

COMBAT LOAD
Given a full crew of four and at least 20 minutes warning, the Imps can fully load their M60A1s ammunition. The combat load is as follows;

XM494E3 APERS-T	**9 rounds**
M392A2 APDS-T	**18 rounds**
M456 HEAT-T	**18 rounds**
M416 WP-T	**9 rounds**
M393 HEP-T	**9 rounds**
12.7x99mm	**180 rounds (loaded in weapon)**
	720 rounds (reserve)
7.62x51mm	**2200 rounds (loaded in weapon)**
	3750 rounds (reserve)

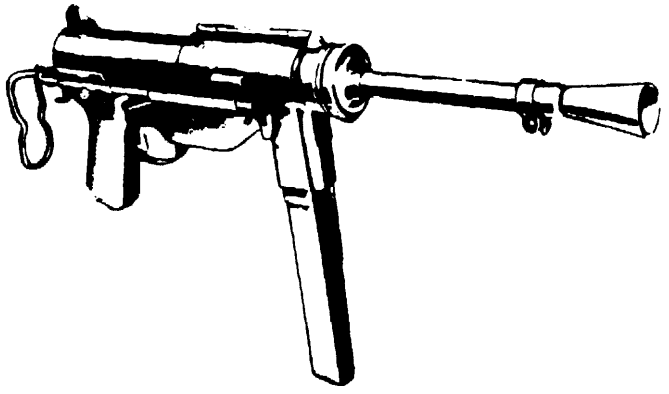
SMALL ARMS AMMUNITION

NAME .45 Automatic
ALSO KNOWN AS 11.43x25mm, .45 ACP
TYPES Ball, Tracer
PACKAGING 50 rounds per carton, 20 cartons to a metal box, 2 boxes to a wooden case. 2000 cartridges per case.
PKG WT. 51kg



TYPE American pistol	**DATE ADOPTED 1922**
LENGTH 2 1.6cm	**CALIBER 11.43x23mm (.45ACP)**
WT (EMPTY) 1.13kg	**WT (LOADED) 1.36kg**
MUZZLE VELOCITY 860fps	**E-FACTOR 8**
EFFECTNE RANGE 50m	**MAXIMUM RANGE 1463m**
TYPE OF FIRE Semi-automatic	**RATE OF FIRE 35rpm**
FEED DEVICE 7rd. magazine	**FEED DEVICE WT. .23kg**
BASIC LOAD 3 mags (2 1 rds)	**LOAD WT. .69kg**

The standard issue U.S. pistol. This weapon is a very rugged handgun firing a heavy bullet. Due to it's design and construction, tha "45" can take a great deal of punishment and continua to function. Irregardless of what popular opinion might be, the M19141A1 is normally much more accurate than most people can shoot. The pistol is capable of putting its full magazine into an 6 inch circle at 50 meters.



NAME M3A1

TYPE American submachinegun	**DATE ADOPTED 1944**
LENGTH 57.9/75.7cm	**CALIBER 11.43x23mm**
WT. (EMPTY) 3.47kg	**WT. (LOADED) 4.45kg**
MUZZLE VELOCITY 9 18, tps	**E-FACTOR 8**
EFFECTIVE RANGE 200m	**MAXIMUM RANGE 1550m**
TYPE OF FIRE Full automatic	**RATE OF FIRE 120 rpm**
FEED DEVICE 30rd. magazine	**FEED DEV. WT. .96 kg**
BASIC LOAD 8 mags. (240 rds.)	**LOAD WT. 7.84 kg**

This American submachinegun is widely known as the "greasegun". A very simple weapon, the M3A1 will operate in almost any condition, though it's accuracy leaves a good deal to be desired. All extraneous parts were taken out of the M3A1's design. An example of this is the M3A1's cocking method. To cock the weapon a finger is put through the ejection port into a hole in the bolt and the bolt pulled back until it catches on the sear. The ejection port cover is the weapons safety. When the cover is closed, the bolt is locked and the weapon cannot fire.

NEW VEHICULAR DAMAGE TABLES

This set of tables can be used to replace the Vehicular Damage tables on page 45 of the MPGB. The new tables are quite detailed and their use may be too time consuming for some tastes. Use either the old or the new system.

HOW TO USE THE TABLES:

1. The player must roll his accuracy or less, with all suitible modifications, and hit the target.
2. The PD then determines the facing of the target relative to the finng unit. No dii roll is used. This determines what areas of the target can be hit by the weapon.
3. Having determined facing of the target, roll on table A to see whether the turret or the hull was hit.
4. Roll on the appropriate B series table to determine the exact location of the hit.
5. Refer to table C and roll for penetration. Assuming the target is penetrated, roll for effects of penetration.

MECHANICS OF USE

1. Roll accuracy and see if the target was hit. If the shot was a miss nothing further need be done.
2. Determine the facing of the target relative to the weapon fired. That is, figure out what areas of the target are exposed to the weapon as only those areas can be hit.

This process is 8 judgement of the PD and does not call for a die roll.

Possible facings are: front, front-side, side, side-rear, and rear. Remember that the hull and the turret of the target may not be of the same facing. Determine their facing separately.

3. Refer to table A. Cross reference the hull facing with the turret facing. This will yield a set of figures divided by a slash. The first numbers denote a hull hit, the second set indicate a turret hit. Roll 1D100. The results will show whether the target was hit in the hull or the turret.
4. Refer to the B series tables. Locate the table pertaining to the area hit for either turret or hull. Roll a D100 and use the result to determine the exact location of the hit. Note that some hits refer to a side of 8 target area. Keep this in mind when referring to the next table.
5. Refer to table C. Locate the row for the specific are8 hit. Using the MPGB or the information in the module, determine the weapon cl888 (A through F1) of the weapon fired.

The number below the weapon class listing is the percentile chance of penetration. If no number is listed then there is no chance of penetration and nothing more need be done.

Assuming that a number is present, roll a D100. If the result of the roll is the number listed below, the target has been penetrated. If penetration did not occur nothing more need be done.

Finally, refer to the last half of the table just used. Determine whether the weapon was HE or AP and use the appropriate column of the table. Roll a D100 for each of the Possible results. A die roll equal to or less than that number indicates that effect to have taken place.

EXAMPLE:

Joe Recon is firing an armbrust at an M60A1. Joe is 100 meters away and has an accuracy of 14. He fires, his die roll is an 02, a hit!

The tank facing relative to Joe and his armbrust is as follows. The front-side of the right side of the vehicle is showing. The turret is facing Joe head on; a front shot.

Table A is consulted. Hull front-side is cross referenced with turret front. The numbers are 01-86/87-00. Joe rolls 8 92; a turret hit.

Using table 81, front, turret, Joe rolls a 27, indicating a mantlet hit.

We move to table C and find the row for a mantlet hit. The armbrust is a D class weapon (pg. 45, MPGB), and so has a 30% chance of penetration. Joe's luck holds firm as he rolls a 07; penetration!

The armbrust is an HE weapon. Using the HE column for weapon effects the PD row rolls for the results of penetration. If the PD rolls less than or equal to the numbers listed, that effect takes place. Each of the effects are rolled for.

PD NOTES:

1. For results of Kill/Wounded, use the NPC Quick Kill table for Hit with Single Shot.
2. If the ammo for the main gun is detonated a catostrophic kill results. This destroys the vehicle, its contents and its occupants.
3. If the fuel is ignited there is a 75% chance of main gun ammo detonation within 4 combat turns. Roll a D4.
4. A gun exploding inside a vehicle has the same effect as an AP penetration for that area.
5. All players watch John Wayne movies. Because of this some players will try to kill a vehicle with a grenade. The preferred method seems to involve tossing a grenade into an open hatch. This is very difficult. An alternate method is to board the vehicle, pry open a hatch and so force-feed the grenade to the vehicle. All vehicle hatches can be "locked" from the inside. Occupants of vehicles tend to use those locks for defense against wild eyed grenade chuckers. Use your own judgement.
6. Remember that players will not always know what effect a penetration had. In some cases they will only know whether or not they hit the target 8t all. This lack of information can be very inconvenient to the team but it is an accurate simulation of the real situation. It is difficult to see into a tank.

