

THE MORROW PROJECT



TIMELINE LTD

THE FINAL WATCH

A Scenario of Desperation
By Joseph Benedetto, Jr and W.P. Worzel



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

PROJECT FILE
R-010

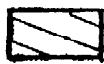
PACIFIC OCEAN

Strait of Juan de Fuca

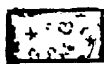
La Push

OLYMPIC MOUNTAIN

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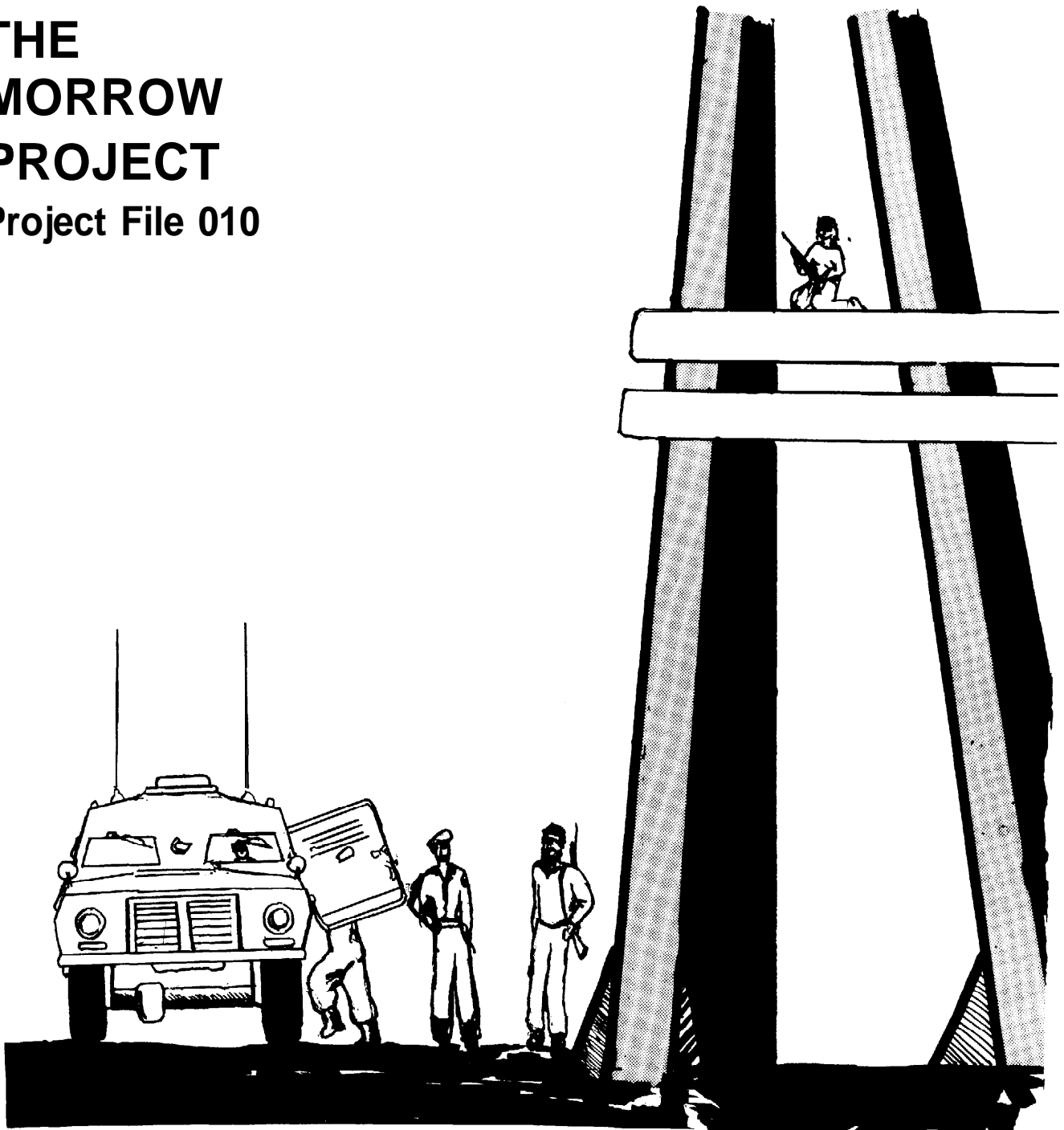


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THE FINAL WATCH

THE MORROW PROJECT Project File 010



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INTRODUCTION

Command Team UC-1C expected to perform Command, Control and Coordination functions for 20 Morrow Project Teams operating in and around the Seattle area, working with the survivors in the rebuilding of Puget Sound area. They were well equipped and trained for this task. It will come as a shock to the team to find out that not only are they 150 years late in implementing these plans, but none of the other assigned teams in their group have awakened.

Seattle - what's left of it - is now a barren, empty city of half-buried ruins occupied by both American rebels who are still fighting a war that ended in 1989, and descendants of Soviets who must hide and try to stay alive in a land that is not theirs. In the process of stopping this deadly struggle, the team stumbles onto a secret which could shatter the reborn Morrow Project and the struggle to rebuild a fragment of the civilization they were born to.

I. SITUATION: PREWAR

As the closest mainland US port to the Orient, Seattle was a busy seaport even though it was more than 150km from the open ocean. It exported agricultural goods, transportation equipment, seafood and forest products.

Sandwiched between the rugged Olympic Mountains to the west and the volcanic peaks of the Cascades to the east (both Mt. Rainier and Mt. Baker were visible on a clear day) the city lay on a narrow strip of land between salt-water Puget Sound and 30km-long fresh-water Lake Washington. Built on a series of hills some 150 meters above sea level, Seattle had a natural setting few cities could rival.

Despite being thought of as wet and rainy, Seattle actually had less annual precipitation than either Miami or New York City; 3/4 of it fell between October and March, and rarely in the form of torrential downpours. Most of the area had cool summers and mild winters, with an average mid-winter temperature of (38° F) and an average summer temperature of (65° F). It was a good place to live.

II. SITUATION: THE WAR

When the War started, Seattle was just starting an ordinary working day; the statewide Centennial Celebration was only a week old. Although a major target because of its importance as a seaport and a center of industry, Seattle's destruction was overshadowed by the strike on the primary target in Puget Sound: the US Navy's Trident Submarine Base at Bangor on the Hood Canal 30km northwest of Seattle. The base took a direct hit from a 25 MT SS-18M1 missile which exploded as a ground burst that was felt as far away as West Point in Seattle.

To the southwest, Tacoma was obliterated by a 25

MT blast, as well as taking the blast effects of four 200 KT warheads that exploded over McChord AFB. To the west of Tacoma lay Olympia, the Capitol of Washington State; it was hit by four 200 KT warheads from an SS-17.

The Seattle missile, an SS-16, carried a 1MT warhead and impacted at the intersection of Airport Way South and South Stacy Street, just west of Interstate 5, detonating as an underground burst and creating a radioactive crater nearly 400 meters in diameter. Seattle's suburbs, however, survived the attack.

Two things doomed Seattle: the first was the arrival of an invasion group of Soviet Airborne and Ground Forces. The second thing was the volcanoes of the Cascade Mountain Range: the War triggered them into eruption.

III. SITUATION: POST-WAR

The volcanic eruptions of the Cascades darkened the Pacific Northwest in mid-day and kept it black for days. Those who survived the bombs were choked and buried by the volcanic ash from the explosions of Mt. Rainier, Mt. Baker and Mt. St. Helens.

The Soviet Forces being airlifted into the Pacific Northwest flew straight into a scene from Dante's Hell. Some of the planes made it to their targets and landed; most went down in the wrong places, either crashing into the sea or flying off into other parts of America and Canada. Those who made it to the ground found themselves in the same plight as the survivors; in the cities of Puget Sound, things were unimaginable.

A city is more than people and buildings: it is a tangled web of dependencies. A modern city cannot support its inhabitants on its own, relying instead on food from the countryside brought in and distributed by a complex procurement and transport system. And without electrical power, generated at distant power stations and carried over miles of vulnerable electrical cable, there is no power to move water and sewage, to transport people up and down in skyscrapers, to run lights or heaters or any number of other necessary things. A single disaster can wipe out all the things everyone takes for granted, yet are so vital to survival. And in Seattle, everything collapsed in just a few hours.

Those who survived at all found themselves in a desolate, barren land. At the end of that first horrible winter, the city of Chicago had a population of no more than 10,000 people; the city of Seattle had no more than 1,000. Those people who were left in the Puget Sound region - Americans, Canadians and Soviets - fought to survive among the empty buildings and the streets littered with the dead. The land was emptied of people and whole cities stood deserted.

Today, 150 years later, the land is still empty. The cities are still there, empty ruins dusted with ash, left

alone except for the scattered survivors and occasional wandering trader. Still, nature is working the slow process of healing, and in many places patches of green dot the landscape.

COMBINED GROUP SEATTLE

Combined Group Seattle was formed to help in the rebuilding of the Puget Sound Area and Seattle in particular. The 79 Morrow Project Personnel in the Group are subdivided into 15 teams as follows:

COMMAND UC-1C (the PCs team), 4 people, Ranger MCP [Issaquah]

SCIENCE S-6 (Group XO), 6 people, Scientific-One [Eldon]

RECON P-6C, 7 people, Ranger APC [Snohomish]

RECON P-7C, 6 people, Commando Scout & 2 XR311 jeeps [Shelton]

RECON P-10C, 6 people, V-150 w/20mm turret [Rolling Bay]

MARS L-1, 4 people, V-150 w/TOW [Southworth]

MARS L-2, 4 people, SK-5 [Mukilteo]

SPECIALTY VB-1 (Medical), 11 people, (various MPVs) [Auburn]

SPECIALTY TP-9 (Power Reception), 3 people, Ranger APC [Elgin]

SPECIALTY FW-31 (Frozen Watch), 6 people, (no M PV) [Sequim]

SPECIALTY D-5 (Support), 3 people, V-150 ARV [Duval]

SPECIALTY LF-2 (Engineering), 4 people, (var. equip) [Granite Falls]

SPECIALTY LF-3 (Agricultural), 6 people, Ranger [North Bend]

SPECIALTY QP-11 (Psychological), 3 people, (no MPV) [Arlington]

SPECIALTY QD-40 (Decontamination), 6 people, Ranger APC [Redmond]

These teams were to work hand-in-hand with local authorities to help the recovery. The 79 people in the group were not expected to do this job alone; they were to form a cadre of specialists and trained operators who could use their equipment to work with the survivors, teaching and equipping them for the task of the rebuilding.

In addition, the following two MP facilities are present in the immediate area of Combined Group Seattle:

COMMO BASE KA (unmanned) [Mercer Island, Lake Washington]

MEDICAL FACILITY VF-1C (occupied by Team VB-1)

[Auburn]

I. GENERAL

Command Team UC-1C was frozen on 16 June 1979. The members of the team know that they are the Mobile Command Team for a large combined group of Morrow teams operating in the Seattle area; their primary mission is to coordinate the Project's efforts in the reconstruction of the Seattle area. In the event of an emergency, the Morrow Project General Orders still apply: To help the people in any and all capacities, to establish communications with other teams and with Prime Base, and to survive.

For security reasons the Command Team does not know the location of the other teams in Combined Group Seattle, but does know of the existence of the other teams, and knows their makeup (vehicles issued, group identification codes, team leaders, etc.). The Command Team's MPV computer has the recall codes for these teams and can be used to awaken them, individually or as a group.

The team had no contact with the local population before freezing. They are familiar with the terrain only by virtue of the maps contained in their AutoNav computer system. These maps are 150 years out of date.

II. TEAM PERSONNEL

The teams in Combined Group Seattle have been trained separately, but the individual Team members are familiar with one another, having spent at least one year together as a team while going through Morrow Project Training. They are completely familiar with all the issue equipment and its operation.

Recommended loads for this module are: Medic, 07, 09, 10, 11, 17, 18 and 19. Team members can always operate the issued equipment of other team members. How well they can operate this equipment will vary.

PD NOTE: The recommended loads are especially useful for self-defense by vehicle crews in city situations; the emphasis is on short weapons that can be used quickly within the confines of a cramped vehicle interior. Heavier weapons are not necessary considering the command mission of the team. However, if you are using preexisting characters it is advisable to use the equipment that they have been using. In this case keep in mind that they would not be aware of any caches in the area and could find them only by accident.

Because of the nature of their expected mission the team members were chosen for their abilities in the "soft" sciences rather than their combat skills or other

talents. An emphasis on persuasion, leadership and planning skills was sought. This should be reflected in the background and skill of the characters if either the Morrow Project Role Playing expansion contained in GA-2, **Personal and Vehicular Basic Loads** or the Third Edition of **The Morrow Project Gamebook (GB-1)** are being used.

III. TEAM EQUIPMENT

The team's personal gear is in perfect condition. The team's vehicle is also in perfect shape along with all of it's internal stores. Team members are thoroughly familiar with their own equipment and are cross-trained to some extent with the weapons and equipment of their teammates.

The Bolt Hole

This is the standard storage and freezing facility of the Morrow Project, mentioned in the gamebook. 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. Refer to **Liberation At Riverton, PF-01** for details.

Team Vehicle and Equipment

Team UC-1C's vehicle is the Commando Ranger Armored Car in its Mobile Command Post configuration. It is intact, operational and stored in the Team's bolt hole. Morrow Project vehicles are fusion powered and require no external source of fuel (the onboard Fusion Pack contains all materials needed to run the vehicle for 18 months) but they do require maintenance on a regular basis, as does any piece of equipment (see MPGB p13). The MCP is equipped with a vehicle-mounted Magnetic Sensor as described on page 26 of the gamebook. The operational characteristics of this vehicle are identical to those of all other Rangers. Being a Command vehicle, the interior is somewhat cramped.

The MCP is designed to seat a crew of four - a driver, an RTO, the vehicle commander and a fourth crewman who may be either a Medic or an Admin. Specialist. The vehicle cannot carry any more people in comfort, but two more persons could be crammed into the vehicle with some discomfort. If more than four players are present, the PD may add either a Commando Ranger APC or use XR311 jeeps.

Internal stores for the MCP are the same as those aboard the Ranger APC, with the exception of a lack of 12.7x99mm ammo, since the MCP does not mount an M2HB .50 HMG. An M79 40mm grenade launcher with several rounds of Stunbag and CS gas is included for crew defense. Interior space is at a premium due to the addition of several extra pieces of computer and radio gear, as well as communications equipment and an AN/PPS-12 Portable Radar Set stored in the rear of the

vehicle. (This unit is designed for ground use outside of the vehicle and can be used with batteries or it can tap into the MPV's power system.)

The MCP has no top-station (cupola & HMG mount) as this area of the vehicle is blocked by the installation of an air conditioner/ventilator. This is included not for crew comfort but rather to keep the internal computers and communications gear from overheating. The outer portion of the a/c is armored and equipped with steel flaps which can be closed if the a/c is exposed to fire. The ventilator portion of the unit is equipped with complete CBR filtration to maintain purity of incoming air. Two spare filter sets are stored inside the vehicle.

The MCP also contains a very large map/computer system. Nicknamed the Lighttable (for its resemblance to that device) this system makes use of a very large, flat display screen 1x1.3m in size. It is mounted horizontally in the center of the MCP.

Used primarily as a display unit, the Lighttable is a computer in itself. It has tie-ins to both the vehicular computer and the AutoNav system and can display any map or computer screen that can be called up on either device, as well as interact with the information stored on the file tapes used in the MPV computer.

The main purpose of the Lighttable is to provide large, clear, concise maps for use by the Group Leader in coordinating Morrow and Civilian efforts in rebuilding the area. The computer can use these maps to project certain items such as amounts of expected rainfall, population studies, or projected fallout patterns.

The overall effect is that the Lighttable replaces the stacks of paper maps and information books with electronic maps that can be easily updated to reflect the changed conditions of the city after the War. The Lighttable's size allows a large number of persons to view the display and it's layout allows the team a place to map out their plan of operations; with the system off, the unit makes a dandy table for eating lunch or playing chess on. Otherwise, it's functions are somewhat restricted to whatever tapes are available to the MPV computer and to the microfilm files of the AutoNav system.

The main purpose of the Mobile Command Post is to operate as a Command and Communications center. To do this it had to be equipped not only to work with Morrow Teams on their scrambled radio frequencies but also with various civilian radio systems, and so among the equipment carried aboard the MCP is a large, multiband radio system equipped to send and receive AM, FM, Shortwave, Police/Emergency Frequencies and Ship-to-Shore signals in either Voice or CW (Morse) transmissions.

TEAM CACHES

Mobile Command Team UC-1C has six supply caches. These are typical Morrow re-supply facilities

and are located through the use of the AutoNav aboard the MPV. Since the cache locations exist on the map displayed by the AutoNav, the MPV can simply be driven to the point on the map and a search for the cache begun.

In this module caches have been hidden at various places in and near Seattle. The usual Morrow Project practice for locating caches is to place them beneath a real or facsimile United States Geological Survey (USGS) Benchmark. Occasionally this was not practical, and the cache will be hidden beneath, or within, another object.

CACHE LOCATIONS AND DISPOSITIONS

#1. EVERETT: In a cellar beneath a building on Home Acres Road. Site covered by 2.9m of ash. Intact.

#2. JUANITA (N OF KIRKLAND): USGS Benchmark. Cache site washed into Lake Washington during storm in 2096; cache now lying on side under 1m of water just offshore. Intact.

#3. ALKI POINT: Under a pedestal at the Point. Site covered with 2.2m of ash over several meters of radioactive debris from the Seattle blast. Intact.

#4. VASHON ISLAND: USGS Benchmark in Fern Cove. Cache physically uncovered by erosion but unopened. Intact.

#5. RENTON: under a power company sign along 180th street. Site covered by 3.1m of ash. Intact but sign is buried.

#6. TACOMA: USGS Benchmark at Brown's Point on Commencement Bay (within Total Destruction Radius of Tacoma blast). Site radioactive. Cache destroyed.

Recovery of any of the team's caches will be difficult, even with the inertial navigation system of the AutoNav, simply because all of the landmarks and other clues to each cache's location have been buried in the ash or no longer exist. This means that the team may have to do a lot of digging before they actually come across one.

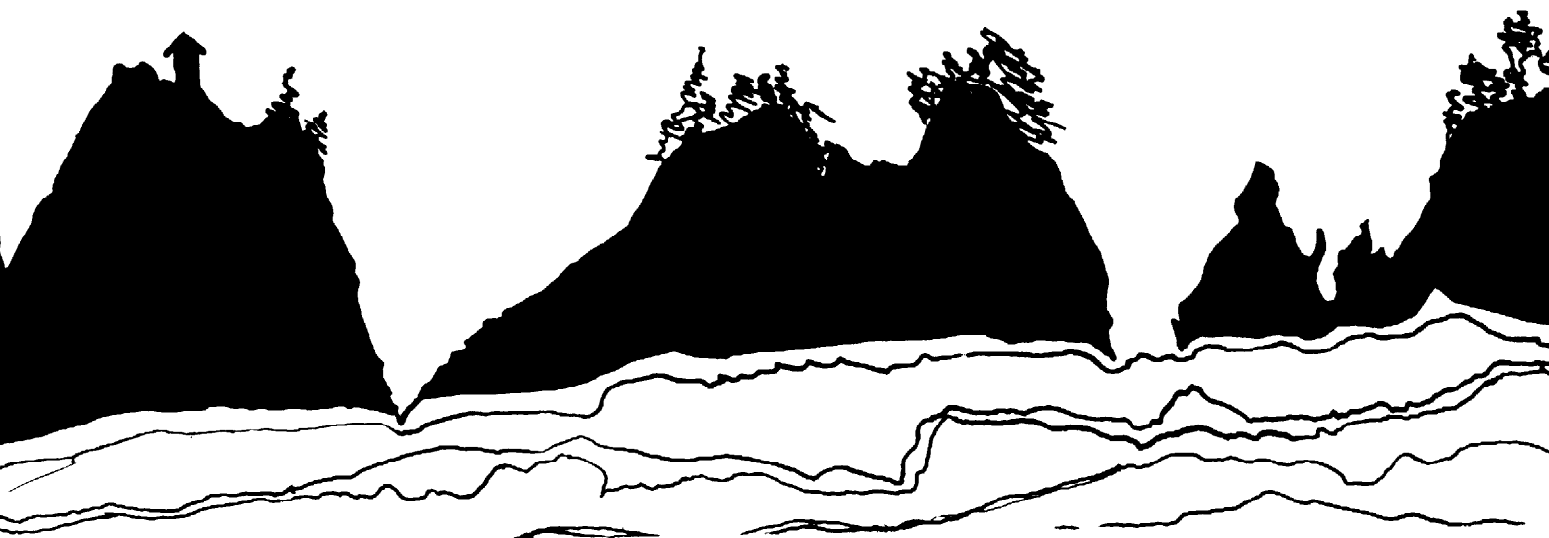
This is even worse in the case of cache #3 at Alki Point, which is covered not only by ash but also several meters of still-radioactive debris from the Seattle explosion, and cache #2 at Juanita which washed into Lake Washington and is lying on the bottom under a meter of water -the team may never find either without a lot of effort and some deductive reasoning.