TABLE A, M60 MET

HULL	FRONT	FRONT/SIDE	TURRET SIDE	SIDE/REAR	REAR
FRONT	1-62/63-00	1-36/37-00	1-46/47-00	1-36/37-00	1-63/64-00
FRONT/SIDE	1-86187-00	1-68/69-00	1-76/77-00	1-68/69-00	1-86/87-00
SIDE	1-81/82-00	1-60/61-00	1-70/71-00	1-61/62-00	1-82/83-00
SIDE/REAR	1-89/90-00	1-73/74-00	1-81/82-00	1-74/75-00	1-89/90-00
REAR	1-64/65-00	1-38/39-00	1-49/50-00	1-39/40-00	1-65/66-00

NOTE; Numbers go in sequence HULL/TURRET.

TABLE B1, M60 MBT

FRONT

HULL DIE ROLL	HULL AREA HIT	TURRET DIE ROLL	TURRET AREA HIT
1-26	Glacis	1-4	Main Gun
2743	R. Front	5-35	Mantlet
44-60	L. Front	36-59	R. Front
61-80	R. Track	60-83	L. Front
81-00	L. Track	84-00	Cupola

TABLE B2, M60 MBT

FRONT/SIDE

HULL DIE ROLL	HULL AREA HIT	TURRET DIE ROLL	TURRET AREA HIT
1-13	Glacis	1-9	Main Gun
14-22	R. Front	10-28	Mantlet
23-31	L. Front	RIGHT SIDE SHOWING	
32-38	Side, Front	29-49	R. Front
39-48	Side, Center	49-52	L. Front
49-59	Side, Rear	LEFT SIDE SHOWING	
60-61	Dr we Sprocket	29-31	R. Front
62-75	Road Wheel (7)	32-52	L. Front
76-	Return Roller (3)	53-89	Side, Front
77-00	Track	7086	Side, Rear
		87-00	Cupola

TABLE B3, M60 MBT

SIDE

HULL DIE ROLL	HULL AREA HIT	TURRET DIE ROLL	TURRET AREA HIT
1-14	Side, Front	1-17	Main Gun
15-34	Side, Center	18-23	Mantlet
35-55	Side, Rear	RIGHT SIDE SHOWING	
56-59	Drive Sprocket	24-25	R. Front
60-87	Road Wheel (7)	LEFT SIDE SHOWING	
88-90	Return Roller (3)	24-25	L. Front
91-00	Track	26-57	Side, Front
		5889	Side, Rear
		90-00	Cupola

TABLE B4, M60 MBT

SIDE/REAR

HULL DIE ROLL	HULL AREA HIT	TURRET DIE ROLL	TURRET AREA HIT
1-7	Side, front	1-17	Side, Front
8-17	Side, Center	18-34	Side, Rear
18-28	Side, Rear	35-85	Rear
29-30	Drive Sprocket	86-00	Cupola
31-44	Road Wheel (7)		
45	Return Roller (7)		
46-59	Track		
60-68	Rear Corner		
69-00	Rear		

TABLE B5, M60 MBT

REAR

HULL DIE ROLL	HULL AREA HIT	TURRET DIE ROLL	TURRET AREA HIT
1-63	Rear	1-81	Rear
64-00	Track	82-00	Cupola

TABLE C, M60 MBT

AREA HIT HULL	WEAPON CLASS (chances of penetration) A	B	C	D	E	F	G	F1	EFFECT AP	HE	
Glacis	99%	65%	50%	40%	n/e	n/e	n/e	n/e	1%	3%	Detonate ammunition
									50	60	immobilize tank
									75	95	Kill/Wound Driver
R/L Front	99	65	50	40	-		.		50	90	Detonate ammunition
									10	20	Immobilize tank
									25	50	Kill/Wound driver
Right Side, Front	99	95	96	65	40	-			65	95	Detonate ammunition
									10	15	Immobilize tank
									10	15	Kill/Wound Driver
									5	10	Kill/Wound Gunner
Right Side, Center	99	95	90	65	40	-			5	10	Immobilize tank
									10	20	Damage Main Gun (destroys sights)
									5	10	Kill/Wound Driver
									75	85	Kill/Wound Gunner
									10	15	Kill/Wound Commander
Right Side, Rear	99	95	90	65	40	-			75	85	Immobilize tank
									25	75	Ignite fuel
									10	15	Kill/Wound Gunner
									5	10	Kill/Wound Commander
Left Side, Front	99	95	90	65	40	-			65	95	Detonate ammunition
									10	15	Immobilize tank
									10	15	Kill/Wound Driver
									5	10	Kill/Wound Loader
Left Side, Center	99	95	90	65	40	-			5	10	Detonate Ammunition
									5	10	Immobilize tank
									5	10	Damage Coaxial gun
									5	10	Kill/Wound Driver
									75	85	Kill/Wound Loader
									5	10	Kill/Wound Commander
Left Side, Rear	99	95	90	65	40	-			5	15	Detonate ammunition
									25	75	Ignite fuel
									75	85	Immobilize tank
									5	10	Kill/Wound Loader
									5	10	Kill/Wound Commander
Road Wheel*	99	99	95	80	65	40	-		75	90	Immobilize Tank
Drive Sprocket*	99	99	95	75	50	-			90	99	Immobilize Tank
Return Roller	99	99	98	90	75	50	40	-	50	75	Immobilize Tank
Rear Corner	99	98	95	70	40	-		75	75	90	Immobilize Tank
									50	80	Ignite fuel
Rear	99	98	95	70	40	-		75	90	99	Immobilize tank
									75	a5	Ignite fuel
Track	99	99	95	80	75	50	40	-	90	99	Immobilize Tank

*** NOTE: When struck by Class A weapons also use Side penetration percentages and effects.**

TURRET											
Main Gun	99	99	99	95	85	80	50	-	90	99	Gun damaged, will explode if fired.
Mantlet	99	60	45	30	-				5	10	Detonate ammunition
									80	90	Main gun damaged, will not fire
									90	99	Gun sights damaged
									20	40	Coaxial gun damaged 50% will not fire. 50% will explode when fired.
									10	15	Destroy radio
									75	85	Kill/Wound Gunner
									75	85	Kill/Wound Loader
									50	75	Kill/Wound Commander

TABLE C, M60 MBT cont.

AREA HIT TURRET	WEAPON CLASS (chances of penetration) A	B	C	D	E	F	G	F1	AP	HE	EFFECT
Right front	99	90	65	45	·				5	10	Detonate ammunrtion
									70	80	Main gun damaged, will not fire.
									80	90	Gun sights damaged
									10	20	Destroy radio
									60	75	Kill/Wound Commander
									90	99	Kill/Wound Gunner
									20	30	Kill/Wound Loader
Right Side, Front	99	90	65	45	·				10	20	Detonate ammunition
									75	85	Maingun damaged, will not fire.
									80	90	Gun sights damaged
									5	15	Destroy radio
									90	99	Kill/Wound Gunner
									50	60	Kill/Wound Commander
									30	40	Kill/Wound Loader
Right Side, Rear	99	90	65	45	·				30	50	Detonate ammunition
									75	85	Maingun damaged, will not fire.
									80	90	Gun sights damaged
									5	15	Destroy radio
									90	99	Kill/Wound Commander
									60	70	Kill/Wound Gunner
									30	40	Kill/Wound Loader
Left Front	99	90	64	45	·				40	60	Detonate ammunition
									50	60	Maingun damaged, will not fire.
									75	85	Coaxial gun damaged, 50% will not fire. 50% will explode when fired.
									20	30	Destroy radio
									90	99	Kill/Wound Loader
									20	30	Kill/Wound Gunner
									10	20	Kill/Wound Commander
Left Side, Front	99	90	65	45	·				70	90	Detonate ammunition
									60	70	Main gun damaged, will not fire.
									80	90	Coaxial gun damaged 50% will not fire 50% will explode when fired.
									10	20	Destroy radio
									90	99	Kill/Wound Loader
									30	40	Kill/Wound Gunner
									15	25	Kill/Wound Commander
Left Side, Rear	99	90	65	45	·				50	70	Detonate ammunition
									30	40	Mai will not fire.
									10	20	Coaxial gun damaged, 50% will not fire. 50% will explode when fired.
									80	90	Destroy radio
									40	50	Kill/Wound Loader
									20	30	Kill/Wound Gunner
									50	60	Kill/Wound Commander
Rear	99	95	90	65	40				20	40	Detonate ammunition
									20	30	Main gun damaged, will not fire.
									90	99	Destroy radio
									70	80	Kill/wound Commander
									40	50	Kill/Wound Loader
									30	40	Kill/Wound Gunner

TABLE C, M60 MBT **cont.**

AREA HIT TURRET	WEAPON CLASS (chances of penetration) A	B	C	D	E	F	G	F1	EFFECT AP	HE	
Cupola	**99**	**99**	**95**	**80**	**65**	**40**	-		**90**	**95**	**Damaged .50 50% will not fife, 50% will explode when fired.**
									95	**99**	**Kill/Wound Commander**

TABLE A V150 **w/20mm**

	FRONT	FRONT/SIDE	TURRET SIDE	SIDE/REAR	REAR
HULL					
FRONT	**1-76/77-00**	**1-57/58-00**	**1-70/71-00**	**1-58/59-00**	**1-78/79-00**
FRONT/SIDE	**1-91/92-00**	**1-81/82-00**	**1-88/89-00**	**1-82/83-00**	**1-92/93-00**
SIDE	**1-88/89-00**	**1-75/76-00**	**1-84/85-00**	**1-82/83-00**	**1-92/93-00**
SIDE/REAR	**1-91/92-00**	**1-81/82-00**	**1-88/89-00**	**1-82/83-00**	**1-92/93-00**
REAR	**1-76/77-00**	**1-58/59-00**	**1-70/71-00**	**1-58/59-00**	**1-78/79-00**

NOTE; Numbers go in sequence HULL/TURRET.

TABLE B1, V150 w/20mm

FRONT

HULL DIE ROLL	AREA HIT
1-22	**Wheel**
23-27	**Axel**
28-51	**Right Bow**
52-77	**Left Bow**
78-82	**Winch**
83-87	**Upper Hull, Right**
88-95	**Upper Hull, Center**
96-00	**Upper Hull, Left**

TURRET DIE ROLL	AREA HIT
1-7	**Main gun**
8-24	**Mantlet**
25-30	**Searchlight**
31-57	**Left Front**
58-93	**Right Front**
94-00	**MAG-58**

TABLE B2, V150 w/20mm

FRONT/SIDE

HULL DIE ROLL	AREA HIT
1-18	**Front Wheel**
19-27	**Rear Wheel**
2840	**Right Bow**
41-52	**Left Bow**
53-55	**Winch**
56-58	**Upper Hull, Right**
59-62	**Upper Hull, Center**
6385	**Upper Hull, Left**
66-73	**Side, Front**
74-84	**Side, Center**
85-96	**Side, Rear**
97-00	**Side Door**

TURRET DIE ROLL	AREA HIT
1-10	Main **Gun**
11-16	**Mantlet**
17-20	**Searchlight**
LEFT SIDE SHOWING	
21-37	**Left Front**
38-47	**Right Front**
RIGHT SIDE SHOWING	
21-24	**Left Front**
25-47	**Right Front**
48-58	**Side, Front**
59-84	**Side, Center**
8596	**Side, Rear**
97-00	**MAG -58**

TABLE B3, V150 w/20mm

SIDE

HULL DIE ROLL	AREA HIT
1-15	Front **Wheel**
16-30	**Rear Wheel**
31-45	**Side, Front**
46-68	**Side, Center**
69-92	**Side, Rear**
93-00	**Side Door**

TURRET DIE ROLL	AREA HIT
1-17	**Main Gun**
18-20	**Searchlight**
21-37	**Side, Front**
38-77	**Side, Center**
78-95	**Side, Rear**
96-00	**MAG-58**

TABLE B4, V150 w/20mm

SIDE/REAR

HULL DIE ROLL	AREA HIT
1-9	**Front Wheel**

TURRET DIE ROLL	AREA HIT
1-2	**Main Gun**

TABLE B4, V150 w/20mm **SIDE/REAR Cont.**

10-27	Rear Wheel
28-34	Side, Front
3546	Side, Center
47-58	Side, Rear
59-62	Side Door
63-77	Right Rear
7800	Left Rear

3-11	Side, Front
12-33	Side, Canter
3443	Side, Rear
44-70	Right Rear
71-97	Left Rear
98-00	MAG -58

TABLE B5, V150 w/20mm

REAR

HULL	
DIE ROLL	AREA HIT
1-22	Wheel
23-26	Axel
27-55	Right Rear
56-00	Left Rear

TURRET	
DIE ROLL	AREA HIT
1-47	Right Rear
48-94	Left Rear
95-00	MAG-58

TABLE C1 V150 w/20mm

	WEAPON CLASS							
	A	B	c	D	E	F	G	Flame
CHANCE OF PENETRATION	99%	99%	99%	99%	80%	50%	1%	n/e

NOTE; Penetratron by a Class A or B weapon on a V150 automatically causes a "catastrophic kill." A catastrophic kill results in the total destruction of the vehicle and contents.

TABLE C2, V150 w/20mm

AREA HIT HULL	STRUCK BY AP	HE	EFFECT
Wheels & Axles	75%	90%	Vehicle immobilized
Right Bow	10	15	Vehicle immobilized, drivetrain damaged
		5	Detonate ammunition
	15	25	Computer damaged, will not function
	10	20	Autonav damaged, will not track
	10	15	Radio damaged
	60	80	Kill/Wound Radio operator
	30	40	Kill/Wound Gunner
	5	10	Kill/Wound Driver
	5	10	Kill/Wound Passenger(s)
Left Bow	15	20	Vehicle immobilized, drivetrain damaged
	5	10	Detonate ammunition
	15	25	Driving controls damaged
	10	20	Radio damaged
	5	15	M21 damaged
	60	80	Kill/Wound Driver
	30	40	Kill/Wound Commander
	5	10	Kill/Wound Radio operator
	5	10	Kill/Wound Passenger(s)
Winch	80	90	Winch destroyed other effects are the same as for Right Bow.
Upper Hull, Right		5	Detonate ammunition
	5	10	Computer damaged, will not function
	10	15	AutoNav damaged, will not track
	5	10	Radio damaged, will not transmit
	70	90	Kill/Wound Radio operator
	40	50	Kill/Wound Gunner
	10	20	Kill/wound Driver
	5	10	Kill/Wound Passenger(s)

TABLE C2, V150 w/20mm cont.