Of all the caches, #4 on Vashon Island would probably be the easiest to recover - if the ferry to Vashon Island was still running. Otherwise (since the Ranger is not amphibious) the team will have to let that one wait until they find a way across the marshes of Puget Sound.

COMMO BASE KA

One of the problems with modern communications is that they are exceedingly vulnerable to destruction by nuclear attack due to the electromagnetic pulse (EMP) which nuclear weapons produce. This pulse will destroy most integrated circuitry and hence most modern electronic equipment.

Because of the size of the continent, long-range communications were going to be a necessity if the reconstruction of the country was to proceed as foreseen by the Morrow Planners. This communication was to be in the form of radio for some time until other means of communication could be rebuilt; this would probably be a minimum of 10 years after the end of the War.



To assist in this the Morrow Project constructed a number of communications bases in different locations across the continent. In some areas, these commo bases (in a limited form) were merged with MP regional supply bases (see PF-05, **The Starnaman Incident** for details). In other areas the Project constructed separate communications bases, each equipped to handle a wide variety of commo equipment including radio reception/transmission, satellite uplink/downlink, and microwave relay.

Commo Base Kilo Alpha was constructed on Mercer Island, Lake Washington in 1971. The facility was updated in 1983 to include advances in video, microwave technology and satellite communications-

Access to the facility is gained by use of a MPID card and a Command Access Card. This is a bearer card which allows the user access to the communications equipment contained in any automated installation in the Morrow Project. These cards are found at Prime Base, at the manned supply bases such as Isle Royal (see **PF-02, Damocles**), and among certain field teams, particularly the Mobile Command Units and other special mission personnel.

One of these silver-striped cards has been issued to the Team Leader of UC-1C. As a bearer card, however, it can be used by any member of the team so long as it is used in conjunction with a standard Morrow Project ID card. Mere possession of the card, however, does not guarantee entrance to Commo Base Kilo Alpha. The team will have to find the base first.

Kilo Alpha does not show up on the team's AutoNav except as a red diamond on the southern tip of Mercer Island. Once the team manages to get to the site and down through the ash to what had been ground level the only thing of any notice is a USGS Benchmark. Wise teams will think to dig it up; doing so will reveal a stainless steel data plate about a foot down, with the ID code for Kilo Alpha and the exact location of Commo Base KA (it is directly below the benchmark).

Entry to Kilo Alpha is via a stainless steel hatch assembly, identical to that found on a cache. Entry through the hatch must be accomplished by use of a MPID card, in a manner exactly like that used to open a cache. Beneath the hatch is a ladder leading down into darkness. Going inside and exploring with flashlight or other light source will reveal the interior to be roughly the size and shape of a normal cache, with a second hatch assembly on the floor and what appears to be a dead television screen mounted on one wall. Near the screen are a pair of card slots and a switch marked ON/OFF. There are no other features to the chamber except for a pile of lumber and corrugated metal sheeting leaning against one wall (this a small, prefab shed designed to be erected over the entry hole to protect it from the elements).

Throwing the switch to the ON position causes the screen to come to life; it will display a message stating

that entry can only be made by inserting both a Command Access card and a normal MPID card into the two slots alongside the screen (nothing else will happen after this screen is displayed). When both cards are inserted as instructed, the floor hatch will unlock, allowing access to the storage area below. At the same time, the screen will display common procedures and ranges and will give instructions on how to attach a MPV vehicular computer keyboard to the screen to interface with the base computer, and how to tie in a radio headset/handset to permit radio access with Kilo Alpha's transceiver in either Voice or CW (Morse).

To accomplish this, on command from the console a 100-meter antenna will attempt to lift itself hydraulically from the ground about 75 meters west of the entry spot, and the unit will switch to automatic receive/send mode, allowing the team immediate use of the base's system. Unfortunately, due to the ash layer, the antenna will not deploy correctly. An attempt to raise the antenna will cause the message: *Antenna failure, check system* to be displayed on the console. The team can clear the antenna by digging it out (if they can figure out where it is under the ash) but if they tried to raise it from the console they will have burned out the antenna motor and it can only be deployed by an emergency backup hand-crank or by repairing the motor.

Because of its construction, the team will not see a radio at any time; the system is designed to tie in with a portable or vehicle-mounted AN/PRC-70 radio and can allow MP users full access to the capabilities of the system from an above-ground MPV until more permanent post-War facilities could be constructed.

With the antenna raised this facility should be able to reach the other teams if the team were to try and wake any of them. Unfortunately, as mentioned below, because of the ash layer the other teams will not receive the signal.

PD NOTE: Kilo Alpha was completed in 1971 and it's computer uses archaic 1960's technology, including core memory (basically the same system used by NASA all the way into the late 1980's on the Space Shuttle). This means that the base computer is relatively slow in operation. Although this form of computer system was eventually made obsolete by advances in computer science, it's original design and memory space were judged to be quite sufficient for it's mission and thus the system was never updated when the countrywide equipment updates were undertaken in the eighties. After all, the base computer is not the same thing as the Radio Systems (which were updated as time went on); aside from a few minor controlling functions for

the communications equipment, the base computer does nothing important except to act as a storage facility for information.

The empty memory space is available to the team and was expected to be used to store radio messages and report data from field teams before they were sent to Prime Base. Although that might not sound like much to a team working in the ruins of Seattle, the vast core memory of the base can be used to store a lot of data that can be requested from Prime Base, as well as storing team-related information allowing the team to start assembling a computer library of specialized control macros.

The storage facility beneath the access point contains equipment for modern, high-tech communications: a dish system for the uplink/downlink with communications satellites, particularly Morrow Landsat One (see PF-06, **Operation Lonestar**), microwave relay equipment to receive and send microwave transmissions (for use later on when the reconstruction got into full swing), and other similar equipment for use by the team when rebuilding the communications network.

It should be noted that Commo Base KA has the capability to operate as a secondary site for the reactivation of the dormant MP satellite mentioned above. The base has a satellite communications capability and the dish equipment stored at Kilo Alpha can be used by the right people to bring the satellite online. Indeed, if the satellite has not yet been brought on line, Prime Base may assign that task to UC-1C and give them the necessary instructions for reactivation via radio.

On a good day the team can establish communications with Combined Group N near Las Vegas, Nevada. Regular communication with areas as far away as Prime Base becomes a near certainty. One of the reasons Kilo Alpha was placed in Seattle is that it was designed to act as a retransmission point for relaying radio signals (it will do this automatically once the antenna is raised) and thus become a main retransmission site for the northwestern part of the country.

OTHER MORROW PROJECT TEAMS

Along with the standard MARS, Recon and Science teams in Combined Group Seattle are "Specialty" Teams, a broad term applied to any Morrow Team that has a specific function in regards to it's personnel and Equipment (see the MPGB pg. 11). They have specific functions and the equipment necessary to do those jobs. A quick listing of those functions follows:

VB-1 (Medical): medical personnel frozen at Medical Facility VF-1 C.

TP-9 (Power Generation): this team has in storage with them an energy reception dish designed to act as the downlink or earth station for receiving power from one of the MP Power Station satellites (as described in PF-07, **Desert Search**).

FW-31 (Frozen Watch): this group consists of 6 MP personnel equipped with only the Basic Standard Issue Equipment (no weapons loads or MPV). FW teams were special volunteers who were frozen in order to provide field teams with manpower in the event of an emergency or force reduction. FW teams are expected to fill out depleted ranks in other teams as necessary and as such are a mix of MARS, Recon and Science personnel.

D-5 (Support): this unit and their Armored Recovery Vehicle were expected to do a multitude of odd jobs, from helping clear rubble and debris to servicing damaged MPVs.

LF-2 (Engineering): this group expected to clear rubble, build new housing, rebuild bridges and other engineering operations. They have in storage at their bunker two bulldozers, a backhoe and other mechanical equipment.

LF-3 (Agricultural): this group has the experience and equipment to help reestablish agriculture in the area. They have farming tools, books, fertilizer, sprays and seeds as well as the experience to use it. They have a Commando Ranger without any crew-served weapon which is equipped with a winch and is designed to be used to carry and haul things.

QP-11 (Psychological): Formed to help handle extremist groups and rioting mobs, this group is buried at Arlington. They have no MPV and are not heavily armed.

QD-40 (Decontamination): formed to assist in the removal of War-related contaminants such as chemical weapons and radioactive matter. These two groups have a large amount of decontamination equipment and supplies available to them at their respective bunkers and cache sites.

THE RECOVERY OF COMBINED GROUP SEATTLE

The recall codes for Combined Group Seattle will be of little immediate use to the players; the recall signals will not raise any of the teams. This is the case whether the signals are sent from Prime Base or from the MCP.

The reason for this is the fact that the volcanic ash

that now blankets the ground mixed with the radioactive material and fallout as it fell and blew across the landscape. The ashfall covering the ground has the effect of distorting and blocking radio signals, and so the recall codes are not getting through to the bolthole computers. In the case of the Command Team, erosion caused by water runoff had worn away enough of the ash cover above the bolthole that the recall signal from Prime Base was "heard" by the computer in the team's bunker.

This creates some very interesting problems for the team, especially as communications are not yet good enough to permit a large amount of information to be passed between Prime Base and UC-1C at Seattle. This can be alleviated by having UC-1C activate the systems at Commo Base KA; in that case, the team would be able to secure a good communications system allowing the team to communicate with Prime Base, yet this may not help the team in raising anyone in Combined Group Seattle.

Due to the reasons discussed in PF-08, PRIME BASE, it may not be possible for the team at Prime Base to send exact and detailed locations of each of the missing teams' boltholes. When and if this information becomes available from Prime Base the players will have some trouble attempting to locate visual clues that are either buried or crumbled to dust years ago. The recovery of even one team this way becomes a matter of the PCs attempting to cross the ruins, find the exact location, dig through several meters of ash and then earth to locate and open the bolthole exit point (no easy thing in itself!), all the while defending themselves from attack by hostiles; an adventure unto itself.

The result of all this is that since the team will have its hands full merely trying to survive in Seattle, the action of raising the missing teams under its command will only add to the PCs' problems. It would obviously be great if the PCs could raise the Scientific One, the Engineers of Team LF-2 and a MARS Team. Instead, imagine the problems of raising only RECON P-7C (which has no vehicle) and the Psychs in Team QP-11, whose ideas on Psychiatry are 150 years out of date for the situation. What if the only team to wake up was Team TP-9, who have the equipment to receive electrical energy but no power satellite to take it from? A little consideration on the part of the PD will show that there are a myriad number of courses a campaign could take from this point.

THE MISSION

As explained earlier, the Command team in this module has a specific mission - the control and coordination of the 20 teams in the Seattle area. To fully understand the team's mission in the current circumstances it is necessary to give a little background detail here instead of in the Play of the

Game section.

Prime Base

The MP personnel now at Prime Base are working at bringing the base back to life and re-establishing the main goal of the Project, as stated in the MP General Orders.

Given time, they will have the base fully working; at the moment, there is little that they can do to help teams in the field.

Prime Base was "listening-in" on North American Aerospace Defense Command and Canadian Operations and recorded the War as it happened. Using these records, and in conjunction with information from Damocles, the team at Prime Base has determined that it would be feasible to awaken Mobile Command Unit UC-1C, have them awaken some of the RECON Teams in Combined Group Seattle and carry out a detailed reconnaissance of the Puget Sound area. The War Records at Prime Base showed that Puget Sound had taken several hits during the War but that the majority of Morrow Teams were likely to have come through the War unharmed.

So they have decided to raise Mobile Command Team UC-1C, give them a condensed report on the damage done by the War, have them coordinate a recon of Seattle and the region, and report back to Prime Base on the feasibility of using the Puget Sound as a seaport for the Snake River colony. This would provide the Project with a link to the sea and the world beyond. If the possibility of establishing such a port is out of the question, then Prime Base will want to have the team begin arranging to move the locals who wish to go on the Great Migration (as described in Prime Base).

Since Prime Base (and the rest of the world) lost contact with the Pacific Northwest right after the attack, the records at Prime Base are incomplete and do not have any data regarding the volcanic eruptions, and so Prime Base cannot inform the PCs about damages from them - they will have to discover this out for themselves - and Prime Base will no doubt want detailed reports on local conditions because of it.

However neither Prime Base, nor Damocles, nor the team itself can imagine what is about to happen. The rest of the module describes Seattle and its inhabitants and the sudden and dangerous problem the team is faced with.

THE AREA: TERRAIN AND ENVIRONMENT

This module takes place entirely in Seattle and its environs. It begins in mid-March in the shivering, misty cool of a rainy Seattle spring. The average daytime temperature during this season is about (38° F), and nighttime temps get as low as (25° F). Crops have yet to be planted, food is scarce and so the locals are busy

hunting, fishing and foraging.

The most important features of this area are the ashfields and the ruins. Since the mass volcanic eruptions are still going on, there is a blanket of gray volcanic ash that forms a vast, windblown desert over the entire area. In some places entire buildings lay buried beneath the ash.

All previous bodies of water have suffered some change in size (and occasionally even location) due to the massive silting effects of the initial ashfall coupled with the huge amounts of ash carried into them by runoff during rain storms and the generally lower sea level caused by the global cooling which followed the War. The long-term effects to the environment caused by the ash fall were harsh and drastic. The terrain took on the aspects of a desert with a few, scattered patches of greenery in places where the ash layer was thin enough to permit growth. New runoffs in each storm ripped up the river bottoms and caused erosion to undercut the banks of soil-holding vegetation; a watershed of dead and fallen trees multiplied the runoff. Rivers changed their course; lakes swelled above their shores and flooded adjacent lowlands. Puget Sound was loaded with ash, not only from the initial ashfall but also from all the loose ash carried into it by the runoffs from winter and spring rainstorms. Over the decades the ash built up and began to turn portions of the Sound into a swampy, marshy salt-water bog. With the general fall in sea level caused by the expansion of the Polar ice caps, the actual open water of the Sound today is in places a kilometer from the old shoreline. The locals are quite familiar with the terrain, however, and use it to their advantage, whether hunting animals or men.

In lakes and streams, the mutated, infectious pathogen *Legionella* spread from a missile strike on the Naval Ammunition Depot. Ironically, while the strike itself was not biological, it was near enough to cause the spread of various biological agents stored in the depot but far enough away not to wipe the agents out. The only agent which had any major effect however was the mutated form of *Legionella* which had the unusual property of being communicable. The epidemic of Legionnaires' Disease that followed wiped out more of the remaining survivors, decimating entire survivor communities. The disease eventually died out and is no longer found.

Undergrowth in this barren wasteland consists mostly of some small amount of scrub, grasses and the occasional tree - usually a Blue Spruce or Lodgepole Pine. Plant growth is sparse except in isolated patches, or in areas where they have been deliberately planted and cultivated in cleared land.

Concealment is not that good but the copious ruins, gullies, ashheaps and caved-in areas provide a rolling countryside that can be used as cover by someone who knows how to exploit this terrain.

As for the city areas, PF-04, **The Ruins of Chicago** describes the difficulties of moving through the corpse of a large city. Seattle is worse. The ash from the volcanoes forms treacherous mounds which erode into steep gullies which are a hazard to man and beast. The team will have to move with great care or they will find themselves and their vehicle buried under a mound of gritty ash which will resist their efforts to dig themselves out due to cave-ins.

The area around the City itself is barren and empty. While less chaotic, it is still a confusing desert of ashfields; a strange mix of barren, open spaces and the rubble of towns and suburban complexes. Because of the windswept ash and the erosion from rainwater runoff, the ground is often cut by unforeseen gullies and mounds, and travel will be slow.

The result of all this is that the team can quickly find themselves lost. Maps? Maps are a joke in a world like this, since maps tend to show objects and landmarks at ground level -which is now usually under several meters of ash that obscure and hide whatever things the mapmakers wanted to mark. Even with the AutoNav inertial navigation system and the High-Detail Street Maps in the vehicular Computer, teams will have a lot of trouble trying to locate objects like street intersections, specific buildings, and cache locations. Add to this state of confusion the fact that the ruins provide excellent cover for hostiles, mix in the pervasive, enshrouding, eerie silence of a weirdly dead metropolis and you create an aura of fear and uneasiness that will make any team pretty jumpy.

As far as roads go there are the occasional tracks but most are nothing more than dirt paths, and in some places will be impassable for a team using a vehicle. The Open Road is noticeably bigger, easier to travel on and shows signs of recent use by wheeled vehicles.



The Road usually follows the contours of the old, pre-War Interstate and Highway systems but often takes off in odd directions to avoid some obstacle. Few bridges remain intact, being replaced by "wheel fords" where the road forges across creeks and gullies; such spots are well-worn and relatively safe for vehicles to use. The MCP will have no trouble traveling on these roads, as they are often used by the Gypsy Truckers and the routes are relatively safe from natural hazards. This roadway will usually support the MPC's weight without a problem.

Leaving the roadway and going cross-country is another matter. The ashfields often cover entire buried buildings and other structures which might not support the weight of the 10-ton Ranger MCP rolling over them. Because of this, the MCP may run into trouble when traveling cross-country if the team happens to drive over a buried gas station with a weakened roof. As such a structure may collapse without much warning (if any), this terrain could encourage lots of hands-on practice with the recovery winch.

Volcanoes

The Pacific Northwest has a string of volcanoes which are the result of tectonic plate movement between the North American Plate and the Juan de Fuca Plate which runs offshore from a point north of Vancouver to as far south as the coastline west of Lassen Peak, California. The Juan de Fuca plate slides under North America at the rate of more than 1 inch a year, melting rock into pockets of magma that work their way up as much as 60 miles to the surface of the earth.

The subduction of the Juan de Fuca plate beneath the North American plate has resulted in the building up of several volcanoes in Western North America, including Mt. Garibaldi in British Columbia, Lassen Peak and Mt. Shasta in California, Mt. Jefferson and Mt. Hood in Oregon, and Mt. Adams, Mt. Rainier, Glacier Peak and Mt. Baker in Washington State - as well as the famous Mt. St. Helens, which is the most easily graphic example of what happens to magma after it reaches the surface.

The H-Bombing that the Pacific Northwest took caused unbelievable stresses to the tectonic plates. The shock waves traveled down through the lithosphere into the subduction zone and triggered massive volcanic eruptions in what were considered by many to be a largely dormant chain of volcanoes; there had been some previous volcanic activity, to be sure: Mt. Lassen erupted throughout 1914-1917 and Mt. St. Helens had erupted as recently as 1980 when part of the mountain blew off and showered the Northwest with several centimeters of ash.

The day of the War, the multi-megaton impacts created new channels for magma to flow towards the surface. Had there not been so much smoke over the

targets, the survivors would have been able to see the result for themselves firsthand, since a number of communities were within sight of the volcanoes. As it was, the volcanoes were spewing smoke and ash long after the palls of smoke drifted up from the bombed cities and military bases.