AREA HIT HULL	STRUCK BY AP	HE	EFFECT
upper Hull, Center		5	Detonate ammunition
	10	15	AutoNav damaged, will not track
	10	15	RDF damaged, will not function
	10	15	Radio damaged, will not transmit
	10	15	Driving controls damaged
	40	60	Kill/Wound Radio operator
	40	60	Kill/Wound Driver
	10	20	Kill/Wound Commander
	10	20	Kill/Wound Gunner
	5	10	Kill/Wound Passenger(s)
Upper Hull, Left		5	Detonate ammunition
	10	15	AutoNav damaged, will not track
	5	10	Radio damaged, will not transmit
	10	20	Driving controls damaged
	70	90	Kill/Wound Driver
	10	20	Kill/Wound Radio operator
	40	50	Kill/Wound Commander
	10	20	Kill/Wound Gunner
	5	10	Kill/Wound Passenger(s)
Right Side, Front	30	40	Vehicle immobilized, drivetrain damaged
	20	30	Computer damaged, will not function
	10	20	AutoNav damaged, will not track
	10	20	Radio damaged, will not transmit
	50	70	Kill/Wound Radio Operator
	5	10	Kill/Wound Driver
Right Side, Center	60	80	Detonate ammunition
	40	50	Jam turret, will not revolve
	50	60	Kill/Wound Gunner
	40	50	Kill/Wound Commander
	20	30	Kill/Wound Radio operator
	10	20	Kill/Wound Passenger(s)
Right Side, Rear	50	70	Detonate ammunition
	20	30	Vehicle immobilized
	40	60	Supply packs damaged, 50% destoryed
	5	10	Kilt/Wound Passenger(s)
Left Side, Front	30	40	Vehicle immobilized, drivetrain damaged
	20	30	Driving controls damaged
	10	20	Radio damaged, will not transmit
	10	20	M21 damaged, will not fire
	50	70	Kill/Wound Driver
	5	10	Kill/Wound Radio operator
Left Side, Center	70	90	Detonate ammunition
	40	50	Jam turret, will not revolve
	50	60	Kill/Wound Commander
	40	50	Kill/Wound Gunner
	20	30	Kill/Wound Dirver
	10	20	Kill/wound Passenger(s)
Left Side, Rear	40	60	Detonate ammunition
	80	90	Vehicle immobilized
	5	10	Kill/Wound Passenger(s)
L/R Side Door	85	90	Door damaged, will not open, other effects same as L/R Side, Center.
Right Rear	40	60	Detonate ammunition
	80	90	Door damaged, will not open
	40	60	Supply packs damaged, 50% destroyed
	5	10	Kill/Wound Passenger(s)
Left Rear	80	90	Vehicle immobilized
TURRET			
Main gun	90	99	Gun damaged, 50% will not fire, 50% will explode if fired
Searchlight	95	99	Searchlight destroyed

TABLE C2, V150 w/20 mm cont.

AREA HIT TURRET	STRUCK BY AP	HE	EFFECTS
Mantlet	10	20	Detonate ammunition
	20	30	Coaxial gun damaged, 59% will not fire, 50% will explode if fired.
	20	30	20mm ammo feed damaged, main gun will not fire.
	20	30	Main gun damaged, 50% will not fire, 50% will explode if fired
	40	60	Kill/Wound Commander
	40	60	Kill/Wound Gunner
Left Front	50	80	Coaxial gun damaged, 59% will not fire, 50% will explode if fired.
	10	20	Radio damaged, will not function
	80	90	Kill/Wound Commander
	50	60	Kill/Wound Gunner
Right Front	10	20	Detonate ammunition
	20	30	20mm ammo feed damaged, main gun will not fire
	30	40	Gun controls damagaf, 50% either main or coaxial gun will not fire.
	40	50	20mm sight damaged
	20	30	Turret jammed, will not revolve
	80	90	Kill/Wound Gunner
	50	60	Kill/Wound Commander
Left Side, Front		5	Detonate ammunition
	30	40	Coaxial gun damaged, 50% will not fire, 59% will explode if fired.
	50	60	AN/TVS-5 destroyed
	30	50	Kill/Wound Commander
	20	30	Kill/Wound Gunner
Left Side, Center		5	Detonate ammunition
	30	40	AN/TVS-5 destroyed
	30	40	Radio detroyed
	80	90	Kill/Wound Commander
	50	80	Kill/Wound Gunner
Left Side, Rear	10	20	Detonate ammunition
	50	60	Radio destroyed
	10	20	Laser range finder destroyed
	40	60	Kill/Wound Commander
	30	50	Kill/Wound Gunner
Right Side, Front	20	30	Detonate ammunition
	10	20	20mm ammo feed damaged, main gun will not fire
	10	20	Turret jammed will not revolve
	20	30	Gun controls jammed, 50% either main or coaxial gun will not fire.
	30	40	Gun sights damaged
	30	50	Kill/Wound Gunner
	20	30	Kill/Wound Commander
Right Side, Center	10	20	Detonate ammunition
	20	30	Turret jammed, will not revolve
	50	60	Gun controls jammed, 59% either main or coaxial gun will not fire.
	40	50	Gun sight damaged
	80	90	Kill/Wound Gunner
	60	80	Kill/Wound Commander
Right Side, Rear	10	m	Detonate ammunition
	10	20	Gun controls damaged, 50% either main or coaxial gun will not fire
	30	40	Gun sight damaged
	50	60	Laser rangef inder destroyed
	10	20	Radio destroyed
	40	50	Kill/Wound Gunner
	30	50	Kill/Wound Commander
Right Rear	10	20	Detonate ammunition
	20	30	Gun sight damaged
	20	30	Laser rangefinder destroyed
	40	60	Kill/Wound Gunner
	30	50	Kill/Wound Commander
Left Rear	10	20	Detonate ammunition
	20	30	Radio destroyed
	40	50	Kill/Wound Commander
	30	50	Kill/Wound Gunner
MAG-58	90	95	Gun destroyed

TABLE C2, V150 w 20 mm con't

AREA HIT HULL	STRUCK BY AP	HE	EFFECTS
Winch	**80**	**90**	**Winch damaged, other effects are the same as for Right Bow.**
Upper Hull, Right		**5**	**Detonate ammunition**
	5	**10**	**Computer damaged, will not function**
	10	**15**	**AutoNav damaged, will not track**
	5	**10**	**Radio damaged, will not transmit**
	70	**90**	**Kill/Wound radio operator**
	40	**50**	**Kill/Wound Gunner**
	10	**20**	**Kill/Wound Driver**
	5	**10**	**Kill/Wound Passenger(s)**
Upper Hull, Center		**5**	**Detonate ammunition**
	5	**10**	**Computer damaged, will not function**
	10	**15**	**AutoNav damaged, will not track.**
	5	**10**	**Radio damaged, will not transmit**

GLOSSARY OF TECHNICAL TERMS AND ABBREVIATIONS

Ammo	Ammunition. From rifle bullets **to tank main** gun rounds.
Auto Nav	The Morrow Project vehicular navigation device.
Commo	Communications
Deuce, Deuce-and-a-half	A 2½ ton truck used by the U.S. Army.
Glacis	The forward deck of a modern tank. The area ahead of the turret and between the tracks.
Imp, imps	Bandits and renegades styling themselves as U.S. Army Military Police.
Kw	Kilowatt
Mantlet	The armored plate protecting the main gun of a tank. Usually attached to the gun just outside the turret.
MG	Machinegun
MP	The Morrow Project
MPID	Morrow Project Identification card.
MPGB	Morrow Project Game Book
MPV	Morrow Project Vehicle
PD	Project Director. The Morrow Project game master.
RDF	Radio Direction Finder
RTO	Literally, "radio and telephone operator". Either the radio operator or the position of the radio operator.
TC	Tank Commander
Trans	Radio transmission