The War was a unimaginable disaster that flashed into existence for a few hours and stopped. The volcanoes were a disaster that continued on long after the eruption stopped. The ashfall - a dingy gray powder that clogged the eyes and throat, that covered entire streets and buildings - fell for weeks and stay indefinitely. The blasts damaged or simply obliterated hundreds of lakes, rivers and reservoirs. Millions of animals and birds died, as well as most of the people who had survived the bombings. Then there was the added problem of massive flooding when lava flows produced dams which would back up into lakes which were miles long and dozens of feet deep.

The eruption of Mt. Rainier, within sight of Downtown Seattle, spewed ash 20,000 meters into the air. Most of it fell to the northwest, particularly into Puget Sound. The lightning-streaked ash cloud rolled away from the volcano at almost 60 miles an hour and descended on the landscape in a blackness of volcanic ash that not even spotlights could penetrate. The choking ashfall blanketed much of the Northwestern United States and Southern Canada with almost a meter of ash in the first 24 hours.

Throughout the zone wind-borne ash short-circuited what electrical transformers which were still operational; it clogged air filters and contaminated crankcase oil, disabling virtually all of the remaining emergency vehicles in the Pacific Northwest. Like microscopic shards of glass, ash particles scratched and pitted whatever they touched: windshields, bearings, engines and machinery. Clouds of ash choked the life out of those who had survived everything else.

The ash clouds shot up some 20 kilometers into the atmosphere and circled the globe several times, adding their darkness to that already created by the smoke from a thousand H-bombed targets. Yet as terrible as the eruptions were, they were less than what had been seen in ages past: when Mt. Mazama exploded and collapsed forming Crater Lake, Oregon, the eruption threw out nearly 30 times as much ash as the 1980 eruptions of Mt. St. Helens. The eruption of Mt. Vesuvius on August 24th in the year 79 deposited 2.7 meters of ash and pumice on the city of Pompeii in a single 17-hour period. Interestingly enough, because of the prevailing wind conditions, the nearby city of Herculaneum during the same period received an ashfall of only 1 centimeter.

A similar degree of variation occurred in the Pacific Northwest: winds to the northwest during the four-day eruption of Mt. Rainier carried over 3m of ash onto

Seattle and its environs; the city of Yakima, Washington was dusted with less than 1/10th of that amount. It is helpful to think of the ash as snow, being driven by the wind into piles and drifts across the landscape.

Despite the heavy rains of winter, ash coated plants for months and blocked out the sunlight needed for photosynthesis. The winds whipped up the settled ash and churned it into a granular, swirling gray fog; these winds turned entire skies ashen gray again and again long after the an eruption stopped. The plush farming regions of Eastern Washington state were plagued for years with falling and blowing ash.

The problem with the volcanic eruptions was the fact that they were not man-made (at least not directly). People had absolutely no control over them: they couldn't call in a repairman to fix them, or pass a law to shut them down, they couldn't hold demonstrations against them, or even use sheer force and technology against them. They were unstoppable and had to be left to run their course.

The cities, even the most livable, were made unbearable, uninhabitable. The machines that people relied on were stopped cold by particles too small to fitter out of the air. And the ash did not go away. Oh, it could be washed off and swept up, but the winds blew more of it back as soon as the cleanup was done. And where could you dump it even if you could get rid of it? These problems had proven difficult when they were faced before the War, now they were insurmountable.

THE PEOPLE OF THE LAND

The Seattle area of today has perhaps 5,000 people living in it. None of these are in any one large, concentrated group; rather, they are spread out among farming and fishing communities, and scattered pockets of survivors in pre-War cities.

Because of the scarcity of arable land in the region, most people depend on fishing and hunting (supplemented by trade with outsiders when possible) to maintain themselves. Hunger stalks the land fairly regularly and these people have never had a food surplus worth mentioning.

The two primary groups in Seattle are the Rebels and the Soviets. The Rebels are centered around the Space Needle at Seattle Center, and generally hold the northern end of Seattle as their territory. The Soviets are more scattered, holding pockets of cleared, arable land south and east of the blast zone from the Seattle SS-16 impact. The blast zone effectively isolated both groups on the strip of land between the marshes of Puget Sound and the fresh waters of Lake Washington.

Because of the struggle between these two factions, strangers are regarded with a great deal of suspicion and fear. Traders are respected, though, since contact with the outside is more necessary here than in other

regions of the country. However road attacks are common and people travel armed, often in sizable convoys. People traveling through the ruins themselves usually move about on foot in small groups and work on the "scatter-and-hide" principle since large numbers of people draw too much attention from hostiles.

Given the constant fighting that has been waged here all these years, the level of wariness and suspicion present among the inhabitants is somewhat understandable.

Roads

None of the roads are maintained or even well cleared, with the exception of the Open Road. This means that travel is often slow and rough, more like going cross-country, even in the inner city. Bridges are non-existent off of the Open Road but fords and crossings exist where possible. Roads tend to make lots of twists and turns to avoid canyons in the ash and in general travel is difficult.

In the open countryside, there are few trails beyond the Open Road, and none of these is completely passable to an MPV. Within the city the streets are clogged with piles of rubble and windblown ash, and are barely usable at all; any city area cleared for vehicle use will rarely be more than one lane wide. Since the vehicles that would be expected in the City are often Gypsy Trucker semis, any bridges in use will support the weight of the MPV.

SEATTLE: POST-WAR

The city of Seattle was effectively destroyed by the nuclear strikes however thousands of people survived the War in the suburbs and outlying areas. It is quite possible that the local authorities might have had some chance of coping with the situation except for the volcanic eruptions that followed the attack and the epidemic which followed in the wake of the strikes.

The first day after the War was complicated (if that were possible) by the arrival of an invasion force of Soviets Troops airlifted into the region of the Pacific Northwest. The Soviet aircraft flew into an unimaginable storm of ashclouds and lightning that tore many of the transports apart in mid-air. Others were thrown off course and made emergency landings in the American and Canadian countryside. Out of fuel, landing their troops in distant places far from their intended targets only a few Soviets managed to reach their intended targets.

The Soviet Troops who crash-landed their aircraft in Puget Sound (mostly Desantniki - airborne troops - from the 6th Guards Air Assault Division, with mixed elements of the Regular Soviet Army) found themselves in a situation unlike anything the Soviet War Machine had trained them for. The four days of Mt. Rainier's eruption dumped meters of ash on the

frightened, confused Soviets (most of whom had never even seen a volcano) and it choked their lungs, clogged their vehicles' engines and jammed their weapons.

Those who survived their first days in the United States were to learn a bitter lesson about "liberating the oppressed masses." Those same oppressed masses were quite certain that these Soviets were the cause of the devastation and went berserk when they discovered Soviets had actually landed on American soil. Cut off from the outside world, unable to call for help, the people of Puget Sound rose up and began fighting the invaders with whatever they had on hand. In the days that followed the bombings, this was, often as not, as much a fight to steal the Soviets' food, clothing and weapons as it was to destroy the enemy.

Puget Sound sits in the rain shadow of the Olympic Mountains to the west. The Pacific Winds, clean of the fallout that was covering the rest of the country, blew in and kept the air above Seattle free from the worst aftereffects of the War. But even without the nightmare of fallout, the people of the Sound were in a very bad way. The winds brought little fresh water that winter and with no way to get what water there was, the survivors became desperate. Without power, water pumping stations couldn't bring in fresh water. The salt water of the Sound was not potable, and the rivers, reservoirs and lakes that could be reached were contaminated with volcanic ash and pumice.

Then there was the problem of food. Civilian food stocks were buried in the ash and could not be quickly reached. Personal food larders were depleted almost overnight and the survivors began combing the ruins for intact grocery and food stores. People began to fight openly for the food they needed to survive. It was the worst winter that man had known and the thin covering of civilization fell away all too quickly.

There were a few who survived and kept their heads in the aftermath. One of them was Theo Henderson, who managed to assemble a small group of followers who took refuge together for mutual protection. One of their first tasks was finding a place of safety they could defend and use as a base of operations.

The Space Needle at Seattle Center had been caught in the Moderate Damage Zone of the Seattle Blast, yet survived fairly well; the 186-meter high tripod had been built for the 1962 World's Fair and was the hallmark of modern technology at the time of its completion. The tower's construction was unique and in order to stand up to the high winds which blew in off of the Pacific, it was built with an open-frame construction on a tripod of legs which were anchored in a 5,850-ton block of reinforced concrete. This meant that the tower's center-of-gravity was near the ground. The Seattle blast rocked the tower, jarred the rotating "Eye of the Needle" restaurant at the top off its axle, blew out the blast-side windows and burned off some of the

paint, but the tower stayed up...a tribute to its designers, whose foresight in planning for extremely high safety factors kept the tower upright during the sub-surface blast that collapsed more modern high-rise structures. Just as important a point was the fact that the site was not irradiated (although areas closer to Ground Zero were too "hot" to approach safely).

Since the Space Needle was a symbol of what had existed until all too recently and since it was a defensible hideout, Henderson's group set about claiming it. Their first action was to occupy the tower - no mean feat when you take into consideration the fact that traveling to the top level of the Space Needle without an elevator was the equivalent of climbing the stairs of a 60-story building. They soon had it clear of bodies and debris; restoration of the tower's elevator system followed soon after and the Needle's emergency generator was put back on line. After securing the Space Needle, Henderson's people began radiating outwards from the structure, looking for food, clothing and supplies for the ever-deepening winter.

As the months went by they rounded together other survivors in Northern Seattle and began organizing them into a cohesive group. They were aware of the Soviets, and without any contact with the rest of the world they were unable to gauge whether or not the Soviets had indeed taken over the rest of the country as well. Henderson and his followers became known as the American Rebels and vowed to continue the war against the Soviet invaders as best as they could.

Any Soviets who met the populace (and survived) realized that they would never be welcome in this strange land - no matter how much they wanted to "immigrate." The survivors who found them would often tear at the Soviets with bare hands if no other weapon was at hand. Most of the Soviets troops who had lived through the initial landings died at the hands of Americans.

The Soviets who were left in the Puget Sound area were now under the command of Lt. Colonel Vasilii Stepanshuk of the 17th Guards Air Assault Regiment. Stepanshuk, a veteran of Afghanistan, knew the problems of existing in a foreign land where the native population considered it a holy mission to kill Soviets. The only thing that kept them alive that first winter was the fact that the Soviets were organized as a military force and the Americans weren't, and that the Soviets had landed with a relatively complete supply of weapons and ammunition. There were a few short but bloody encounters which the Soviets fought their way out of only through the use of superior firepower.

Yet what they lacked in technology the Soviets made up for in hardiness. Whereas the Americans had slept in soft feather beds, had central heating, and dinner plates full of warm food, the Soviet troops were used to sleeping in their coats on a bed of branches, being cold all the time and eating whatever they could

scrounge from the area; hunger was a standard thing for the Soviet Army and while the situation in Seattle was bad, it was not as bad for the Soviets as it was for the Americans.

As the months passed the Soviets consolidated themselves in the areas southwest of Lake Washington. The Americans centered in the region north of the Space Needle and they used it as a secure haven for their precious foodstocks and as a symbol of their will to survive; it was also a symbol at a time when the people desperately needed one.

The Rebels, as they called themselves, began using their superior knowledge of the terrain to scour the ashheaps and rubble for food stocks that had survived the attack and ashstorms. Since the Soviets had also begun to do this in their area of the city, the two groups soon came into conflict in isolated spots, although a sort of neutral buffer zone – actually more of a radioactive No Man's Land – developed because the high radiation in the center of the blast zone effectively cutoff both groups from direct contact, and thus they never got a chance to annihilate each other.

The first months of the new year resulted in nothing but a waste of ammunition and loss of life; the conflict began to wind down as followers of both groups grew scarce. The Rebels stayed to the north, keeping the Space Needle as their southernmost point of contact and using it as watchtower against a possible attack from the Soviets in the south. Stepanshuk and his people took to hiding among the empty ruins at the south edge of the blast zone and, seeing that they had no way home at the moment, began to organize themselves – clearing patches of ground to grow food (a sidelong hobby of many underfed troops in the Soviet Army), obtaining livable housing, and looking at long-term survival. Both sides set up shop and dug in for the duration.

SEATTLE TODAY

Today, 150 years after the War, Seattle is still mostly abandoned and empty, a maze of ruins interspersed with ashfields and rubble. The main inhabitants are the Rebels to the north of the bomb crater and the Soviets to the south. The situation is still much the same, although the reasons behind the conflict have been somewhat obscured and twisted with the passing of time. Most of those living on the fringes of these two groups – outsiders like the Northwest Indians and Whale Worshipers – take the matter of the feud between the two groups as a normal part of life and compensate for it. Attempts to play both sides off against the middle rarely works however, and the status quo remains much the same as it has been for decades.

The occasional Gypsy Truckers who come through the area make a point of stopping in to visit both groups, although neither group realizes that the

Truckers are trading with “the other side.” Relations between the Truckers and these two factions are just tolerable: the Soviets fear contact with outsiders, even friendly ones, and the Rebels suspect the Truckers of being “unAmerican.” As traders, the Truckers are used to dealing with the different factions and work around the matter since each group has on occasion found unique and valuable materials that the Truckers can use or trade to other groups in the interior.

A point to note is language: the original Soviet Army that landed during the war was comprised not only of Russians, but of other ethnic groups too, each with their own language. The Soviet Union had over 100 ethnic groups and as many languages; the Army, however, was Russian in design and “other” (non-Russian) people who were routinely drafted into it were expected to speak Russian, even though the Soviet Army did not provide remedial Russian language lessons. As a result, the Army that landed, while predominantly Russian-speaking, had mixed into it a wide variety of other tongues, including Ukrainian, Uzbeki, Georgian and many others. Today, the Soviets speak in a tongue that is a philologist's nightmare. Even if someone on the PC's team speaks Russian, they will have hard time understanding the “current” Soviet language: too many ethnic groups have contributed words and terms over the years.

This happened to a minor extent with the Rebels as well. They assimilated a number of Vietnamese-Americans during the consolidation after the war, and now Vietnamese makes up a sizable chunk of the language spoken by the Rebels. The team will have little problem with most of it, but certain ideas, words and phrases will be meaningless to someone who doesn't speak the languages involved.

Because of trade with outsiders, each group has someone who understands and speaks “standard” English and who can deal diplomatically with traders and others. This is useful when attempting to barter for food, and when interrogating strangers who wander into their homeland.

There is little knowledge of “the War” among these people, though the Rebels have handed down an oral tradition of the War that, despite decades of telling, still holds fairly true to the way the citizens of Seattle saw the War happen. To most people, though, the War is something that occurred a long time ago; it changed things, but they are alive now and now is what matters.

Money is not used here. Gold and silver have no value whatsoever, except as metals for making things...and steel and iron are often better for many things, like knives and axle rods. Barter is the only medium of exchange these people have known since the War and they are quite good at it, since it is often the difference between a hungry winter and a merely lean one.

People who enter this region from “outside” are

usually traders on their way to deal, or scavengers out to get something. The presence of the Open Road tends to channel people along a fairly narrow corridor and road gangs make use of this fact to waylay strangers. People travel armed.

The region has no growth to speak of: the situation is stagnant and can only be changed by some outside force; either for good or otherwise.

The Open Road

This is the name for the main road system in use by the Gypsy Truckers, Bikers and other highly-mobile groups. The Road is usually old Interstate highway when possible, but on occasion follows whatever road is still intact. Maintenance is rare and is often limited to using rubble to level out potholes and other deficiencies. Since few vehicles can move very fast any more, these substandard repairs are usually satisfactory until the next big rainstorm.

The Open Road is sparsely populated but connects several different areas of the Pacific Northwest together, and two very tenuous passes through the Rockies link the region with the plains beyond. Aside from the occasional farming community, the people found near the Open Road are either Truckers or Bikers, or people serving them. These people take the form of blacksmiths and homegrown mechanics who will trade repair work for food and barter goods; the Innkeepers, who sell meals and dry sleeping space to those who need it, and the all-important Gassers: people who run the stills that make the alcohol needed to keep these mobile people on the move.

There is no law on the Open Road other than that imposed by those who travel it, and as each group sees it's needs and the Law differently, things vary from place to place and from time to time, depending on who is doing the interpreting.

As the players will probably end up on the Open Road and make their way to Seattle, the following descriptions of individuals and groups will prove useful to the PD when running the adventure.

THE SOVIETS

Sergei Naumovlch Vershinin

Vershinin is a direct descendant of Stepanshuk, the Colonel who organized and led the surviving Soviet troops through their first winter in America. The communist doctrine Stepanshuk knew is dead, its memory held alive only by the honors the Soviets pay to Lenin, who is now seen only as a forefather folkhero of some sort who led the Russian People through a crisis in the past. These people live under a government that is mostly family-based and communal; they have a small group of elders and they live quietly, trying to survive as best they can.

Vershinin is the most powerful of all the elders

among the Soviets and his words are wise and well thought out. He understands the current feud better than anyone and will go out of his way to see that his people are not endangered. He will not even consider the thought of a parlay with the "savages," as he calls the Rebels. Past experiences have shown that this is an unwise move and there are a number of gravestones that offer silent witness to his view.

Vershinin will not opt for a war, either: he sees the only hope as avoiding a fight, leaving the Rebels in peace and hoping that they will take the hint and go away. This is not likely, but Vershinin knows that an all-out war would destroy what little his people have left.

He is also the nominal leader of the razvedchiki (scouts) who scour the ruins and the surrounding countryside for valuable items. The razvedchiki go lightly armed, usually with a few AK-74s with minimal ammo and a couple of fragmentation grenades "just in case." These are the Soviets who the team are likely to run into the first time around.

Mikhail Andreevish Gareyev

Gareyev is the head of one of the other Family groups in the Soviet Area. Gareyev, who lost two sisters to the Rebels, feels that a war should be started and that with their equipment, the Soviets could win it. For this reason he is often at odds with Vershinin about how to run the commune and what they can and cannot do. Gareyev is the head of the vysotniki (rangers) and as such expects to be the one who will lead his people to their ultimate victory against the savages.



When the battle between the Soviet Forces and the New American Rebels began winding down and both sides turned to survival, Stepanshuk decided to plan for the future by putting as much of the ammunition and weapons as they could spare into deep storage; there was not that much call for RPD bazookas and RKG anti-tank grenades so these, most of the ammunition that was airlifted in during the invasion, and a large part of the other weaponry was put aside.

Over the years, this weaponry was tapped to provide new weapons and ammo to train the young, to use for hunting and to wipe out Rebel strongholds in Soviet territory. Today, the Soviets have enough weapons and ammo to wage a guerrilla war for over a year. If pressed in an all-out war with massed fighting, the Soviet stocks would be depleted to nothing within three days. Gareyev knows this and is arguing that the Soviets could completely wipe out the Rebels within those three days and put an end to the fighting once and for all. He has not yet won everyone over to his side, but a large amount of people are beginning to listen to his ideas.

Natasha Ivanovna Teteryatnikov

Natasha is a doctor, one of a long line that originated during the Czarist days and continued one through several wars until one of her ancestors arrived in Seattle as a Lieutenant in the Medical and Veterinary Services, attached to the 36th Regiment, Soviet Army. The role of the Doctor in the Soviet Union has traditionally been a female one, and Natasha fits well into that tradition.

Natasha is the most widely-known of all the Soviets, as she is the one who usually trades with the outsiders who come near the commune. She will probably be the one who meets with the team on a formal basis, as the Soviets believe that Doctors have some sort of special luck that, as healers of life, keeps them from serious injury or harm.

Few of the Soviets would even consider meeting with outsiders, although each generation has those young ones who ask "But Why can't we?" and the current group is no exception. Certain young Soviets, among them Nikolai Kropotkin and Pavel Ivanovich Chulitsky, believe that peaceful relations can be had with other people: if not with the Rebels themselves, then with other outsiders. The team would do well to cultivate these people as friends.

THE REBELS

Ian Waterston

The Rebels still hold pretty much the same lands that they held within one year of the end of the War. Petty squabbles and bickering have prevented them from consolidating any of their gains in the past and the Soviets have always managed to get back what they

lost or simply make it not worth keeping. Their ammunition supplies were larger but more varied than the Soviets. This is because the source of their ammunition was various National Guard and police armories and private stores from "survivalists" who they hunted down in the early days of the War.

The current leader of the Rebels, Ian Waterston, is a man who sees that nothing will ever come out of the conflict if he cannot organize his people to work together, putting greed aside long enough to make the last great push needed to rid themselves of the "Soviet Threat."

The Rebels live as meager subsistence farmers and do some hunting and fishing as well. Because so much of their time is taken up by day-to-day survival, they have not had the time necessary for an organized assault on all of the Soviet farms and holdouts in the South.

The Rebels exist partially through the use of slaves; either Soviets, or anyone else captured within the bounds of 'Seattle' (which encompasses everything that the Rebels can reach into, whether it is their's or not). They tend to be a harsh group and do not take kindly to interference from outsiders; they see their as the "only cause" and have no respect for those who do not share this belief.

The Rebels have handed down a story about how, some day, Green Berets would come to relieve the rebel forces and destroy the Soviet Invaders. Although this story is not given much credence this long after the War, the arrival of armed, uniformed people wearing green berets (the team) might just create a new legend among these people of prophecies fulfilled. It is suggested that the PD make of this what he or she will, but keep in mind that the powers of the legendary Green Berets may be more than a team can deliver, especially when called upon to massacre several hundred unarmed people whose only crime is being of Soviet origin!

John Karlson

Karlson is the leader of the main group of hunters who stalk the mule deer and other animals for food. Karlson gets to see outsiders a lot and is a bit more open minded about such encounters than either Waterston or Henderson. As a result of this, he will view the team as potentially friendly and attempt to talk with them. He does not really believe in the legend of the Green Berets, but a generous team could easily convince him and any of the other Rebels that they are indeed the promised Saviors.

Gerry Henderson

A descendant of Theo Henderson, Gerry is something of a figurehead, manipulated by Waterston to provide a symbol and rallying point for the Rebels. Henderson is not very assertive or self-confident but

often gets talked into leading hunting parties in order to bolster his image as a leader of The Cause. A firm believer in the Legend, he would be more than happy to turn over control of the Rebels to the Team if they wanted it - but would of course then expect the team to help wipe out the Soviets.

The Legend may cause the team lots of trouble, especially if the team decides (for whatever reason) to impersonate Green Berets; the legends told in Seattle attribute the Green Berets with ninja-like powers and the ability to defy death if need be. Imagine the possible results of a team being asked to prove such powers!

BIKERS

Weeble and the Tams

One of the more widely known gangs are the Tams, a female led group who are the descendants of a pre-War motorcycle gang of the Pacific Northwest.

The gang was a motorcycle gang originally much like many of the other groups who rode their hogs for pleasure and for the hell of it. When the War began the Tams were on a "tour" and were not caught in the first salvo of nuclear exchanges. With their mobility and a certain amount of ruthlessness, the Tams survived the

immediate chaos that followed.

What happened next was somewhat unique. While the Tams survived in a hand-to-mouth way, the nature of what they were changed drastically. From being a loot-and-run gang, they became a group of gypsies who lived, traded and died on the road. The key event in their history was a massacre where many of their men were ambushed and killed during a raid. The survivors were mostly women who hadn't taken an active part in the battle. They lived to fight another day and they decided that living meant less fighting and more surviving.

Gradually they became traders who used the mobility of their bikes to move things from place to place. Did a town need a tractor part to keep their one tractor alive? For a price the Tams would scour the country looking for it. Did the mayor of Portolo want to send a message to the Leader of the Blues in Fernando? Tams would do it if a fee could be agreed on in advance.

In the time following the War it was hard, dangerous, and difficult to do these things. As often as not the biggest danger was from the "friends" who wanted their services. But the Tams were smart and when that didn't cut it, they were tough.

Today the Tams are a roving band that still rides their bikes. They are rough, a little wild, very superstitious and still led by women. While there are men that ride with them, they are mostly looked on as muscle, not leaders.

Like other nomadic people, the women with children look after their own with the help of the rest of the tribe. There is a town which they have rebuilt which is a winter base they return to and whose location they never reveal to anyone. Period.

As with many people of these fallen times, they are highly superstitious and have many "traditions" to guarantee luck. Among these is a midsummer night celebration that calls for imbibing as much of whatever they can get their hands on. The title, "Weeble" which the leader always has denotes one who can outdrink the others at this festival. The thing is mostly rigged - the leader is never seen to fall before the night ends unless there is a challenger that enough people acknowledge. While this may seem strange, it is part of what



keeps them stable as a group.

One of the other aspects which all “right thinking folk” of our time would find abhorrent is that many of the Tams are polygamous. In the harsh post-War world this is not unusual. What *is* unusual is that each family has one head who is always a woman. Men are never even considered for the job - too risky since they might do something crazy and get everybody killed. If two women in a family can't agree on something and can't settle their differences, the head woman decide who leaves. If the head woman is part of the disagreement, well, she almost never decides to leave. (Though there is a romantic ballad about a leader-woman who does leave in a dispute over the husband.)

The current Weeble, a beautiful black woman by the name of Felecia Little-Michael, is a tough but intelligent woman who rules her gang through a combination of guts and smarts. She is also smart enough not to try and “lay down the law” all the time. The Tams tend to work on a consensus basis if there is time to consider a question. If not, they rely on the Weeble to make a choice - and they always back her play.

The Tams are currently on a trip into Seattle to search for any useful items and artifacts that they can find or trade for and that they think someone might want. This includes anything that they think they can steal from any weaker parties; these people would be on the ragged edge of the law, if there were any out here.

Felicia has three co-wives and her husband who (strangely) rides with her. Weeble is smart and knows how to manipulate people for her own advantage, especially outsiders. She will probably think of the Team as unusual Gypsy Truckers and deal with them as such: slow, a tad dimwitted, but useful.

Linda The Scot

Linda is a slim brunette who rides a fairly large and powerful “hog” and enjoys the feel of leather: she can tan it as well as anyone in the Tams. She handles the scavenging for the gang and tends to work towards bettering the gang's standing among the various Trucker clans in the region.

One of her greatest coups was the discovery last year of an abandoned motorcycle repair shop lying buried in the ash. The recovery of the shop netted the Tams a load of spare parts and (best of all) real rubber tires! Using these, the Tams can attain speed of over 150km/hr on the short stretches of paved road that are still intact and are known throughout the region for being able to outrun anything on wheels.

The Scot (a title handed down from her grandmother's mother) is close to the Weeble but on occasion gets into disputes over some of the stranger ideas the Weeble gets.

Jen-Jen The Raven

A skinny girl with closely-cropped blonde hair, The Raven is so close to the Weeble that she is usually referred to as the Weeble's sister. The Raven has a penchant for riding fast and has two co-wives and a husband back at the gang's village. This woman makes the most out of everything she gets her fingers on and she lives her life to the fullest.

She may get into a wrangle with the team which could lead to some interesting interaction between the two groups. If this should happen the Weeble will invite the leader of the team to “prove” him/herself - it could be any test the PD wishes, but the girls are fond of riding too fast for safety, jumping road wreckage and other suitably dangerous stunts as a way of proving one's mettle. A successful test would allow almost equal standing as far as trade, information exchange and such go; a failed attempt will probably provoke much laughter and little aid from the Tams. Since they roam across so much of the terrain, they could be a very useful ally to the Project...if handled correctly.

THE GYSPY TRUCKERS

Slinger

Slinger is the head of one of the most powerful Gypsy Trucker clans roaming the Northwest. His people drive and live from their trucks, be they overhauled semis, reconditioned buses or a fleet of pickups. The Truckers are nomads, following the wind from one place to the next as the whim takes them (or they are “asked” to leave).

Slinger and his group have three semis, two pickups and a van in their convoy. They are currently heading into Seattle to visit the people there and begin ardent trading with them for goods and artifacts taken from the ruins or made during the long winter months.

Slinger's clan is fairly decent as Truckers go, but they have no qualms about ripping off anyone causing them trouble or simply being stupid. This is not to say that the Truckers are cruel or mean; they will stop to help stranded vehicles on the Open Road, and they are nice to children and old ladies. However, if the opportunity to get something for nothing provides itself, the truckers will leap at it. Slinger knows of at least two Clans - the Vindicators and a group called The Rape - who use their vehicles as raiding engines to loot and pillage those places they come across. As far as he knows, neither of these clans is in the immediate area (although that does not mean that they couldn't turn up at any time the PD wishes!).

These people drive reconditioned vehicles, held together by spit and string, using combustion engines that burn alcohol and run on wooden wheels banded with iron. Rubber tires wore out generations ago and the “new” tires are simply solid wooden wheels rimmed with an iron or steel strip to extend wear (much like old wagon wheels on stage coaches). The fact that the Tams have rubber tires is a thorn in Slinger's side and

he will take the time to “enlighten” the team about “the real truth” regarding these women. If he can turn them against the Tams, that is all the better to his liking.

Wheeler

Wheeler is a tall, narrow-eyed man who always seems to be squinting at something. Wheeler sees himself as the next in line for head of the clan and he will take steps to ensure that he takes that spot. This may be through the efforts of the team. While the Truckers will feel a slight bond to the Team (because of their vehicle) and will offer to trade with them, if they find out about the MPV's fusion power pack and electric drive (which could come up in conversation when the Truckers get curious about a vehicle that doesn't make any noise or smoke like the Truckers' vehicles do) they would do anything to obtain such a limitless power source; if that means eliminating the team, then they would. Wheeler would gladly do so if it meant that his people would take him as a leader instead of Slinger.

OPERATION RELOAD

With the development of the Polaris missiles in the early 60's, the strategy of nuclear warfare changed radically. For the first time mobile, undetectable nuclear missiles could freely roam the earth able to move in and deliver a crushing first strike on the enemy. The war gamers in Moscow and Washington played nightmarish scenarios where their primary nuclear response capability was destroyed by a silent launch of seaborne nuclear missiles. The nuclear ballistic submarine was a wild card in an already dangerous poker hand of cataclysmic destruction.

The detection and counter-detection technology of submarines leapfrogged over the course of the next two decades while missile systems improved in size, accuracy and range. Networks of underwater sonar systems were established to provide accurate location and identification of ballistic submarines and both surface and underwater attack craft were developed which raised the cat-and-mouse game of submarine detection to an art form. However for all the advances in technology and training the strategic considerations stayed the same: submarines were a silent menace that could start and win a war in an afternoon.

In the '80s this changed.

The SALT I treaty of the 1972 had expressly forbidden the development of anti-ballistic missile (ABM) systems. The Soviet Union and the United States each froze their ABM deployment. So, while the technology existed to build an effective counter-missile system, the politics of the SALT treaty prevented it. The United States' Safeguard Base in Grand Forks, North Dakota was the United States' only ABM site while the Soviet's had an ABM system built to protect Moscow.

The capability of the Soviet system was wildly debated among military analysts as was the existence of a second ABM system in the Urals which contravened the terms of the SALT I treaty.

The revival of ABM technology in the '80s in the form of the Strategic Defense Initiative (aka “Star Wars”) and the willingness of the United States government to pursue Star Wars politically, changed the strategy of nuclear warfare. For the first time it was conceivable that there would be more than a single round of missiles fired and thus the potential need to reload the launchers.

As a result the US Navy started Operation Reload, a program to allow the resupply of missile submarines should SDI create a need for second, third or even fourth strikes from the hidden launchers.

Because submarine bases were high probability targets and because the reliability of SDI defenses was relatively unknown, the Navy decided to create small, hidden reload bases scattered throughout the submarines' operating theaters. Numerous small Pacific atolls were refitted with science-fiction like bases where skeleton crews lived out isolated tours of duty with no idea where they were. In addition a small number of bases were created in the United States to complete the ring of bases around both the Atlantic and the Pacific basins.

By the time the War began only a few of the bases had been completed and, since SDI was mostly still in the experimental basis, it turned out there was little need for reloading. Satellite tracking of undersea missile launches and thermal tracks combined with aggressive anti-submarine activities by the Soviets took a high toll on ballistic submarines. Most of them got their missiles off but few of them survived long enough to think about reloading and trying again.

One of the reload bases which was operational was on the coast of Washington just outside the bounds of the Olympic National Park on an island off the coast from the town of La Push.

La Push, WA

The submarine base at Bangor, Washington, on an inlet off of the west side of the Puget sound, was the home base for the entire Pacific submarine fleet. While a reload base near the home base made sense, obviously it could not be too near it. In particular, since the entry to the Puget Sound was carefully watched by Soviet satellites (not to mention ‘Yellow travelers’), it was decided that any reload base had to be out of the Sound and its entry passage, the Strait of Juan de Fuca.

Dozens of choices along the Pacific coast of Washington were reviewed without finding anything suitable. Then an analyst reviewing the choices independently of the committees and “work-groups”

BASIC LOAD (VEHICULAR) STANDARD ISSUE)

1 pr. AN/TVS-5 Binoculars	1 Machete
1 Laser Rangefinder	20m Tow chain (breaking
1 AutoNav navigation system	strength 5.25 metric tons)
1 AN/PRC-70	3 Fire extinguishers
1 Radio Direction Finder	Tool kit
1 Large MedKit	1 Shovel
1 Ax	1 Tripod (M122 or .50 Cal.)
1 Sledgehammer	2 Ration packs
1 Mountain Kit containing:	
2-33m coils 11mm nylon rope (breaking strength 1,700kg)	
1 Folding grappling hook	1 225 gram Hammer
20 Pitons *****	
30 Snaplinks *****	
6 M688 40mm Rocket shells (to launch grappling hook from M79)	
*****_ _	
1 set Climbing spikes (for ice)	
1 Trade pack containing;	
50 Gold Double Eagles	

50 Silver Dollars	

6 one-liter bottles of Whiskey *****	
6 Sewing kits *****	4 Mirrors *****
6 Comb and brush sets *****	6 Hunting knives *****
6 250g packs Tobacco *****	6 packs Candy *****
Various toilet articles	6 Fishing kits *****

1 M21 Rifle, 20rd mag, Semi-Auto, E=17, 12 mags.

*****_*****_*****_

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ARMBRUST 300, Single-shot, E=441, Dpw=533 (4)

* * * *_**

1 case M34 White Phosphorus Grenades (16)

* * * * _ _

1 case M26A1 Fragmentation Grenades (30)

* * * * _ _

1 case M7A3 CS Gas Grenades (16)

* * * * _ _

M183 Demolition charge (16 M12 C4 blocks)

* * * * _ _

1 roll Primercord (152m)

10 M2A1 Detonators (8 second delay)

* * * * * *_ _ _

2 M1 Timers

* *_ _ _

2 M18A1 Claymore mines

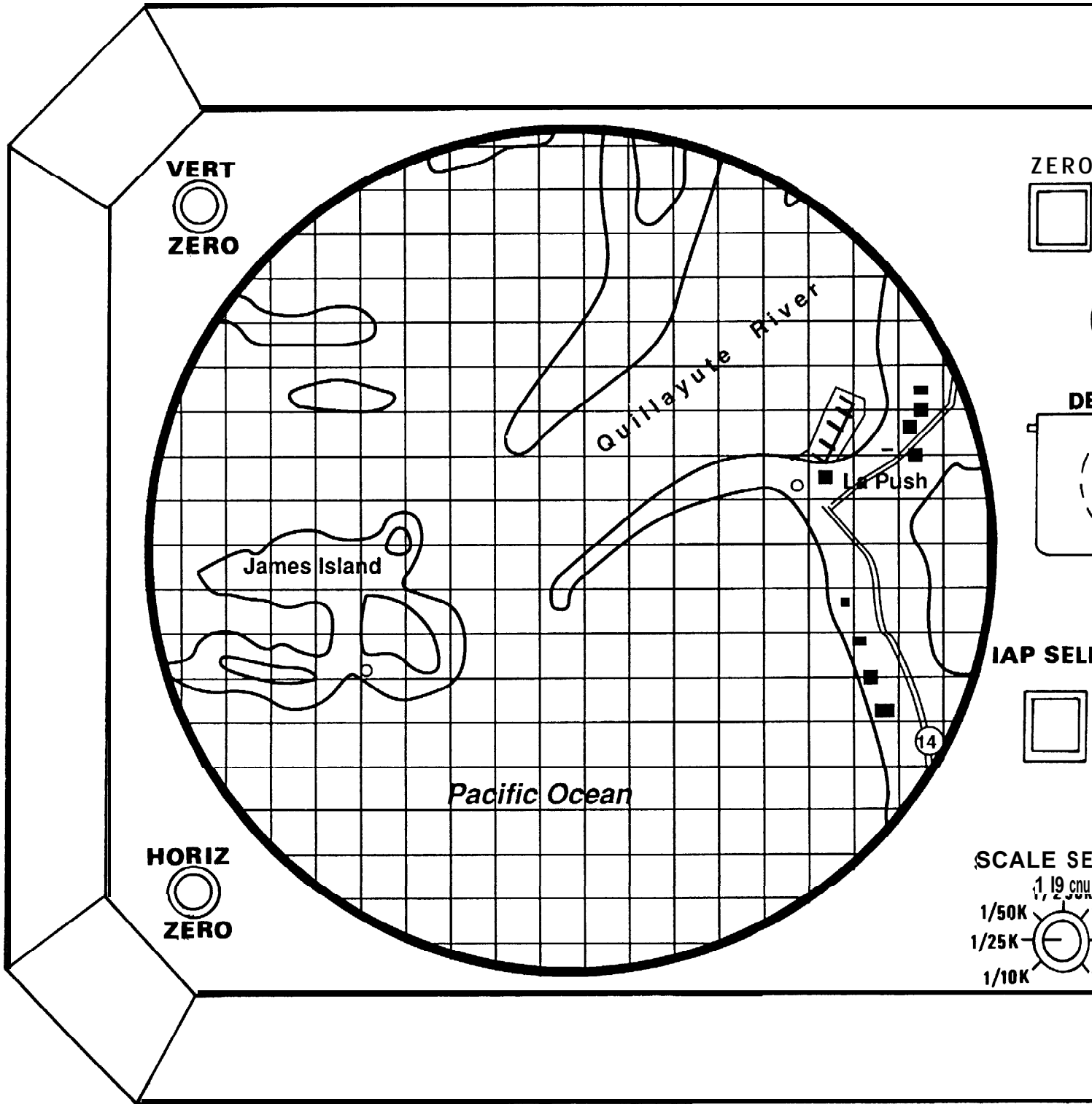
* *_ _ _

1 case 9x19mm Ball (2880 rds)

1 case 7.62x51mm Ball (920 rds)

1 case 5.56x45nm Bail (1640 rds)

1 case 12 gauge magnum 00 buckshot (500 rds)



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

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 information into system.

SENSOR SYSTEM SELECT

RDF; Allows radio direction finder (if available) to be displayed on screen.

MAG; Allows magnetic sensor (if available) to be displayed on screen.