NON PLAYER CHARACTERS: IMPS

		SKILLS	AGE	SEX	STRENGTH	CONST.	DEXT.	MOVE.	ENDUR.	ACC.	CHA.	PSI.	LUCK	SP/BP	BLOOD	H&M
1.	CPT. R. Bliss	ALL	48	M	18	12	9	3	108	14	16	11	15	316	A-	1
2.	LT. A. Johnson	ALL	30	M	9	8	15	3	48	12	12	2	9	172	O+	0
3.	LT. H. rose	ALL	37	M	12	12	15	4	180	13	7	13	14	244	A+	3
4.	SGT. D. Blagg	MG,M	39	M	18	10	11	3	110	10	14	13	12	280	O+	3
5.	SGT. P. Stutt	RTO, MG, D	28	M	15	12	4	1	24	11	9	8	12	280	O+	1
6.	SGT. J. Manning	T, MG, M	27	M	10	12	10	3	120	12	13	5	8	220	A+	1
7.	SGT. E. Moss	RTO, D, M ,MG	35	M	13	8	6	2	48	9	16	11	8	204	O+	0
8.	D. Mclain	T,MG, M D	37	M	11	11	8	2	88	10	14	11	6	221	O+	4
9.	B. Stier	TD, D, MG	21	M	12	7	7	2	49	5	10	14	6	184	O-	6
10.	S. Drayan	TD, TL, TG	27	M	11	7	15	4	105	12	7	10	11	177	O+	4
11.	R. Duffy	TL, TG, TC	28	M	13	16	15	4	205	9	5	11	7	291	O+	5
12.	S. LeBlanc	TD, TL, RTO	32	M	10	11	9	3	99	8	13	10	13	210	A+	7
13.	K. Lont	RTO, M	30	M	7	16	12	3	192	9	16	9	9	212	A+	5
14.	P. McGrew	D, RTO, MG	25	M	10	15	12	3	180	11	16	7	16	250	A-	2
15.	F. Nuzzo	D, MG	23	M	13	9	10	3	90	5	9	6	9	217	A+	5
16.	M. Press	RTO	18	M	11	10	16	4	160	11	5	7	7	210	O-	2
17.	P. Rakson	D, MG, M	37	M	13	10	11	3	110	14	5	11	17	230	O+	1
18.	D. Ross	D, RTO, M	31	M	10	10	11	3	110	12	6	5	4	230	A+	7
19.	G. Spencer		19	M	14	8	11	3	88	11	6	11	8	204	B+	7
20.	J. Stein	D	22	M	11	10	13	3	130	12	9	12	12	210	O+	6
21.	K. Warren		20	M	10	13	14	4	182	10	17	15	7	230	A+	4
22.	T. Weir		18	M	7	7	8	2	56	9	13	6	17	149	O-	0
23.	F. Wood		21	M	10	13	11	3	143	12	9	9	9	230	O+	6
24.	S. Herz	D, MG	23	M	10	7	15	4	105	5	12	16	16	170	O+	5
25.	J. Sebram		22	M	7	12	11	3	132	12	5	7	10	184	O+	6

The above are sample imps. The PD may wish to include more or less depending upon the size of the Morrow unit. We feel that a five to one advantage of imps makes for an interesting game.

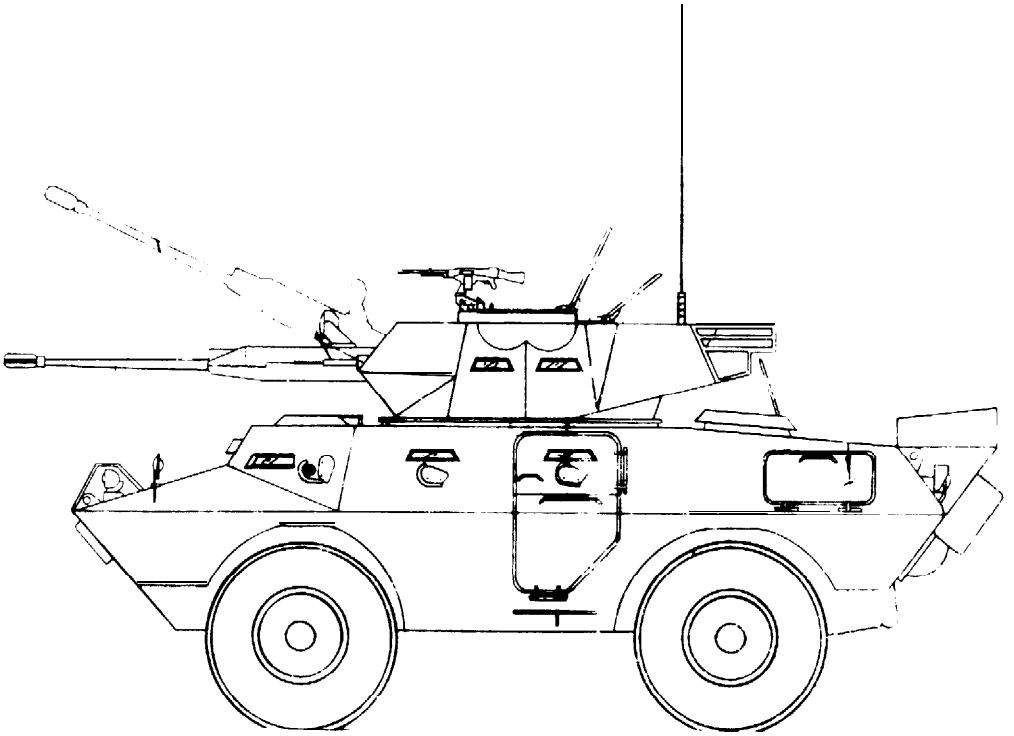
IMP SKILL DESIGNATORS

MG	**All imp machineguns**
M	**All imp mortars**
D	**Driver; truck, jeep or wagon**
RTO	**Radio Operator**
T	**All tank positions**
TC	**Tank commander**
TD	**Tank Driver**
TL	**Tank gun loader**
TG	**Tank gunner**

NON PLAYER CHARACTORS: BURKHEARTS AND TOWNSPEOPLE.

	AGE	SEX	ST.	CONST.	DEXT.	MOVE.	ENDUR.	ACC.	CHA.	PSI.	LUCK	SP/BP	BLOOD	H&M
BURKHEART FAMILY														
1. Leo	45	M	18	16	7	2	205	12	7	12	11	287	O+	14
2. Suzanne	34	F	10	7	18	5	147	11	11	13	7	164	A-	10
3. Jerry	15	M	10	9	10	3	90	11	14	14	5	158	A+	11
4. Lorna	12	F	4	4	12	3	24	6	15	10	4	73	A+	13
5. Robert	4	M	2	6	10	3	50	1	10	7	11	59	A+	15
WATSON FAMILY														
1. Jerry	37	M	18	12	10	2	156	9	8	5	15	257	A+	17
2. Bob	15	M	14	10	13	3	105	10	13	13	16	158	O+	17
GEARY FAMILY														
1. Elmer	41	M	12	6	10	3	60	3	15	11	9	172	A+	15
2. Marion	39	F	7	12	14	4	168	14	8	14	12	178	A-	18
3. Marie	21	F	8	10	10	3	80	13	13	6	13	144	O+	14
DOC	67	M	11	16	16	4	256	11	16	6	15	276	O+	19
FINNEY FAMILY														
1. Frank	62	M	12	10	11	3	110	12	7	14	4	220	A-	12
2. Sylvia	59	F	7	11	18	5	209	4	16	3	6	171	B+	17
BURKE FAMILY														
1. Mary	40	F	10	12	15	4	190	14	16	7	8	220	O-	14
2. Sue	18	F	9	10	16	4	172	8	14	9	10	190	O+	10
3. David	16	M	11	12	9	3	183	11	10	4	9	232	A+	12
4. Mark	13	M	9	11	14	3	166	9	16	10	15	199	A-	16
5. Erin	10	F	9	14	16	4	176	15	13	4	17	226	O+	15
6. Chris	7	M	7	9	10	3	83	9	10	8	9	163	O+	15
7. Celeste	5	F	5	6	9	3	48	4	17	4	7	130	A+	19
8. Catherine	2	F										100	O+	19

$ 8.95



Morrow Project Recon Team F-17 awakens to chaos. They have no orders, only the equipment on hand and no help. Their area of operations is under the control of a band of ruthless “soldiers”. The team must attempt to overthrow a tyranny that has gone on for 150 years...

This game package contains all the information, maps, and systems the Project Director would need to run this scenario. The package is designed for use by beginning players. The package also contains detailed information on the M60 Battle Tank, the interior of the V150 w/20mm and Bolt Hole, as well as a detailed Combat Damage System for armored vehicles.

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THE MORROW PROJECT; Individual Personal Data File

NAME MIKE DAWSON

ASSIGNMENT RECON TEAM F-17

JOB/POSITION TEAM COMMANDER

ATTRIBUTES

AGE 27 SEX M HEIGHT 76IN WEIGHT 175 HAIR BRN EYES BLU

St. 16 Move. 4 Charisma 17 Sp/Bp 292

Const. 12 Endu. 180 PSI 16 Blood Type A+

Dext. 15 Acc. 12 Luck 13

PSI ABILITY (if any) _____

ADDITIONAL DATA _____

EQUIPMENT ISSUED LOAD #17 W/M183 CHARGE (ASS'G EQUIP)

ALLOWABLE BASIC LOAD WT. 56KG MAX. WT. FOR 5 MOVEMENTS N/A

MAX. WT. FOR 4 MOVEMENTS 77 MAX. WT. FOR 3 MOVEMENTS 94.5

MAX. WT. FOR 2 MOVEMENTS 108.5 MAX. WT. FOR 1 MOVEMENT 122.5

Note; The individual may not lighten their load to exceed their normal movement allowance.