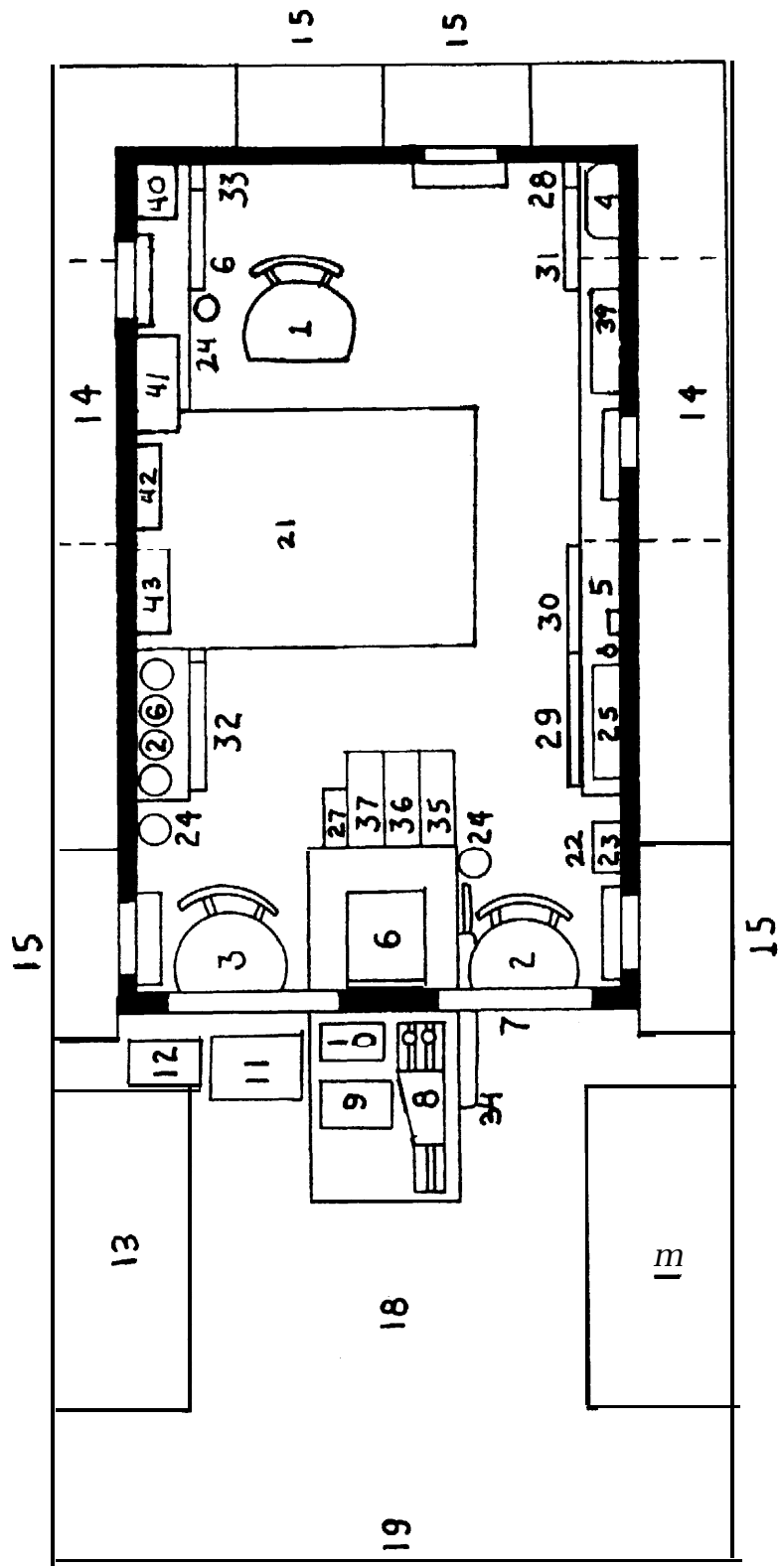
RADAR; Allows radar set (if available) to be displayed on screen.

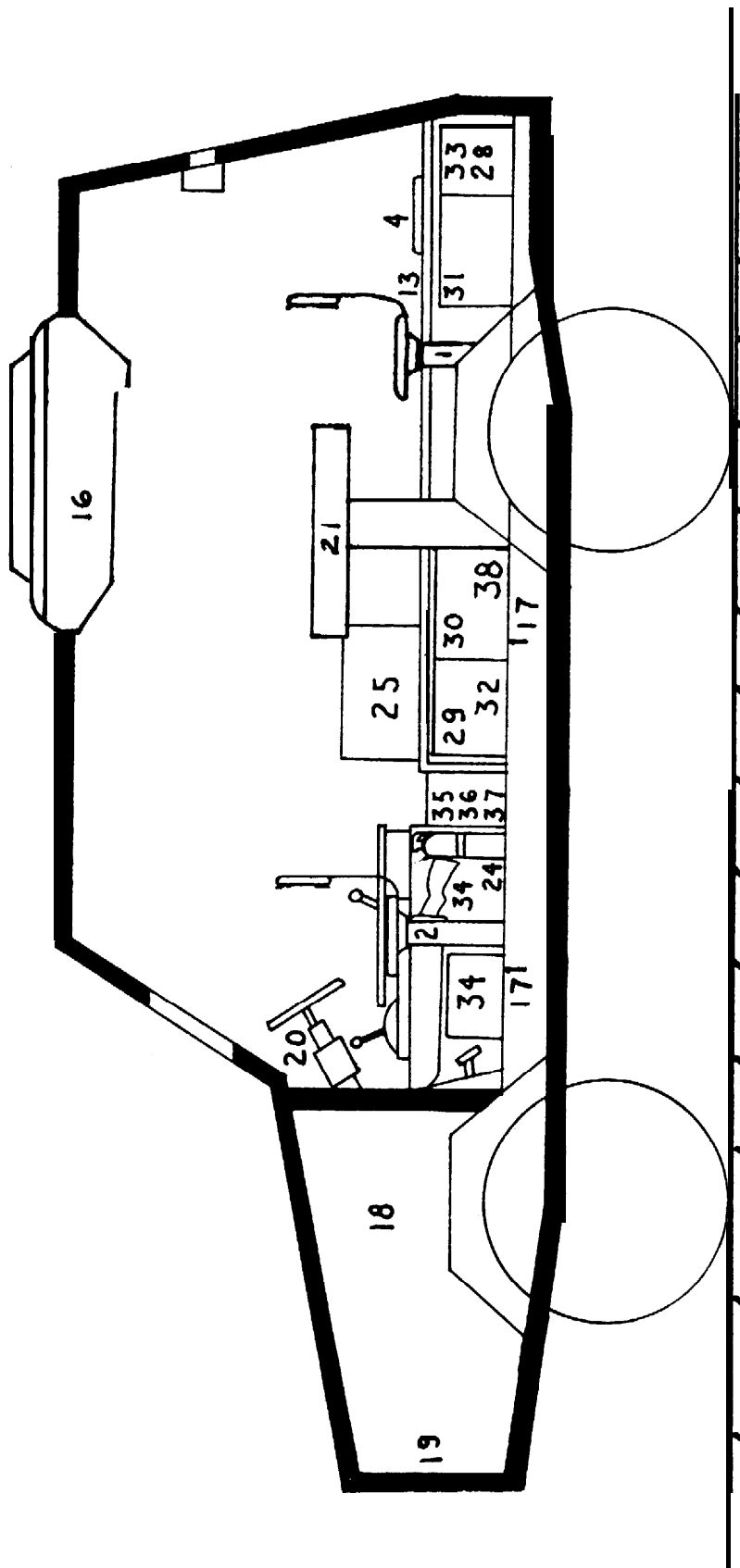
CACHE LOCATION; Shows all assigned cache locations.

LIBRARY; Reads out all available maps.

INTERIOR KEY: COMMANDO RANGER MOBILE COMMAND POST

NO.	QTY.	DEXCRIPTION
1	1	COMMANDER'S SEAT
2	1	DRIVER'S SEAT
3	1	RADIO OPERATOR'S SEAT
4	1	CREW SEAT (DOCTOR OR ADMIN SPECIALIST)
5	1	M79 LAUNCHER W/6 RDS CS, 6 RDS STUNBAG
6	2	AN/PRC-70 RADIOS
7	7	WINDOWS/VISION BLOCKS
8	1	DRIVER CONTROLS
9	1	AUTONAV NAVIGATION SYSTEM
10	1	"RDF" RADIO DIRECTION FINDER (VEHICLE MOUNTED)
11	1	MPV COMPUTER (STANDARD LSI CHIP CONFIGURATION)
12	1	CRT AND KEYBOARD FOR MPV COMPUTER (ITEM 11)
13	4	WHEEL WELLS
14	2	MOUNTING PLATES (ATTACHED TO WHEEL WELLS)
15	4	DOORS
16	1	AIR CONDITIONER/VENTILATOR (MOUNTED IN ROOF)
17	1	FLOOR LEVEL
18	1	ENGINE COMPARTMENT, CONTAINS ENGINE/FUSION REACTOR
19	1	VENTILATION FOR ENGINE COMPARTMENT
20	1	STEERING WHEEL
21	1	LIGHTTABLE MAP DISPLAY UNIT
22	1	LASER RANGEFINDER
23	1	AN/TVS-5 BINOCULARS
24	3	FIRE EXTINGUISHERS
25	1	ONE CASE EACH: 12 GAUGE MAGNUM 00 BUCKSHOT, 5.56x45MM BALL, 7.62x54MM BALL, 9x19MM BALL
26	4	ARMBRUST 300 ANTI-TANK WEAPONS
27	1	LARGE MEDKIT
28	1	TOOL KIT
29	1	EXPLOSIVES LOCKER, CONTAINS 1 M183 DEMO CHARGE, 1 ROLL PRIMERCORD, 10 M2A1 DETONATORS, 2 M1 TIMERS
30	1	CASE: M7A3 CS GAS GRENADES
31	1	CASE: M34 WHITE PHOSPHORUS GRENADES
32	1	CASE: M26A1 FRAGMENTATION GRENADES
33	1	KIT: AX, SLEDGEHAMMER, MACHETE, SHOVEL, TRIPOD
34	1	M21 RIFLE W/12 MAGAZINES
35	1	MOUNTAIN KIT
36	1	TRADE PACK
37	2	RATION PACKS
38	1	CASE: M18A1 CLAYMORE MINES
39	1	MAGNETIC SENSOR (VEHICLE MOUNTED)
40	1	AN/PPS-05 PORTABLE RADAR
41	1	MULTIBAND RADIO TRANSCEIVER
42	1	LIGHTTABLE CONTROLS
43	1	LIGHTTABLE/AUTONAV TIE-IN CONTROLS





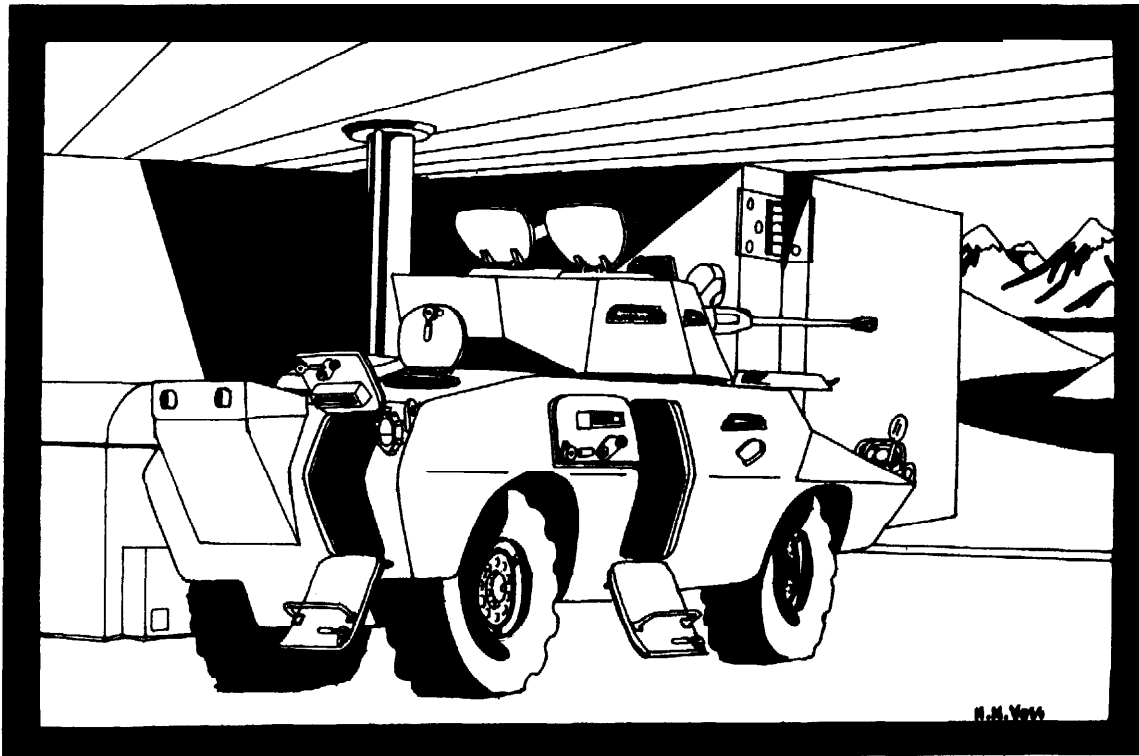


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THE MORROW PROJECT

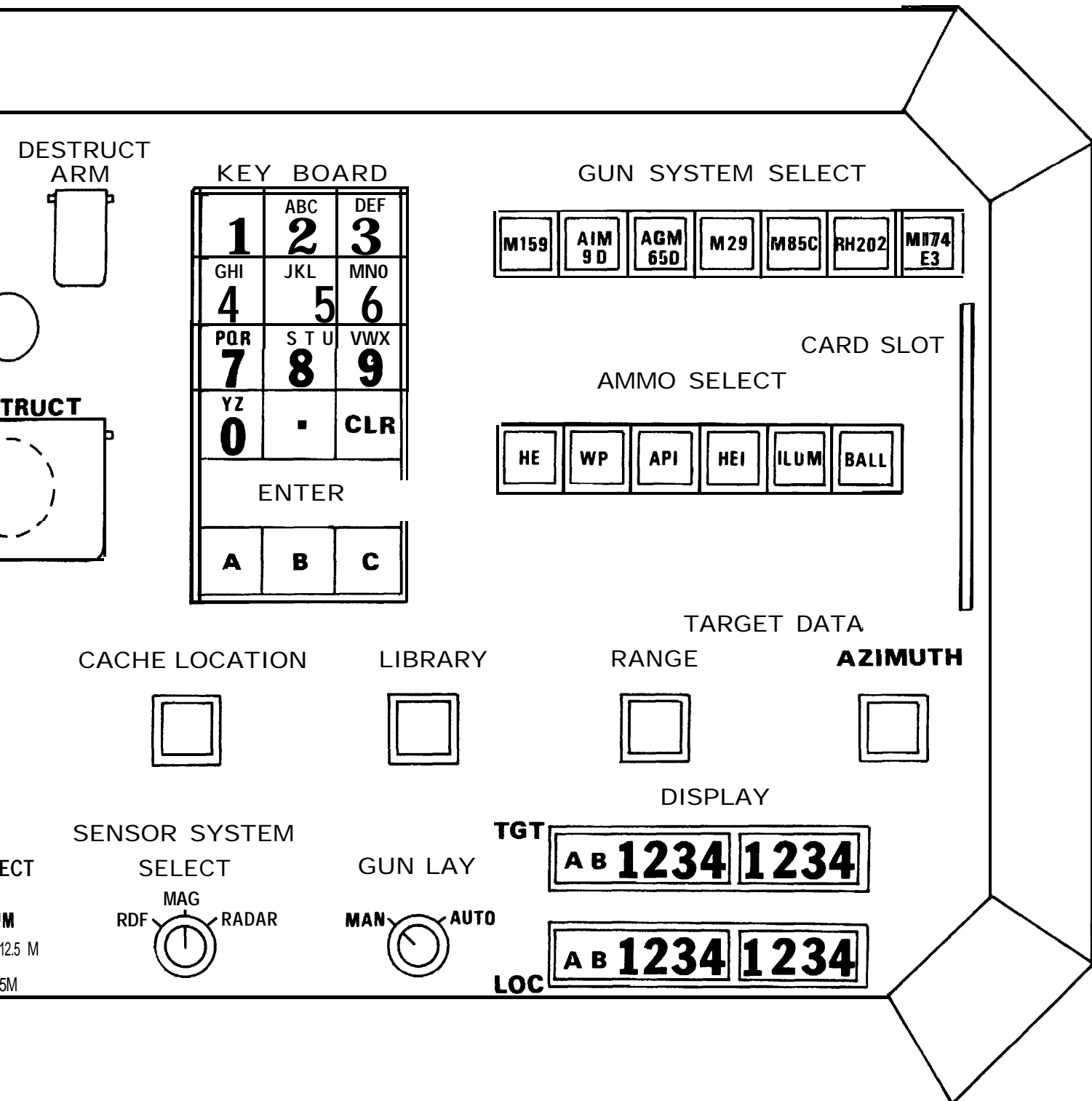
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16 VEHICULAR BASIC LOADS
2 CHARACTER SHEETS

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NEW MORROW PROJECT HAND-
HAND COMBAT SYSTEM



able to AutoNav) to indicate direction on display
e to AutoNav) to indicate location of detected
AutoNav) to indicate detected targets on display

ches when depressed.

display screen.

GUN LAY

MAN; Disengages Gun Lay system to allow manual laying (aiming) of gun system.
AUTO; Engages Gun Lay system to aim weapon system according to data in AutoNav.

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.

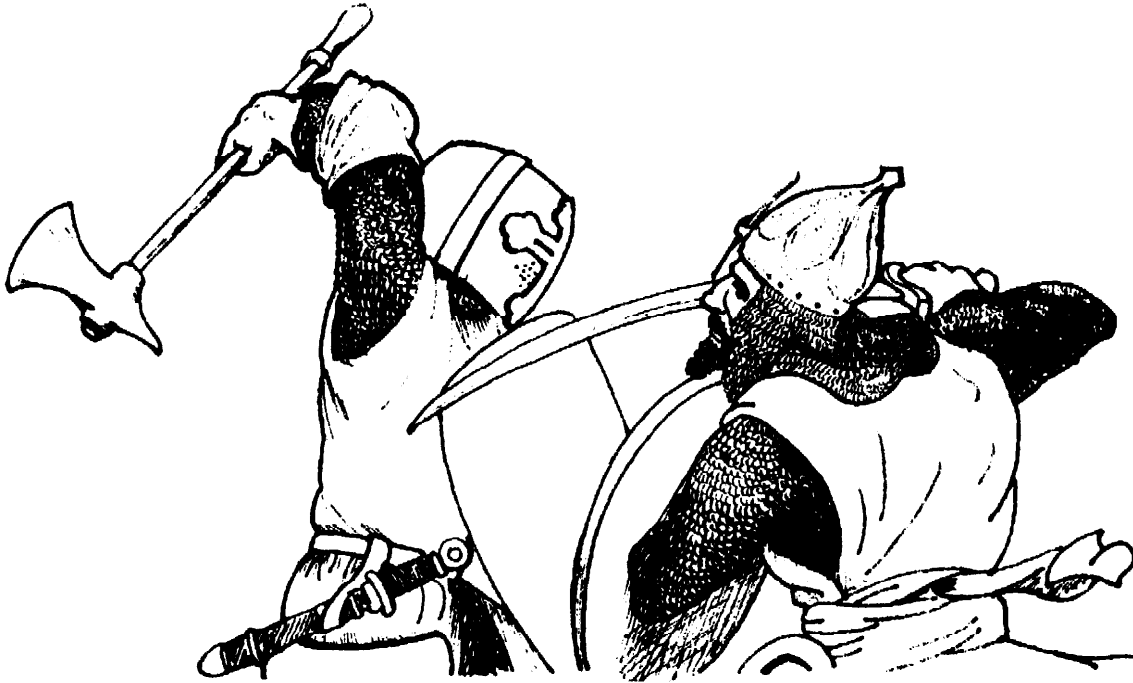
CARD SLOT; Allows insertion of Morrow I.D. card to activate AutoNav displays. AutoNav will function (track its movement) without card but will not display any information or allow any other functions.

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that are a part of modern military decision making, realized that a number of places were being ignored because they were in or near Olympic National Park. Apparently the work-groups felt that with tourists, rangers, and other National Park personnel the park itself would be a poor security risk and so ignored the entire area. But the very nature of the park and in particular the coastal sections made it an ideal choice.

First, the park is extremely rugged. It ranges from sea-level to the 7,985 foot summit of Mt. Olympus in a little over 20 miles. It encompasses one of the largest temperate rain forests in the world with impenetrable stands of virgin forest receiving over 200 inches of rain a year (compared with an average of 40 inches/year for Seattle which is in the rain shadow of the Olympic Mountains). The attitude of the mountains and the northerly latitude gives rise to glaciers which gird hundreds of square miles of mountains and mountain ridges.

Next, the Olympic peninsula is bounded on the west by the Pacific Ocean, on the north by the Strait of Juan de Fuca and on the east by the Puget Sound. Other than the park there are few reasons for people to visit the peninsula. In addition, the section of the National Park which is on the west side of the peninsula is separated from the rest of the park and has extensive Indian reservations near it. This means that there are few people of the "just passing through" variety since it takes special effort to get to it and there are not many locals. The locals tend to mind their own business and don't chat a lot with strangers.

Finally, the park, wildlife refuges and national seashores give federal agents an excuse to visit the area for a variety of purposes and they can even build structures without having to explain too much to too many people - after all, it is federal land. The biggest problem is the National Park Rangers who are known to be fiercely protective of their charges and, as with many other national agencies, the people in the field don't have a lot of use for the "chair-warmers back in Washington."

To get around this last problem, a certain "chair-warmer" pulled some strings so that someone was appointed to manage the park. While locally this was ascribed to rank nepotism, the fact is that the Senator's "nephew" was actually a Captain in the Naval Intelligence who had been specially briefed for the project. In his role as head ranger he was able to cover the movements and actions necessary to construct and support the base.

The result of all of this was that a reload base was built near the tiny town of La Push, Washington. The base was built by enlarging an underwater cave on an island off the coast. The construction was covered by the La Push Coast Guard apparently building a new lighthouse and navigation station on the island and a new storm breakwater. While rebuilding the lighthouse

they installed an underwater homing signal which could be activated from an approaching submarine with the ride frequencies and codes.

With this the Navy had a base which a submarine could enter and exit from without being seen and which was close to the main fleet base but unlikely to be noticed. If there were any Soviet satellites still tracking Ballistic Submarines by the time a reload base was needed, they would see the submarine approaching the Strait of Juan de Fuca and it would then "disappear," probably lost in the other traffic in the Strait.

The USS Montana

The strategic missile submarine Montana was commissioned in 1987 and assigned to the Pacific fleet. Its tour just prior to the War was in the Northern Pacific and it was in on the initial strike on Russia.

After the War began the commander of the Montana was under operational silence after receiving the launch command and so he dropped beneath the sonochannel and was completely out of touch until after he had launched and started his return trip. Since communications broke down almost immediately after the commencement of hostilities the commander had no idea of the level of chaos that had followed the outbreak of the War.

Following orders, after his launch he returned to his reload base: Base Tango at La Push, Washington. By the time he got to La Push the volcanic eruptions in the area had begun and all normalcy had ceased. His approach to La Push was made more difficult by the extra silting caused by the ash from the volcanoes and after entering the sub pen he found that he had no operational contact with his command. The chain of command had long since broken down and most of the emergency command bases had been destroyed or lay empty in the face of absolute chaos.

As a result he and his men found themselves in the position of reloading a nuclear ballistic submarine with missiles, food stores and everything else they needed to make a strike with no clear targeting information or sense of the status of the United States, the Soviet Union or anyone else in the world. What was to be done? Commander Roy had secondary targets and targeting information but no idea whether the targets still existed. He had a full complement of missiles, a boat loaded with stores and a submarine with a power system literally able to take him to the ends of the earth. But what should he do with them?

He decided that he needed more information and so he sent out a landing party to go to La Push and find out more about the situation. Failing the receipt of any additional information, he planned to return to sea and launch on his secondary targets. He never got the chance.

The landing party was quickly able to assess the situation as fundamentally hopeless. What few people were left in La Push had tales of nightmarish news reports before the channels went dead. Washington was destroyed, New York a radioactive pile of rubble. Moscow had long since been obliterated. Locally, Seattle, Olympia, Tacoma and taken hits, and Soviet airborne soldiers were rumored to have landed in the vicinity. And they could see for themselves the plume of smoke that rose from the volcanoes to the east. While they were in La Push an earth tremor rocked the town.

Returning to the base they brought this information back but they also brought back something far more deadly. The outbreak of infectious Legionnaire disease from the biological weapons station had just reached La Push from refugees fleeing the disaster to the east and the seamen of the landing party entered La Push just in time to catch it.

When it first broke out among the crew the medical officer diagnosed it as stomach flu. When they didn't get better and it began to spread among the crew he quickly took action to move them off the boat and into the base; there are few places where disease spreads more quickly than on a crowded boat. By the time the unnatural cause and nature of the disease was guessed at it was too late. The disease spread quickly and efficiently through the crew and officers and within the week the entire crew of the Montana was dead.

Commander Roy was busy preparing to put out to sea when the medical officer reported an outbreak of disease and the request to move seamen off of the boat and into the base. When the seriousness of the disease was recognized he was faced with a final, grim choice. Should he take his command out to sea and scuttle it to keep it from falling into enemy hands or should he leave it hidden at Base Tango in hopes that if and when the country recovered from the disaster the relevant people would still be alive and willing and able to recover it?

In the end, with the channels into and out of the base becoming increasingly silted up, and with his crew already reduced to a level where running the boat long enough to effectively scuttle it would be difficult he decided to leave it at Base Tango rather than risk running the Montana aground in an effort to get it out to sea.

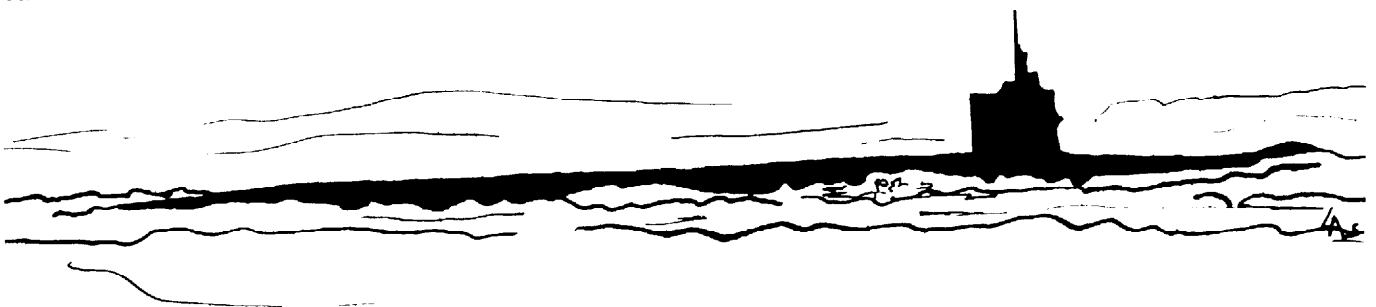
But because of the reports of Soviet soldiers, he decided to seal the entrances to the base and bobby-trap them against forced entry. With an unknown and heroic effort Commander Roy and a small group of seamen placed and detonated a number of charges that brought a cascade of rock down to block the tunnels to and from the base, including the underwater seaway. With what explosives they had left they did their best to rig a few surprises for anyone who managed to get past the blockages and into the main pen. That done, they sat down to wait for death. It didn't take long.

Reload Base Tango

Reload Base Tango was one of the first of the new reload bases. It was designed to be capable of resupplying a nuclear submarine without anyone needing to attend to it. There were plans to check its status on a yearly basis under the cover of routine maintenance of the navigation station situated on the island above. It had been serviced once before the War had broken out though no significant changes had been made to it.

Since the purpose of the base was to provide a safe and secure place where a nuclear submarine would be able to reload missiles and supplies, it was only just large enough for a sub to enter. Inside there were storerooms, a machines shop for repairs and a crane to load new missiles and supplies. There were no crew facilities to speak of as it was expected that the crew would stay on board their boat during the reload process.

Fundamentally it consists of a basin where a 560 foot long and 42 foot wide boat could dock, a crane which ran on rails along one side of the basin to load the missiles, a small machine shop, a storage area for the missiles, a storage area for equipment and rations, a couple of emergency exits to the surface and not much else. There are no heads, no galley facilities, minimal communications equipment, no bunks, no facilities for major overhauls, etc. The submarines were expected to bring all of these things with them or to do without them. The base was intended to be a hidden cave where some of the world's largest vessels could refit themselves to carry on the last battle.



LaPush Today

The town of La Push, Washington has long since ceased to exist. The coastline is mostly unpopulated with the exception of some coastal fishermen and Indians who live a subsistence existence from what they can harvest from the sea and the surrounding land. There is no traffic from outsiders and the appearance of anyone in the area would be a momentous event that would attract what attention there is to be had though this would mostly mean that everyone would take off for the hills to hide.

Base Tango is high and dry as sea level has dropped so the island it is under has expanded somewhat in size though it is still an island. What was once the town of La Push is now a picked over skeleton of a town. The lookout tower to the south of the coast guard station had long since collapsed and the station itself is now $\frac{1}{4}$ or a mile from the water.

What inhabitants there are in the area live on or near the beach on what was the south side of town. Their total number never exceeds a dozen souls. They live a deadly dull life and are almost totally devoid of curiosity. They seldom wander into the ruins of town and never onto James Island. Proof of this can be seen in the fact that the collapse of part of the sub pen roof has made a fin of the Montana's sail visible from

the hills above LaPush but no one has ever thought to explore what it is.

The Quillayute Indians still live in the area though they have spread outside of what had been their reservation. They still live from the ocean and the rivers and are reasonably content with the way things are. They will not approach strangers under normal circumstances and they are not normally warlike, preferring instead to disappear into the untrackable hills and mountains to the north and west when necessary. They are totally self-sufficient and thus, like the other inhabitants of the area, are plagued by disease, ill-health and infant mortality. Those that are healthy tend to be quite tall and strong due to the high protein diet provided by the salmon they catch.

La Push and St. James Island Maps

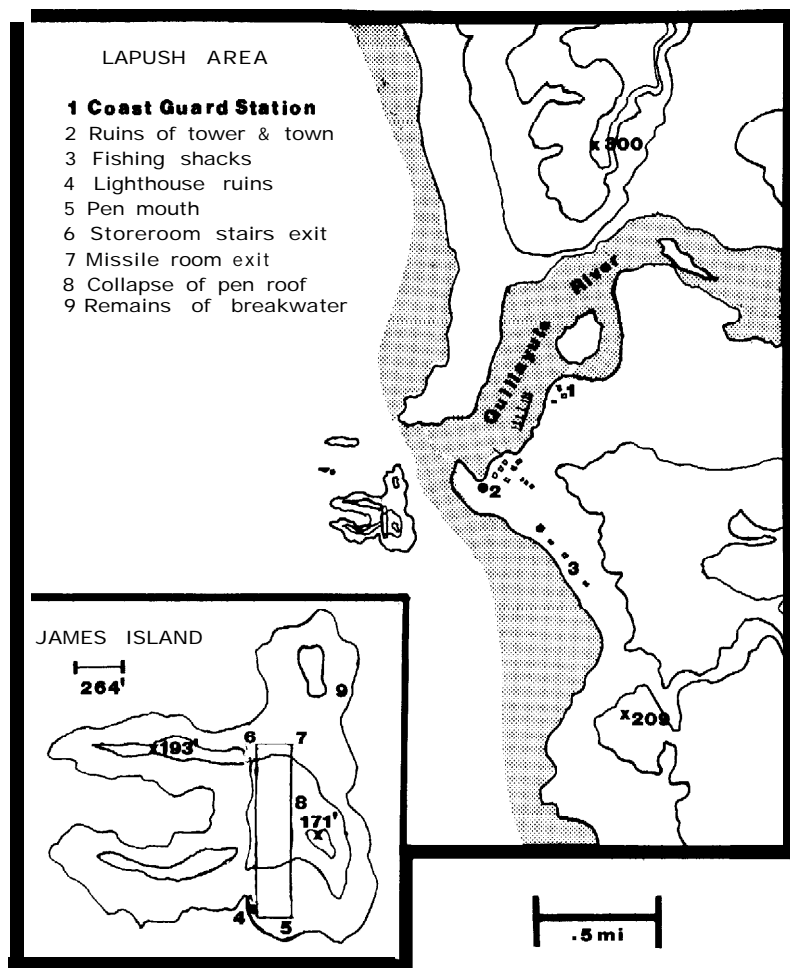
Today the town of La Push has simply ceased to exist. What follows is a description of the ruins. (See Map 1.)

1. Coast Guard Station

The remains of the US Coast Guard Station at La Push are in ruins. After the War and the desertion of the Station it began to slump into the Quillayute River. Then the sea level began to drop. Today it is high and dry and little more than a collection of boards, pipes and chunks of brick and cement on cracked foundations. If the team searches the station carefully they will find 'little of interest and run the usual risks of scrambling among ruins such as bruises, cuts and possibly a sprained ankle or two.

It will not be obvious that these ruins are any different than any other. The only clue that it is was a Coast Guard Station is on the AutoNav (or map if they made a copy) and the fact that there are a number of what were once boat slips. This last point is only likely to be noticeable if the team looks down at the station from the cliffs on the opposite side of the river.

There is only one thing of note here. If the team decides to search these ruins and makes a successful Luck roll, someone (pick at random) will slide into a hole caused by a collapse into some underground pit. While extracting the hapless team member they will come across a caved in locker which is sand-filled.



Sticking out of the sand is a crowbar. Should the team dig carefully they will find a complete set of tools including somewhat rusty but still intact hacksaw, crowbar, hammer, chisels, etc. While this probably won't make much of an impression on the team, they may find it very important later when they are faced with the question of what to do (and with what) with the missiles in Base Tango.

2. Ruins of La Push

As with the Coast Guard Station, there is nothing much of obvious interest about the remains of La Push. Scrambling among the moss covered ruins with some difficulty the team will be able to identify a gas station, several houses, and a natural gas pumping station. There is nothing of note in any of them.

Near the number on the map the team will find the remains of a lookout tower which stood on the base of the spit which separated the Quillayute River from the beach to the south.

3. Fishing Shacks

The modern day inhabitants of La Push (such as they are) live in shacks on the beach. These shacks are seldom if ever all occupied. Between the death rate, the tendency of inhabitants to go on extended hunting trips and migration, at any given time there will be up to 12 people in or around these shacks. See the Play of the Game section for comments about their reactions to strangers.

4. Lighthouse Remains

This is what is left of the lighthouse/navigation station. Today it is simply a twisted wreck of rusted metal which has long since toppled.

5. Submarine Entrance to Base Tango

Now high and dry, this was the entrance by which submarines could enter and exit. It was a natural underwater sea cave which was expanded to allow the 42 foot wide submarines to easily pass in and out.

If the team explores the cave, they will find that it begins to slant upward rather steeply but abruptly ends in a cave-in caused by the demolition job done by the crew of the Montana.

6. Store Room Stair Exit

Under a hatch covered by part of the breakwater which starts here are the exit stairs from the store room (see #6 under *Base Tango Layout* below). The team will probably be completely unable to open the door from this side but even if they were able to do so, they would find that the stairway beyond was blocked. The door was originally in an artificial cave formed by the

construction of the breakwater above it but this cave has long since collapsed.

7. Missile Room Exit

Concealed under what was apparently a benchmark on the northeast corner of the island is the hatch which leads to the missile store room (see #8 under *Base Tango Layout* below). The hatch mechanism has long since rusted shut and even if they were able to get it open the team would find that the tunnel beyond has been destroyed.

8. Hole

This is the only viable entry into the sub pen. A section of the roof of the pen has collapsed under the combined effects of time, the original detonations which blocked the other exits and the earth tremors associated with the eruptions. From this 4'x10' hole a section of the Montana's sails can be seen 40 feet below.

9. Breakwater

This is the remains of the breakwater that was built from St. James Island to the small rock off the northeast of the island. Today it is just a jumble of boulder along a spit of land which now runs from St. James island to the rock and has long since stopped having any use.

Base Tango Layout (Map 2)

1. Entry Hatches

These are the ways into and out of the Montana. The aft hatch (1a) has a power line running from it to shore (see 10 below) to supply power to the base. The forward hatch (1c) was the most commonly used one and once upon a time had a gangway leading up to it. It is still open but the gangway has fallen into the now dry basin. The midsection hatch (1b) is closed and dogged.

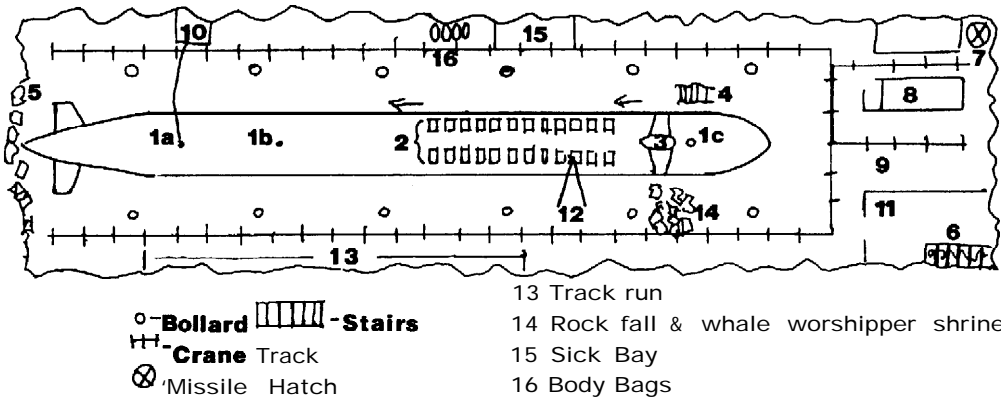
2. Missile Hatches

These are the hatches the missiles are loaded into and where they left the boat when they were launched. None of them are open.

3. The Sail

For those people unfamiliar with submarines, the superstructure where the con is and where the periscope and antennas come out of is called a sail. There is a "flying bridge" at the top of the sail where a lookout or the captain could come topside when the submarine was running on the surface. Since the water in the basin drained away as the sea level dropped, the entire boat is heeled over at a 30° angle and the sail is leaning against the edge of the basin. This puts the

- | | |
|--|--------------------------------------|
| 1 Hatches | 8 Missile Room |
| 2 Missile Hatches | 9 Machine Shop |
| 3 Sail | 10 Power Line to Distribution Center |
| 4 Remains of Gangway | 11 Store room |
| 5 Rockfall closing Cave Exit | 12 Crane |
| 6 Stairs to Surface/Light house | |
| 7 Missile Hatch, blocked | |



hydroplane {fins on the side of the sail) about 20 feet above the dock and the flying bridge 30 feet above the dock.

4. Remains of the Gangway

Before the Montana heeled over to the right, there was a gangway which led from the edge of the basin onto the deck to the forward hatch. Today this gangway lies in the dry bottom of the basin and is so heavily rusted and moss-grown that unless they look carefully, the team is unlikely to recognize what it is. Not that it would matter as there is no way that it could be made to function anymore.

5. Rockfall

The crew of the Montana was able to block the seaway exit by some careful (and lucky) blasts. As a result the entrance is completely blocked. The team can look as long as they want, they cannot get out this way.

6. Stairs

These stairs once led up to the surface near the northeast corner of the island. This exit was also blocked when the crew sealed themselves in. As with the rockfall by the entrance they did a good job - there's no way out.

7. Missile Door

Whenever possible the plan was to resupply the base using a special supply submarine to allow for secret entrance and exit. However in a pinch there was a hole in the ceiling of this room big enough to allow the missiles to be loaded into the room from a trapdoor at the surface.

8. Missile Room

In racks a. and b. there are 48 Trident II D-5 missiles intact and still sealed in their storage boxes. There is one missile which has been pulled off the rack, lain on the floor and opened. Careful checking around the missile will find footprints. There are also 24 torpedoes stored here.

9. Machine Shop

Once upon a time this was as complete a machine shop as could be fitted into a 200'x120' room. Everything from an electric forge, all manner of cutting, bending and shaping tools, to fine hand tools for working metal wood and plastic and a complete store of parts were available. However, now they are so many lumps of corroded, mold encrusted stuff. There are virtually no usable tools left here as they have been exposed to too much moisture too long. Some of the plastic items may still be usable, but there is nothing that might help the team in moving, sectioning or opening the missiles.