GRENADE THROWING RANGE A = 64M B = 56M C = 48M D = 40M

HAND-TO-HAND DAMAGE ½ St. = 8 ¼ St. = 4

ENDURANCE 180

RADIATION CLASS RS-0

ABSORBED RADIATION _____

OTHER FACTORS OR INFORMATION _____

Sp BREAKDOWN

TORSO	111									
AREA 1						AREA 2				
AREA 3						AREA 4				
LEG (LEFT)	58					LEG (RIGHT)	58			
THIGH	23					THIGH	23			
CALF	15					CALF	15			
FOOT	12					FOOT	12			
HIP JOINT	3					HIP JOINT	3			
KNEE	3					KNEE	3			
ANKLE	3					ANKLE	3			
ARM (LEFT)	23					ARM (RIGHT)	23			
UPPER ARM	6					UPPER ARM	6			
LOWER ARM	6					LOWER ARM	6			
SHOULDER JOINT	3					SHOULDER JOINT	3			
HAND	3					HAND	3			
ELBOW	3					ELBOW	3			
WRIST	3					WRIST	3			
HEAD	18									
Bp	292									

HEALTH RECORD _____

FREEZING DATE JAN 20, 1982

PERSONAL HISTORY _____

THE MORROW PROJECT; Individual Personal Data File

NAME EDWARD PSZCZOLKOWSKI

ASSIGNMENT RECON TEAM F-17

JOB/POSITION GUNNER

ATTRIBUTES

AGE 25 SEX M HEIGHT 74IN WEIGHT 180 HAIR BLK EYES BRN

St. 12 Move. 3 Charisma 8 Sp/Bp 244

Const. 12 Endu. 156 PSI 12 Blood Type A+

Dext. 13 Acc. 17 Luck 10

PSI ABILITY (if any) _____

ADDITIONAL DATA _____

EQUIPMENT ISSUED LOAD #6 W/M21 (ASSIGNED WEAPON)

ALLOWABLE BASIC LOAD WT. 42 MAX. WT. FOR 5 MOVEMENTS N/A

MAX. WT. FOR 4 MOVEMENTS N/A MAX. WT. FOR 3 MOVEMENTS 80.5

MAX. WT. FOR 2 MOVEMENTS 94.5 MAX. WT. FOR 1 MOVEMENT 108.5

Note; The individual may not lighten their load to exceed their normal movement allowance.

GRENADE THROWING RANGE A = 48M B = 42M C = 36M D = 30M

HAND-TO-HAND DAMAGE ½ St. = 6 ¼ St. = 3

ENDURANCE 156

RADIATION CLASS RS-0

ABSORBED RADIATION _____

OTHER FACTORS OR INFORMATION _____

Sp BREAKDOWN

TORSO 93		
AREA 1	AREA 2	
AREA 3	AREA 4	
LEG (LEFT) 49	LEG (RIGHT) 49	
THIGH 20	THIGH 20	
CALF 12	CALF 12	
FOOT 10	FOOT 10	
HIP JOINT 2	HIP JOINT 2	
KNEE 2	KNEE 2	
ANKLE 2	ANKLE 2	
ARM (LEFT) 20	ARM (RIGHT) 20	
UPPER ARM 5	UPPER ARM 5	
LOWER ARM 5	LOWER ARM 5	
SHOULDER JOINT 2	SHOULDER JOINT 2	
HAND 2	HAND 2	
ELBOW 2	ELBOW 2	
WRIST 2	WRIST 2	
HEAD 15		
Bp 244		

HEALTH RECORD _____

FREEZING DATE JAN 20, 1982

PERSONAL HISTORY _____

THE MORROW PROJECT. Individual Personal Data File

NAME CAROL RENQUIST

ASSIGNMENT RECON TEAM F-17

JOB/POSITION RADIO OPERATOR

ATTRIBUTES

AGE 27 SEX F HEIGHT 71IN WEIGHT 145 HAIR BLO EYES BLU

St. 11 Move. 3 Charisma 17 Sp/Bp 204

Const. 10 Endu. 130 PSI 13 Blood Type O+

Dext. 13 Acc. 7 Luck 13

PSI ABILITY (if any) NONE

ADDITIONAL DATA

EQUIPMENT ISSUED LOAD #10 W/AN/PRC-7 (ASSIGNED EQUIP)

ALLOWABLE BASIC LOAD WT. 38.5 KG MAX. WT. FOR 5 MOVEMENTS N/A

MAX. WT. FOR 4 MOVEMENTS N/A MAX. WT. FOR 3 MOVEMENTS 77

MAX. WT. FOR 2 MOVEMENTS 91 MAX. WT. FOR 1 MOVEMENT 105

Note; The individual may not lighten their load to exceed their normal movement allowance.

GRENADE THROWING RANGE A = 44M B = 38.5M C = 33M D = 27.5M

HAND-TO-HAND DAMAGE ½ St. = 6 ½ St. = 3

ENDURANCE 130

RADIATION CLASS RS-0

ABSORBED RADIATION

OTHER FACTORS OR INFORMATION

Sp BREAKDOWN

TORSO 78		
AREA 1	AREA 2	
AREA 3	AREA 4	
LEG (LEFT) 41	LEG (RIGHT) 41	
THIGH 16	THIGH 16	
CALF 10	CALF 10	
FOOT 8	FOOT 8	
HIP JOINT 2	HIP JOINT 2	
KNEE 2	KNEE 2	
ANKLE 2	ANKLE 2	
ARM (LEFT) 16	ARM (RIGHT) 16	
UPPER ARM 4	UPPER ARM 4	
LOWER ARM 4	LOWER ARM 4	
SHOULDER JOINT 2	SHOULDER JOINT 2	
HAND 2	HAND 2	
ELBOW 2	ELBOW 2	
WRIST 2	WRIST 2	
HEAD 12		
Bp 204		

HEALTH RECORD

FREEZING DATE JAN 20, 1982

PERSONAL HISTORY

THE MORROW PROJECT, Individual Personal Data File

NAME BJORN LINDSTRØM

ASSIGNMENT RECON TEAM F-17

JOB/POSITION BACK-UP BTO AND DRIVER

ATTRIBUTES

AGE 27 SEX M HEIGHT 72IN WEIGHT 175 HAIR BLD EYES BLU

St. 15 Move. 3 Charisma 14 Sp/Bp 320

Const. 16 Endu. 156 PSI 6 Blood Type O+

Dext. 10 Acc. 12 Luck 9

PSI ABILITY (if any) _____

ADDITIONAL DATA _____

EQUIPMENT ISSUED LOAD #9

ALLOWABLE BASIC LOAD WT. 42 MAX. WT. FOR 5 MOVEMENTS N/A

MAX. WT. FOR 4 MOVEMENTS N/A MAX. WT. FOR 3 MOVEMENTS 80.5

MAX. WT. FOR 2 MOVEMENTS 94.5 MAX. WT. FOR 1 MOVEMENT 108.5

Note; The individual may not lighten their load to exceed their normal movement allowance.