10. Powertine and Distribution Center

Base Tango was not on the power grid. Nor did its creators envision putting a generator, reactor or solar(!) power source in the base. Instead, they simply set it up to run off of the submarine's reactor. There is a distribution center here on the dock and a cable which runs to the Montana. From the distribution center power supplied heating and light to the entire pen and power to the machine shop.

11. Store Room

Ships stores for at least a month were stored here at all times. Although they were sealed against the moisture, over 150 years all the food has spoiled. None of the miscellaneous other things (light bulbs, electronic parts, toilet paper, etc.) have survived in a particularly usable form either. As noted above, the stairway up to the surface is choked with rubble and is impassable.

12. Crane Tracks

There are tracks for the crane for around the edge of the dock so that the crane could get to any part of a

submarine. They are very, very badly rusted.

13. Crane

This is what runs on the tracks. Its primary purpose was for loading missiles into the submarines. It is frozen in place over some of the missile hatches.

14. Track Run

When the Montana arrived at Tango Base there was the usual desire of the crew to get off of the boat and walk around onshore. But given the nature of Tango Base there was no place to go. So for recreational purposes they painted a 100 yard track on the dock and the crew held footraces in the bay until the sickness broke out.

Today the painted track is only slightly visible but a team that is searching carefully might find themselves puzzled enormously by this track. One team in a play-test was convinced it was a grid marking where some piece of machinery was placed and even went so far as to try to climb the walls to see if there was anything lurking in the darkness above.

15. Rockfall

Within the last 3 months a section of the upper wall and roof of the pen fell inward onto the dock letting in light, rain and people. Some of the pieces which fell are quite large and will not be movable by normal means (i.e., the team with ropes, pulleys, etc. will not be able to budge them). While some of the rocks fell into the basin, most landed on the dock and a couple of good sized chunks fell onto the deck of the Montana near the sail. A couple of pieces bounced off of the sail and the dents they left are freshly rusted.

At the foot of the rockfall is a shrine of sorts built by the Whale Worshipers. Pieces of whale bone, rude carvings of whales, charcoals drawings and other faïences, fetishes and talismen fill this niche in the mound of rubble they have carved out. They were the first to discover the Montana and they religiously come to pay homage to 'The Great Whale'.

16. Sick Bay

This was a screened off area where the sick were treated until they outnumbered the well. Now there is little left save piles of bones and rags and what might have once been cots.

17. Body Bags

While they were still able to deal with the dead, the crew of the Montana put the dead in body bags and stacked them here. After a while they ran out of body bags but for a while, until there were not enough healthy people to do it, they still piled bodies here.

ENCOUNTERS

General

Because this module presents a city scenario and covers such a large area, an encounter table is included, along with a brief explanation of each entry in the table. Those encounters taken from the MPGB are noted as such and a reference page is given. Not all of these encounters are peaceful, and some are downright dangerous! Also, some of these encounters have limitations as to where they can occur or what information the people might know, as well as the accuracy of that information. The PD should keep this in mind when using the encounter tables.

To use this table, roll a D20 and find the encounter listed in the table that has the number rolled. The encounter description can be found below in the Explanation of Encounters section. For example, if a 6 was rolled on a D20, the encounter would be with a bobcat. Looking under the section labeled "Description", the PD would find details of this encounter at entry 6.

PD NOTE: if an encounter rolled is deemed unusable at the moment by the PD (e.g., if a Pike is rolled while the team is exploring the upper levels of a ruined skyscraper), it is up to the PD's discretion to decide whether to roll again, ignore the encounter altogether, or save it for later.

Encounter Table

1. American Rebel Patrol
2. Bears, Kodiak or Grizzly
3. Bigfoot
4. Bikers
5. Blue Undead
6. Bobcats
7. Children of the Night
8. Coyotes
9. Gypsy Truckers
10. Northwest Indians
11. Pike
12. Rattlesnake
13. Sea Otters
14. Skunks, Giant or Normal
15. Slashers
16. Soviets
17. Sturgeon
18. Whale Worshipers
19. Wolverines, Giant or Normal
20. Wolves

Descriptions:

1. American Rebel Patrol

This encounter will generally consist of a hunting or raiding group that is nominally scouting out Soviets, but actually is on the lookout for anyone entering the area.

Usually this means making sure that no one they meet is a Soviet (being able to speak Russian or wearing anything red are grounds for shooting). If the team has not yet met with the Rebels, the Patrol will insist on leading them back to the Space Needle.

A Raiding Party would probably be led by Ian Waterston; a Hunting Party would be led by either John Karlson or Gerry Henderson; a typical patrol would have from 6-10 people in it with the following characteristics:

Leader

Age:30 Sex:M Height:5'7" Wt.:145 HR:Br Eyes:Bl
Int:13 Cha:10 Luck:10 SP/BP:230
Rifle:20% Spear:55% Club:35% Hide:60%
Listen:55%
Weapons: Knife, M-16

Sample Patrol Member

Age:20 Sex:M Height:5'5" Wt.:125 HR:Br Eyes:Bl
Int:09 Cha:7 Luck:07 SP/BP:200
Spear:50% Knife:40% Club:40% Hide:50%
Listen:45%
Weapons: Spear, M-1

2. Bears (Kodiak, Grizzly)

Described on pages 56 and 57 of the MPGB, these animals can be found almost anywhere outside of Seattle, usually hunting for food. They will attack anything they see as a threat, and because of their size and power they can be quite hard to kill quickly; they can be a very real danger to the team.

3. Bigfoot

Described on pg. 57 of the MPGB, these creatures are the Sasquatch of legend. They are not seen often but have a curiosity which can bring them into contact with the Team, especially at their campsite at night. They roam throughout the area and may be found almost anywhere there is not a high concentration of people.

4. Bikers - The Tams

Described on pg. 50 of the MPGB, these people are the descendants of pre-War motorcycle gangs.

Attitudes in the Northwest vary and the gangs the team meet may or may not be hostile. The Tams hold rule over large stretches of the Open Road and are on decent terms with most of the Gypsy Trucker clans, but the Tams have long memories and will not forgive any insult to one of their people. Injuries are always paid back in full and there are few still alive who have hurt a Tam and gotten away with it. The Tams make occasional forays into Seattle for parts and equipment and are likely to run into the team somewhere, either in the ruins or on the Open Road.

Tams do not start fights but always finish the ones they get into; how they react to the team depends on how the team treats them. They might take a liking to individual members of the team, but are cautious and do not like to get separated from their bikes. A typical encounter will be with 4-12 bikers on motorcycles and they will have the following characteristics:

Gang Leader - Weeble

Age:28 Sex:F Ht:5'8" Wt.:118 HR:Rd Eyes:Gr
Int:15 Cha:12 Luck:12 SP/BP:230
Rifle:55% Hand Gun:45% Grenade:40% Ride
Bike:80% Tracking:45% Oratory:60%
Weapons: Smith & Wesson M-29, Fragmentation
Grenade

Sample Gang Member

Age:23 Sex:F Ht:5'7" Wt.:115 HR:Br Eyes:Br
Int:12 Cha:12 Luck:10 SP/BP:200
Shotgun:40% Hand Gun:30% Knife:40% Ride
Bike:60%
Repair Mechanical:55%
Weapons: 12 ga. Shotgun, Knife

5. Blue Undead

Described on pg. 58 of the MPGB. These are without exception the most terrible creature that a team can encounter. The huge amounts of radiation emanating from these monsters makes attack at close quarters a fatal undertaking and their extremely high SP/BP level makes them almost impossible to kill. The PD is warned to use this encounter sparingly, as it can lead to an early demise for the team.

6. Bobcats

Described on pg. 55 of the MPGB, these large felines are excellent hunters and since the fall of man have expanded their hunting ranges to include the ruined cities. Due to their high stats (DEX 20, ACC 20) these wildcats are dangerous and hard to kill. Isolated deaths from bobcat attack are rare but have been

known to happen. For the most part the team will be completely unaware of their presence.

7. Children of the Night

Described on pg. 51 of the MPGB. These pitiful creatures are unable to digest any food but fresh blood and as such can be considered vampirical in nature. They are nocturnal and wander the countryside at night looking for victims to feed on; such wanderings may take them into the team's campsite at night.

A typical group would consist of 1-10 individuals and would have the following characteristics:

Sample Children party member

Age:19 Sex:M/F Height:5'6" Wt.: 125 HR:Br Eyes:Gr
Int:8 Cha:7 Luck:05 SP/BP:210
Knife:50% Spear:30% Club:30% Move Silently:45%

8. Coyotes

Described on pg. 55 of the MPGB, these animals hunt singly or in relays with others, rather than in packs. When hungry enough they can bring down a bobcat if need be to feed themselves. Most active at night, they are excellent trackers and can pace their quarry for hours before striking, reaching speeds of over 60kph when darting in for the kill. They roam throughout the ruins and may be found at higher levels in skyscrapers, tracking down small game.

While not likely to be a threat to the team, they can be a tremendous nuisance in raiding the team's campsite for any food or food scraps left unattended. This can lure otherwise sensible team's into roaming around in the darkness against their better judgment.

9. Gypsy Truckers

Described on pg. 51 of the MPGB. These people are nomads who wander the highways of America. They move in clans and are traveling traders who link, however sporadically, vast parts of the continent. Most are friendly enough and will view any other vehicle - especially a MPV - as something worth stopping to talk to; they know many of the vehicles on the Open Road and are always on the lookout for newcomers, since such persons are either enemies or (more likely) new to the area and a potential source of trade goods, tires and spare parts. The PD might want to pay particular attention to the Description given them in the gamebook.

Sample Gypsy Trucker

Age:30 Sex:M Ht:5'9" HR:Bk Eyes:Br
Int:12 Cha:13 Luck:10 SP/BP:275
Rifle:40% Shotgun:40% Use Explosives:35%

SMG:20%

Repair Mechanical:40% Drive Vehicle:50%

Weapons: 12 ga. shotgun

10. Northwest Indians

These are the same as the New American Indians described on page 52 of the MPGB. They are the remnants of Pacific Northwest Indian tribes living on reservations out on the Olympic Peninsula. There are not many of them; the same disasters and plagues that wiped out the anglos wiped out them as well. There are perhaps 2000 altogether, mostly in clans scattered along the coast and out onto the Peninsula. There are no treaties, written or spoken, between these peoples and those of the Puget Sound area, although relations are not hostile at the present time.

Mainly fishers and hunters, they are tolerant of wanderers but will not brook violence within their lands; an encounter with them may turn hostile if the team is not diplomatic about the situation. They hold Blake Island in Puget Sound to be the birthplace of Chief Seattle and consider it to be taboo to outsiders. Because of the proximity of Blake Island to MARS Team L-3 at Southworth and UC-1C Cache #4 at Vashon Island, going to either of these MP sites could cause a troublesome misunderstanding with the Amerinds.

Sample Northwest Indian

Age:21 Sex:M Ht:6'0" HR:Bk Eyes:Br
Int:10 Cha:11 Luck:13 SP/BP:210
Spear:60% Knife:45% Poison:35% Tracking:60%
Hide:60% Listen:50%
Weapons: Spear, Knife



11. Pike (Mutated)

Described on pg. 59 of the MPGB. This creature can be found in most of the large lakes including Lake Washington, and can make things exciting for a team trying to get to Mercer Island. Because the Lake is the closest body of fresh water for most of the groups in Seattle, there is a strong chance that the team may find themselves in the position of having to rescue someone being attacked by this freshwater shark.

12. Rattlesnake (Mutated)

Descended from the Pacific Rattlesnake, this mutated snake is the equivalent of the Timber Rattler described on pg. 61 of the MPGB. They are not often seen in Seattle at this time of year but the team might surprise one sunning itself on the rubble. Due to its size the snake has few enemies to watch out for. Anyone who has encountered rattlesnakes in the wild knows that they are usually only dangerous when surprised, for example, when you step on one.

13. Sea Otters

Described on pg. 55 of the MPGB, these 30kg animals are found throughout the areas of the Sound and are hunted by all groups for their meat and fur. Although relatively harmless, they can cause damage by their actions or curiosity.

14. Skunks (Normal, Mutated)

Described on pages. 55 and 60 of the MPGB, these animals are nature's own Chemical Weapons and as such have few natural enemies, man included. The mutated giant skunk is especially nasty to encounter, and the team would be well advised to go out of their way in leaving these creatures alone.

15. Slashers

Described on pg. 60 of the MPGB, these wild pigs are very dangerous if provoked. Many groups in the Sound hunt these animals for their meat, and the Indians are quite adept at the long, tedious hunt required to sneak up on one. Occasionally found among the ruins, the sound of one snorting and rustling through the ruins at night can provoke a team into all sorts of gunfire, which of course attracts all sorts of unwanted attention to the team....

16. Soviets

Described on pg. 53 of the MPGB, these are the descendants of the Soviet Invasion Force that landed here during the War. These people have spent entire generations hiding themselves from outsiders and many believe that the War is still being fought although

the reasons for it have long since been lost to time.

Normally, an encounter will be with either a group of razvedchiki who will be out attempting to recover salvageable items from the rubble. They will be equipped with only a couple of AK-74 rifles and may have a hand grenade and will under no circumstances come into contact with strangers, especially uniformed ones carrying weapons and driving an armored car! If the Soviets are aware of the team's presence in the area, then the group encountered will likely be vysotniki who will be hunting the team in an attempt to destroy them or at least drive them away from the Soviet area. The vysotniki will be better armed and may have Soviet heavy weapons with them, especially if they know that the team has an armored car.

A typical encounter will be with 4-10 Soviets who will have the following characteristics:

Age:24 Sex:M Ht:5'6" Wt.:130 HR:Bk Eyes:Br
Int:9 Cha:10 Luck:08 SP/BP:200
Rifle:40% Explosives/AT Launcher:35%
Grenade:30% Knife: 35% Hide:70% Listen:40%
Weapons: AK-74, Knife, Grenade launcher, RPG

17. Sturgeon (Mutated)

Described on pg. 61 of the MPGB, these are the descendants of White Sturgeon mutated by the War. These are the largest stream-ascending fish in North America and can be found in coastal and inland waters. Despite their 7 to 9 meter length they are relatively peaceful unless provoked but they can spook a team badly!

18. Whale Worshippers

Described on pg.53 of the MPGB, these people do not live in the immediate area of Seattle but do pass through the region on occasion and thus the team may run into them during their travels. Basically peaceful, these people will often be traveling into the Sound either heading for the open waters further north, or in be search of holy relics dealing with their religion (Orca posters from Marineland and the like). The PD should note the description in the gamebook regarding these people. They may also bring word of the "desecration" of a sacred site (see Play of the Game).

19. Wolverines (Giant or Normal)

Described on pages 55 and 61 of the MPGB, these animals are exceptionally dangerous and should be treated as such, since they will attack simply for the fun of it and will not stop until they kill their target.

Such an attack could take the form of a giant wolverine chewing a tire off of an MPV or the arm off a team member.

20. Wolves (Mutated)

Described on pg. 61 of the gamebook, these animals are given an extensive explanation in **PF-05, The Starnaman Incident**. Packs of them are spreading through the Sound and they have made the last few winters very dangerous for the locals. A team could make quite a name for themselves by helping rid the land of these packs.

PLAY OF THE GAME

1. Wake-up

Seattle begins with the team waking up in their bolt hole. Instrument reconnaissance will reveal the background radiation level to be slightly elevated but otherwise within safe human limits for long term exposure; there is nothing to worry about from that, and it probably represents the lingering effects of the War. Furthermore, there are no chemical or biological agents present in the area. However, the periscope picture is completely black: no view in any direction. (This is because the periscope has risen into almost two meters of volcanic ash, although the team will not know this fact.)

Unlike most MP modules, there is radio contact from Prime Base, which is calling the team. The Team will only receive this message if a Team member thinks to connect an AN/PRC-70 to the antenna contact point and turn it on. If this contact is not made now, Prime Base will begin to get worried and will continue trying.

PD NOTE: If enough time passes (PD's discretion) Then Prime Base will give up the Team for dead and send the recall code to one of the other team's in Combined Group Seattle; this could result in a later meeting between the two teams and the PCs being forced to answer to Prime Base on some very embarrassing questions.

This contact will be the message outlined in the Mission section. Some teams try an RDF lock-on to this transmission. RDF will not work inside the Bolthole. Also, one fix only provides the basic direction that the signal is coming from, not how far away along that bearing the source is. To get a good RDF fix requires at least two RDF "listens" from different locations; the more widely separated the locations, the better. In any case, the present signal from Prime Base is so weak that a clear RDF fix is unlikely and it is not probable that Prime Base will stay on the air long enough for such a lock-on.

Attempts at raising any of the other teams in the Combined Group from within the confines of the team's bolthole would not work regardless of problems with the ashfall for the same reasons that RDF won't work

down there. The team will have to leave the bunker before they can send any of the recall codes.

Some PDs may be starting a Team from another area, or even Prime Base. These teams should be given the same Mission Data as a "fresh" team and sent on their way. Such teams would have further to travel but (at the PD's discretion) may receive a slightly more detailed briefing. This might include some details of the projected fallout patterns and best routes of approach as well as information about the location of Team UC-1C's bolthole. Whatever information is added should not substantially lengthen the information given in the radio transmission. The Team will have only intermittent contact with Prime Base, which will not stay on the air for long periods of time (to prevent RDF fixes by hostiles), so the team would not have too much help from that quarter. They also would have no caches in the area they are headed for.

Exit from the bolthole cannot be accomplished normally since the team will have to punch through all the volcanic ash over the exit points. Once they clear enough ash from the main exit to get out things can proceed normally.

Optionally the PD may want to treat the team as "buried alive" so that if they open one of the exits a cascade of ash will fall into the bolthole and any attempts to dig out will cause more to fall. Only by fashioning some kind braces for the tunnel will the team be able to get out of the emergency exits. As for the main exit, the PD can either have it be blocked or, if he or she is of a sadistic turn of mind, it will open to a flood of ash which will threaten to smother the team. Assuming they find a way to survive this, (perhaps by getting into the Ranger?) getting out is another story. If the entire bolthole is not filled, they will probably be able to dig their way out with a great deal of hard work.

Once out they will be faced with the problem of cleaning fine ash out of all of the gear that they had unpacked. It is entirely possible that they will have to completely strip their guns down to get the gritty, destructive ash from the mechanisms. Cleaning the Ranger could be even trickier as much of the drive train and engine will have to be disassembled and cleaned. All in all they will probably be there for some time.

The weather outside is cold and a misty rain will be falling most of the time the team is up and around (75% chance per day through the next six weeks). While this in itself is not life threatening, it does cut down on the visibility and will make it harder for the team to stay warm and dry while dealing with the locals.

2. Movement

Once the team leaves the bolthole, they will find themselves in a barren wilderness about 2 kilometers south of Issaquah, Washington. Investigation of Issaquah will show that the town appears to be buried in a gray, powdery dirt (decaying volcanic ash) that is in

places up to three meters thick. The town is completely abandoned and in ruins, and shows no signs of human habitation for quite some time.

Searching through the town will eventually lead the Team to the Open Road where it passes through the ruins; the Road follows roughly much of I-5 in this area. It is in fairly good shape, although in many spots potholes are either covered with scrap steel or simply filled in with rubble. Although the original Interstate was a four-lane superhighway, the current roadway is usually no more than two lanes wide except in isolated open areas which (investigation will show) seem to be campsites of some sort.

Radio scanning at this time will reveal absolutely nothing on the air at this time: the ether is dead. Radio contact with Prime Base will still be intermittent at best, and attempts at raising any of the Teams in Combined Group Seattle will fail (see the RECOVERY section for more details).

After a while, the team is likely to have an encounter with someone on the Open Road - probably with the Biker Gang called the Tams, although any of the Gypsy Truckers mentioned earlier may be on the road as well. In the cold misty rain, the team may not see other vehicles until it is too late, a very poor way to have a first meeting with the locals.

Or, alternatively, the players might not see anyone during their trip to Seattle. In this case, the team's first encounter might be a sudden confrontation in the ruins with the Rebels or a startled group of Soviets who flee before the team has a chance to talk with them. In this case, the team might make some very erroneous reports to Prime Base about the conditions in Seattle.