GRENADE THROWING RANGE A = 40M B = 35M C = 30M D = 25M

HAND-TO-HAND DAMAGE ½ St. = 8 ¼ St. = 4

ENDURANCE 156

RADIATION CLASS ____

ABSORBED RADIATION ____

OTHER FACTORS OR INFORMATION _____

Sp BREAKDOWN

TORSO	122									
AREA 1						AREA 2				
AREA 3						AREA 4				

LEG (LEFT)	64					LEG (RIGHT)	64			
THIGH	26					THIGH	26			
CALF	16					CALF	16			
FOOT	13					FOOT	13			
HIP JOINT	3					HIP JOINT	3			
KNEE	3					KNEE	3			
ANKLE	3					ANKLE	3			

ARM (LEFT)	26					ARM (RIGHT)	26			
UPPER ARM	6					UPPER ARM	6			
LOWER ARM	6					LOWER ARM	6			
SHOULDER JOINT	3					SHOULDER JOINT	3			
HAND	3					HAND	3			
ELBOW	3					ELBOW	3			
WRIST	3					WRIST	3			

HEAD	19									
Bp	320									

HEALTH RECORD _____

FREEZING DATE JAN 20, 1982

PERSONAL HISTORY _____

THE MORROW PROJECT, Individual Personal Data File

NAME DAVID GUINN

ASSIGNMENT RECON TEAM F-17

JOB/POSITION DRIVER

ATTRIBUTES

AGE 28 SEX M HEIGHT 68 IN WEIGHT 155 HAIR BRN EYES BRN

St. 13 Move. 5 Charisma 13 Sp/Bp 269

Const. 13 Endu. 260 PSI 12 Blood Type A+

Dext. 20 Acc. 10 Luck 9

PSI ABILITY (if any) NONE

ADDITIONAL DATA

EQUIPMENT ISSUED LOAD #11 W/M79 (ASSIGNED WEAPON)

ALLOWABLE BASIC LOAD WT. 45.5 MAX. WT. FOR 5 MOVEMENTS 49

MAX. WT. FOR 4 MOVEMENTS 66.5 MAX. WT. FOR 3 MOVEMENTS 84

MAX. WT. FOR 2 MOVEMENTS 98 MAX. WT. FOR 1 MOVEMENT 112

Note; The individual may not lighten their load to exceed their normal movement allowance.

GRENADE THROWING RANGE A = 52M B = 45.5M C = 39M D = 32.5M

HAND-TO-HAND DAMAGE ½ St. = 7 ¼ St. = 4

ENDURANCE 260

RADIATION CLASS RS-0

ABSORBED RADIATION

OTHER FACTORS OR INFORMATION

Sp BREAKDOWN

TORSO	102		
AREA 1		AREA 2	
AREA 3		AREA 4	
LEG (LEFT)	54	LEG (RIGHT)	54
THIGH	22	THIGH	22
CALF	13	CALF	13
FOOT	11	FOOT	11
HIP JOINT	3	HIP JOINT	3
KNEE	3	KNEE	3
ANKLE	3	ANKLE	3
ARM (LEFT)	22	ARM (RIGHT)	22
UPPER ARM	5	UPPER ARM	5
LOWER ARM	5	LOWER ARM	5
SHOULDER JOINT	3	SHOULDER JOINT	3
HAND	3	HAND	3
ELBOW	3	ELBOW	3
WRIST	3	WRIST	3
HEAD	16		
Bp	269		

HEALTH RECORD

FREEZING DATE JAN 20, 1982

PERSONAL HISTORY

THE MORROW PROJECT. Individual Personal Data File

NAME JEREMY KNUDSEN

ASSIGNMENT RECON TEAM F-17

JOB/POSITION ASSISTANT GUNNER

ATTRIBUTES

AGE 23 SEX M HEIGHT 68IN WEIGHT 140 HAIR BRN EYES BRN

St. 10 Move. 4 Charisma 14 Sp/Bp 240

Const. 14 Endu. 224 PSI 15 Blood Type A+

Dext. 16 Acc. 11 Luck 10

PSI ABILITY (if any) NONE

ADDITIONAL DATA

EQUIPMENT ISSUED LOAD #5, CLAYMORES (ASSIGNED WEAPON)

ALLOWABLE BASIC LOAD WT. 35 MAX. WT. FOR 5 MOVEMENTS N/A

MAX. WT. FOR 4 MOVEMENTS 56 MAX. WT. FOR 3 MOVEMENTS 73.5

MAX. WT. FOR 2 MOVEMENTS 87.5 MAX. WT. FOR 1 MOVEMENT 101.5

Note; The individual may not lighten their load to exceed their normal movement allowance.

GRENADE THROWING RANGE A = 40M B = 35M C = 30M D = 25M

HAND-TO-HAND DAMAGE ½ St. = 5 ⅛ St. = 3

ENDURANCE 224

RADIATION CLASS RS-0

ABSORBED RADIATION

OTHER FACTORS OR INFORMATION

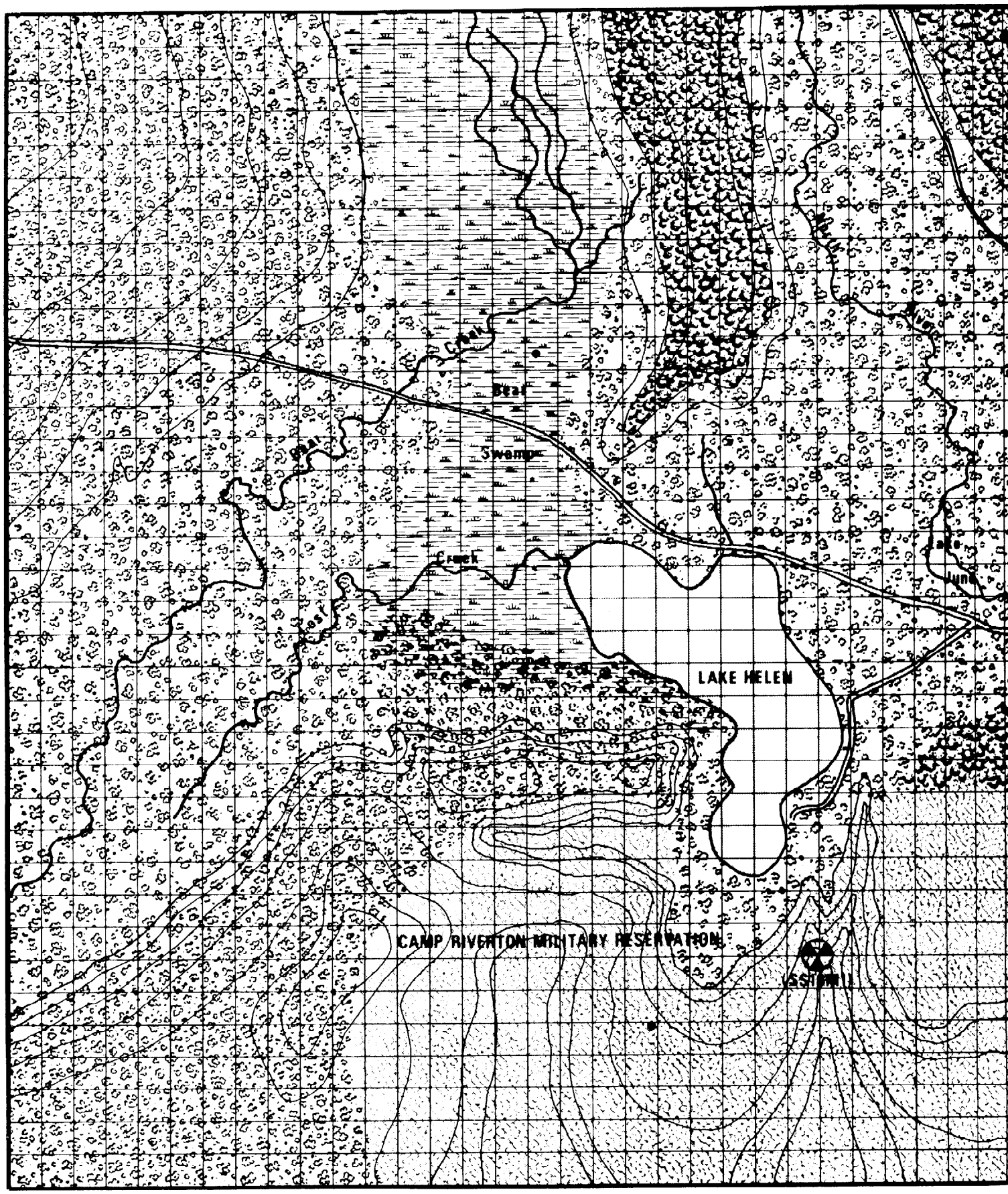
Sp BREAKDOWN

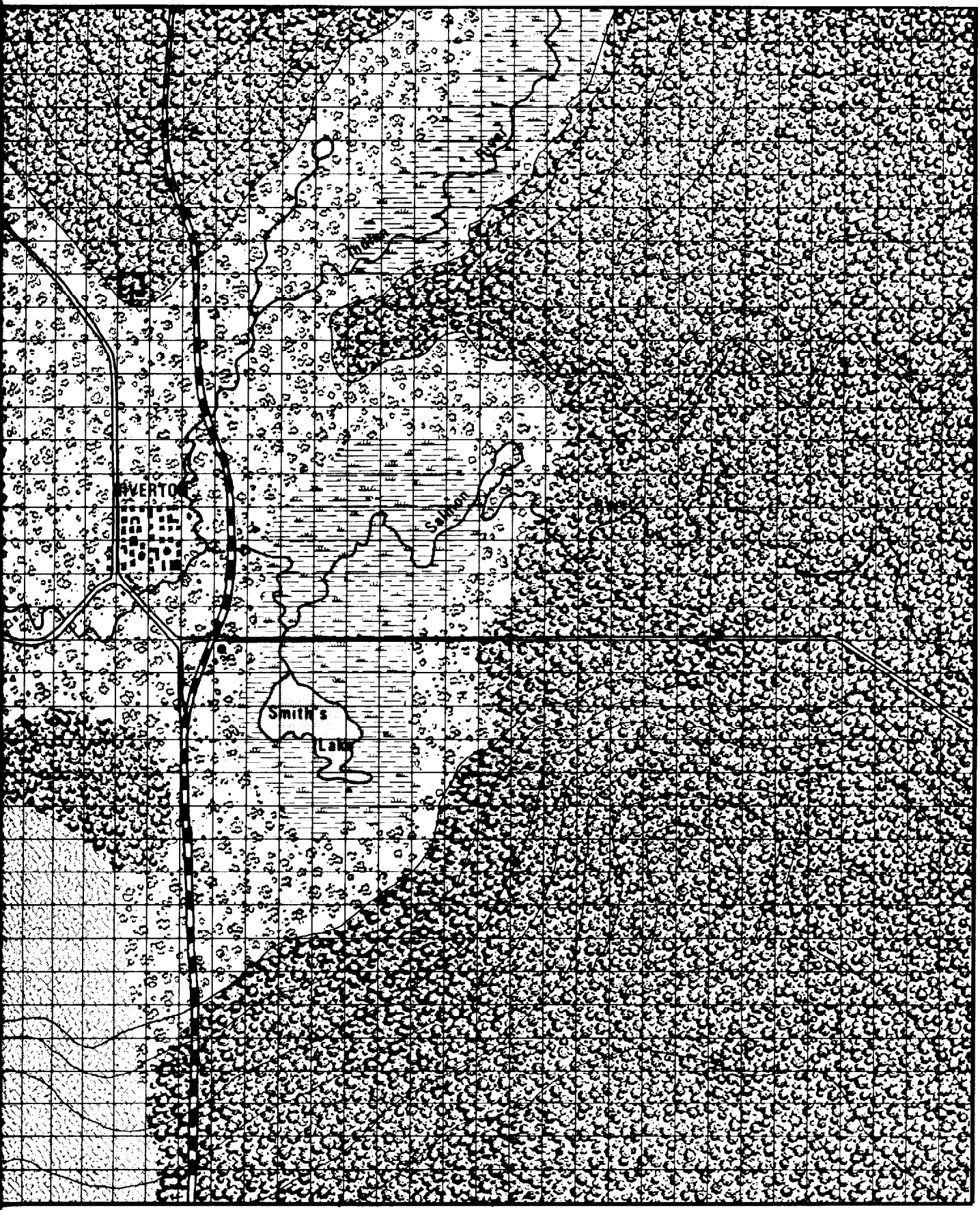
TORSO	91									
AREA 1						AREA 2				
AREA 3						AREA 4				
LEG (LEFT)	48					LEG (RIGHT)	48			
THIGH	19					THIGH	19			
CALF	12					CALF	12			
FOOT	10					FOOT	10			
HIP JOINT	2					HIP JOINT	2			
KNEE	2					KNEE	2			
ANKLE	2					ANKLE	2			
ARM (LEFT)	19					ARM (RIGHT)	19			
UPPER ARM	5					UPPER ARM	5			
LOWER ARM	5					LOWER ARM	5			
SHOULDER JOINT	2					SHOULDER JOINT	2			
HAND	2					HAND	2			
ELBOW	2					ELBOW	2			
WRIST	2					WRIST	2			
HEAD	14									
Bp	240									

HEALTH RECORD

FREEZING DATE JAN 20, 1982

PERSONAL HISTORY


NORTH
Bear
Swamp
Creek
LAKE HELEN
CAMP RIVERTON MILITARY RESERVATION
Forest
Swamp
Brush
Jack Pine
Barren
Water
Nuclear Bo



Bomb Impact

Bolt Hole

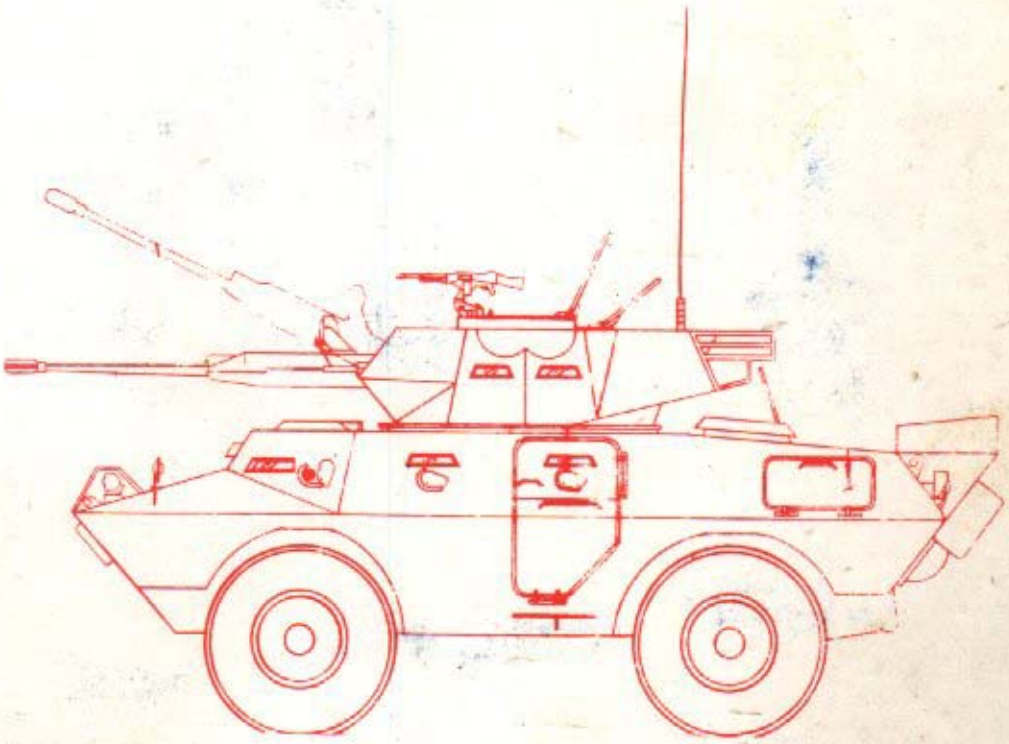
Supply Cache

Road

Highway

Contour Interval 10 Meters

Scale: 1 Square equals 1 Kilometer



Morrow Project Recon Team F-17 awakens to chaos. They have no orders, only the equipment on hand and no help. Their area of operations is under the control of a band of ruthless "soldiers". The team must attempt to overthrow a tyranny that has gone on for 150 years . . .

This game package contains all the information, maps, and systems the Project Director would need to run this scenario. The package is designed for use by beginning players. The package also contains detailed information on the M60 Battle Tank, the interior of the V150 w/20mm and Bolt Hole, as well as a detailed Combat Damage System for armored vehicles.

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