Eventually, contact with the locals will occur and this should lead the team to the Rebels, who will insist on leading the team back to their base at the Space Needle. This encounter will lead to the rebels giving their version of history and the appearance of the team will cause general celebration among the Rebels. The next day the Rebels will demand that the team do something about the Soviet Menace to the south.

As the Rebels will believe the team to be US Army Green Berets, the team may have a lot of explaining to do. Are they trying to impersonate the Green Berets? Do they have powers and abilities like them? Why are they here? The rebels have found their long-awaited saviors, now they want them to kill every man, woman and child in the Soviet camps, sparing no one! While the team may accept this idea (given their prejudice against the people who destroyed the United States) they will eventually find out that the Rebels enjoy torturing helpless women and children as a fun sport, own slaves and that in general they are not too far above barbarism. Of course, any hesitation on the part of the team regarding this will result in trouble.

This trouble becomes more prevalent if the team suggests trying to talk to the Soviets. Talk with the

enemy? The Rebels are certain to look upon the team as a bunch of traitors, and given the Rebels' delight for torture, the team may have to fight its way out of the Rebel camp.

A meeting with the Soviets will be difficult at best, utterly impossible at worst. The team is likely to march around fully armed like they are looking for trouble, and the Soviets (who are completely familiar with the rubble and use it to their advantage in hiding) will be able to see the team coming long before the team sees the Soviets - if they ever do!

Some of the Gypsy Truckers, mentioned earlier, may be useful in helping the team make contact with the Soviets, although having the Truckers looking over their shoulder all the time may make the team a little nervous. If the team can make a peaceful contact with the Soviets, they may find them to be a useful ally...once they convince them that the War ended long ago and that the team are their friends. This may not be easy if the Soviets have seen the Team entering Rebel territory, or if the team is followed by the Rebels who use the meeting as an opportune moment to launch a surprise attack. Still, these people (despite how they got here) are the kind of people the team was meant to help. The contents of a typical RECON team's cache would help the Soviets to fend off short-term starvation and disease before the end of the coming summer. Without this help the Soviets will have a great deal of trouble surviving with the Rebels skulking about the fringes of the Soviet farms.

The team will eventually probably try to get to the red diamond marked on their AutoNav computer (Commo Base Kilo Alpha). This is not going to be easy as the interstate bridge over Mercer Island went down long ago and there is no way to get a vehicle over to the site. There is some twisted wreckage, a mass of bent rusted steel beams and corroded concrete pontoons and pylons, still poking up above the surface of the lake.

If they make it to the island (say by building or getting the locals to give them a boat), without the use of the AutoNav the team will have some trouble finding the exact location of Kilo Alpha. How they do it will probably vary: a paper copy of the map shown on the AutoNav would be a start, and the team might think to use their laser rangefinder to help map out the actual location on the ground. But remember: the land has changed. The things the maps show are now either gone, altered or simply not visible under all that ash. An ingenious team might take sightings off of known targets, like the Space Needle and the MPV on shore, and triangulate their position against what the AutoNav shows, but this requires splitting up the team and doing some clever thinking. Kind PD's might want to leave enough clues visible through the ash that the team can make an educated guess to the approximate location of the entrance and allow the team to work it from there.

Activating Kilo Alpha and recalling the other teams will take a lot of time; the team may be caught on the island at night, away from their vehicle, surrounded by any number of people/animals listed in the encounter tables. The people and creatures listed in the Encounter Table could make their way to the island and surprise the team at night if they saw the team cross or if the team lights a fire during the night.

3. Trouble

Either before the team starts to look for Kilo Alpha or after they have activated the receiver, the team will get some startling news: there is a nuclear submarine still intact (though they won't know it) with Trident missiles intact.

They will get the information from Prime Base which received some CW intercept indicating that the Warrior's of Krell have discovered the base and are sailing up the coast to take it over. Unlike Damocles, Prime Base uses the land grid system and so, in conjunction with their auto-nav, the team should know where to go - getting there is another matter altogether.

If the team has activated Kilo Alpha, this is the first thing Prime Base will tell them. Prime Base will then order them to take whatever steps are necessary to keep the Warrior's of Krell from getting their hands on anything they shouldn't (like nuclear missiles). The PD can make this communication from Prime Base as detailed as he or she wants but remember that Prime Base will not be eager for long conversations (particularly not ones filled with stupid questions) due to the danger of hostile RDF. If the PD desires, Prime Base could have received detailed information from Damocles about the nature of Base Tango and the Montana but it is usually better to have the team discover it a little at a time.

If the team has not activated Kilo Alpha for whatever reasons, then a "skip" message can suddenly arrive from Prime Base in the midst of whatever else is happening. This could be interesting if communication is intermittent and the team is busy when the message comes in (e.g., a firefight with the Rebels), the team could get a very scrambled message. The PD should not help them or repeat any messages that are interrupted by bullets or other distractions; it's up to the team to decide what the message meant and what they should do.

Clever teams may make contact with the Whale Worshippers (or this may be suggested by the Soviets) for help getting to the base. The Whale Worshippers know exactly where the base but will have to be convinced to bring the team to the 'Shrine of The Great Whale'. The team will have to convince them that the 'whale' is in danger and that they want to protect it but need help finding it. The problem is that the team will want to try and enter the sub to check on its status and

the status of its missiles. The Whale Worshiper's won't like this and will get actively belligerent if the team insists on poking around the "whale."

With the help of the Whale Worshippers the team would be able to take boat to St. James Island but the trip will take 4-5 days (don't forget to roll for seasickness!). Of course they will only be able to take what they can carry in the small sailboats and kayaks the Whale Worshippers' use so this limits the team to small arms and a few grenades each with possible a demo pack or a LAW if they think of it.

If they don't make contact with the Whale Worshippers, they will either need to borrow a boat from someone local (any of the team know how to sail?), hire someone to take them there by boat (navigation is going to be tricky without the autonav) or travel overland.

If the team decides to travel to La Push by road it is going to be a problem.

It is 230+ miles by road from Seattle to La Push and it calls for crossing the Olympic peninsula. The road is fairly intact from Seattle to Aberdeen and the team may even be able to make 30-40 miles a day some days. Once to Aberdeen though, things get harder. The road from Aberdeen to the La Push turn off near what was the town of Forks was never what could be called a superhighway. The road down to La Push was always poor.

Today, these roads are virtually impassable. An active team, working all out, could average no more than 10 miles a day, and some days it would probably be less than 5 miles.

Bridges will be out, trees will have fallen over the road and in places the forest will all but obliterated it. A team which tries to negotiate a way across north from Aberdeen will be at it for weeks. Long before they reach their destination, their backs, and the vehicle's axles, will have given out.

With perseverance they should be able to reach the Aberdeen area which is some 130 or so miles south of La Push in about 2-3 days but the remaining distance will take then 2-3 weeks and they will probably arrive on foot due to vehicle breakdown (assuming the don't get too badly lost) and minus a lot of equipment and ammunition they set out with.

Probably the best way to reach La Push would be traveling overland to Aberdeen and then taking boat to La Push though this will take 4 or 5 days too. Of course, they won't know ahead of time that the Aberdeen-La Push road is impassable and so they may set out figuring to get there in a few more days only to discover that the reality is significantly different. And it doesn't explain where they're going to get the boats to sail from Aberdeen.

4. La Push

Once they reach what was La Push, they will find the area deserted of all but a few fishermen who will do all in their power to escape and avoid the team. If somehow the team manages to convince one of the locals (be they Indians or not) to talk, they will find them singularly unhelpful. In the first place, they talk little or no English. Even the few white descendants left in the area are essentially Indians. They speak one of the Indian dialects, probably Quileute, they live by hunting and fishing and have never traveled more than a half a day's sail or walk from here in their entire lives. If the Whale Worshiper's are along with the team, they will be able to translate what they say, otherwise the team is unlikely to get anywhere talking to the locals.

If they do manage to communicate via the Whale Worshipers, the team will find the locals care little for what happens in the world aside from the state of the fishing and hunting. They will remember other people coming in boats but may or may not want to talk to strangers about it and even if they do, they will not be able to talk about kind of equipment and weapons, where they came from, who they are, how long ago they were here, etc. About the only useful pieces of information they could provide are that there were more than four strangers and they explored the island carefully, disappearing into the hole in the ground for a time before coming back out and leaving. If pushed they will describe the strangers as wearing strange clothes with patches bearing a symbol which (unknown to the team) is the Krell symbol.

On exploring what was the town of La Push the team will find little left standing and nothing of interest beyond a set of hand tools in the Coast Guard Station. St. James Island is another story. Assuming they have boats to get to the island (or they feel lucky about their skill as swimmers), they should be able to get to the island and pull up on the cove on the west side of the island. Attempts to land anywhere else are singularly foolish and nobody with any experience with water craft (e.g., the Whale Worshiper's) would even try. Of course the team may not have anyone with experience and so will have to make a series of Swimming, Mountain Climbing and Luck rolls to get onto the island from a pitching boat or to climb out of the surf and haul themselves up onto the rocks.

5. St. James Island and Base Tango

Once on the island they will find that the opening in the roof of the subpen is the only obvious way into the pen. They will have to rappel down using rope (anyone remember to bring some?) or else they will have to search until they find and then clear one of the blocked entrances. The latter will take quite a bit of time and effort and will be somewhat chancy, particularly if they don't have the tools for the job.

If the team decides to try and clear the exits the PD

can have a lot of fun with the now defunct booby-traps. In one playtest we had a player discover the trap by the stairs after he had started shifting a particularly heavy boulder. The player then attempted to "not move" while his team mates tried to get to and disarm the booby trap. After repeated rolls the player holding the rock lost his grip and the rock plunged back into the stairway bringing a cascade of smaller rocks down onto the explosives – and nothing happened! All the players sat and had the shakes for 15 minutes before we started again and we required a successful roll of Con x 3 or less on a D100 to see if their nerve broke before we'd let them go at it again.

Once into the base there is a lot of exploring to do and not a lot of light to do it with (Anyone bring a flashlight?). The eerie half-light from a probably overcast sky falling through the opening will do little to illuminate the pen and once the team begins to discover the bodies of the 160 crew members the spooky quality of place should assert itself. This in conjunction with the booby traps and the feeling of "who-knows-what" around the corner will make most teams jumpy. Discovering the weird talismen of the Whale Worshipers lying below the sail of the boat will add to this feeling

The makeshift clinic on the dock will have what's left of the bulk of the crew. They are still at rest on cots and bedrolls in an area blocked off from the rest of the pen. Off in a corner by the entrance to the pen is a pile of body bags which was where they put the dead until the dead outnumbered the living too badly. Though there was no place to run to, it is still a memorial to the discipline of the crew of the Montana that no one tried to escape once the disease had begun to collect its deadly harvest.

Assuming the team tries to get onto the Montana, one problem a team without rope is going to have is that with the sea level dropping the sub has come to rest on the bottom of the sub basin and the gangway from the dock to the Montana has collapsed into the basin leaving no good way to get to the sub itself. The best shot is by trying to climb up onto the sail of the Montana as it rest against the right side of the basin. Of course this isn't easy as it slopes about 30° and the edge of the basin and the hydroplanes are a good 20 feet off of the ground. To make matter's worse, everything is covered with a slippery coating of moss and slime. The PD should make the players make a Climbing roll for every 6-10 feet they move across the steeply canted deck.

If the team is accompanied by the Whale Worshipers the Worshipers will actively try and prevent the team from climbing onboard the Montana. Remember, though they may have helped the team get here, they are NOT trusted allies. They are superstitious fanatics in a holy shrine. As far as the Worshipers are concerned, the only purpose of this visit is to convince the team of the holiness of the shrine. From their point of view, how could anyone be

some foolish as to doubt the divinity of the Great Whale? Who would be so profane as to disturb the Dead that guard the shrine? And most of all, who would dare to so much as touch, let alone move the Sleeping Young (missiles) or the Mighty One?

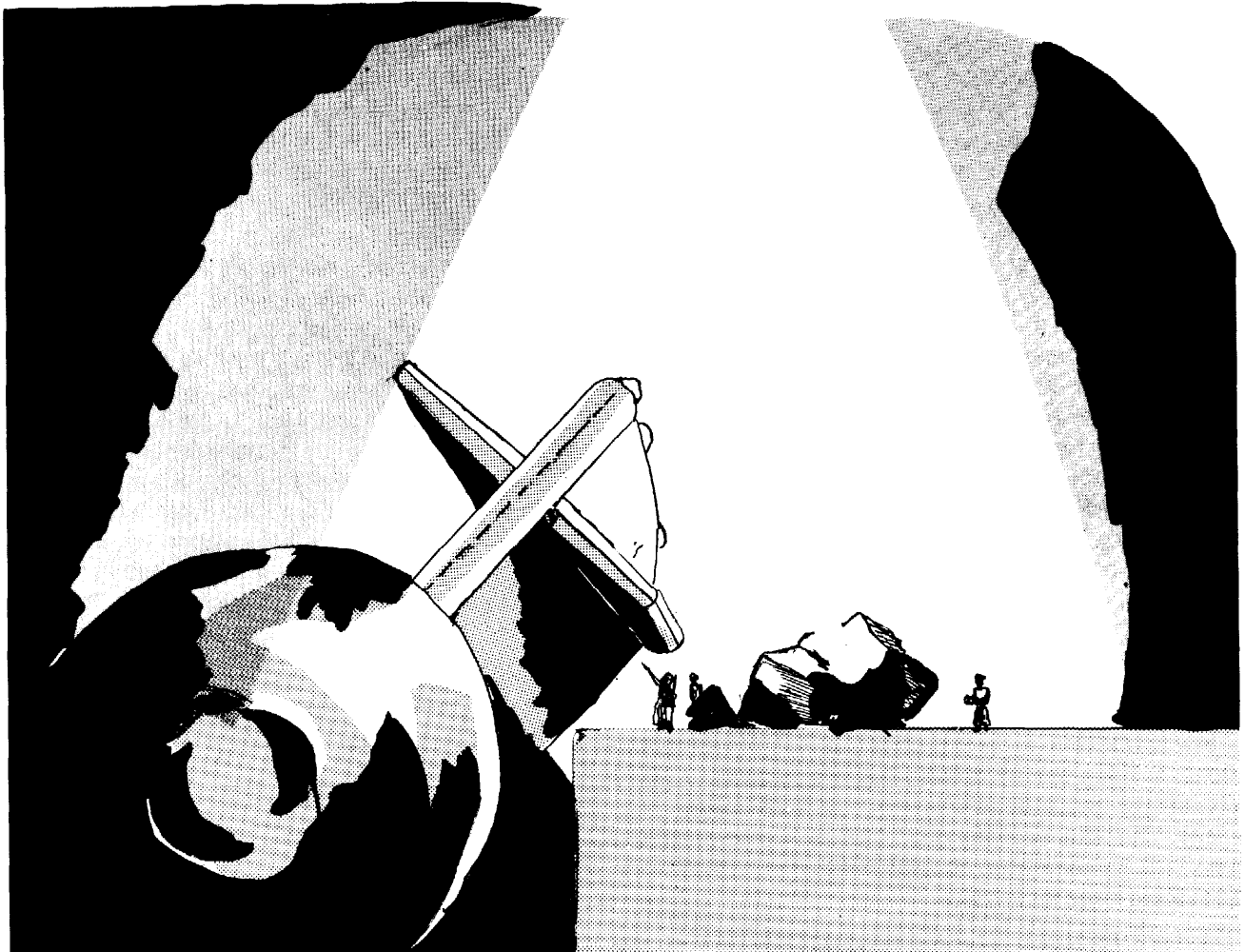
Assuming the team gets onto the Montana they will find a grisly sight. The last watch died at their posts. Each sailor and officer left alive stayed at their post in case there was a last minute need to set to see to scuttle the boat should the enemy be sighted. One by one they died waiting for orders.

Long before they began the Final Watch the crew had destroyed the codebooks, logs and other information that might interest an enemy. They reckoned that friends would have their own codes and information to get the Montana back on patrol. Even the maintenance manuals for the equipment have been destroyed.

The sub's reactor is long since cold, the electronics corroded to unusability, the stores, dust. What was once an intricate mating of men and machines is now a cold lump of corroded metal and the skeletal remains. No matter how long the team searches, they will find nothing of use or interest and empty compartment after empty compartment with only the crumbling remains of the crew appearing at unpleasant intervals.

Back in the base, alert teams will notice that once away from the Montana and the area near the Whale Worshiper's shrine there are footprints in the accumulated dust and slime. Someone has been here in the not too distant past. If a character has Tracking as a Knowledge skill, and successfully rolls it, he or she would say that there were between 7-10 people here and that they were wearing boots. If he or she successfully makes a second roll, they will estimate the tracks as being over a week old. If either of the rolls fails (PD should roll for the player) then the estimate will be quite wrong but the player will be quite certain they are right (e.g., 14 people, two days ago).

Exploring the storerooms the players will discover that there are 48 missiles that are apparently intact and in sealed storage. In fact, they will find that one of the 44 foot missiles has been broken open and that it does in fact look pristine. If anyone thinks to use their CBR kit near the missile, they will find that while the radiation level is not enough to set off the alarm (i.e., it is not at the danger level), the radiation reading will definitely be higher than the normal background level. In other words, the missile still contains radioactive material. (For those who don't know it, hydrogen bombs are fused by atom bombs.)



The team is now faced with an extremely difficult situation. They are on a foggy, rock-strewn island off the coast of Washington with enough missiles to destroy the remaining civilization in the country should they be launched. They have evidence that someone, probably bad guys, have been here and have discovered the missiles too. In all likelihood they have little in the way of firepower to defend the island from the bad guys. Unless they left someone back at Kilo Alpha to act as a relay they are out of touch with Prime Base. What is to be done?

They can: 1. Try and destroy the missiles. 2. Try and hide the missiles. 3. Go for help. 4. Try and defend the island.

Let's take these one at a time.

1. *Try and destroy the missiles.*

Trying to destroy the missiles is a tough job (though the team may not see it so). While it is relatively easy to destroy the electronics of a missile, it is much tougher to destroy the bomb itself and/or make it impossible to construct a working bomb from a missile which has been jimmied. The only surefire way is to destroy the materials the bomb is made from. The problem with this is that since the materials are radioactive it can be personally lethal to try.

Of course the team may destroy the electronics or some such and then leave. They won't have any inkling that anything is wrong until either they report in (Prime Base will start screaming before they're finished reporting) or until the Warriors of Krell announce that they have nuclear devices ready to drop on certain select targets unless all Morrow team's surrender (especially Prime Base).

If they have brought a demo pack, they can blow the missile storeroom up (thus spreading radiation up and down the coast) but this does *not* guarantee that all the missiles will be destroyed beyond repair (though it will make it very, very hard for anyone to recover them given the levels of radioactivity which will spread around).

2. *Try and hide the missiles.*

This is a stop-gap solution where a team might try to hide the missiles until help can be found. A likely place might be to dump the missiles into the water thus making it much harder for anyone to recover them and increasing the chance that the missiles will become ineffective if they can't be recovered before seawater gets into them (which will take time since they were sealed against this). Unfortunately, the team has no good way to move the missiles. Each missile weighs 130,000 pounds and is 44 feet long. The crane for moving the missiles is long since out of commission and the team is at the bottom of a 50 foot high hole. Teams that think of this option are usually forced to reality fairly quickly.

3. *Go for help.*

Two problems here. First, there almost certainly isn't enough time to go get help and come back before Krell gets here. Second, who can they get? The Rebels? The Soviet's? The Whale Worshiper's? How 'bout calling Prime Base? If Prime Base *had* any help, do ya think they'd a sent an ill-equipped bunch of C&C types??

4. *Try and defend the island.*

Unfortunately, this is probably the way to try and keep the missiles out of the bad guys hands long enough to think of some other solution. (Listen, you think anyone above the age of 13 *wants* to be a hero?)

While this is bound to be tough, things are not *all* bad. The Krell outfit that returns will almost assuredly be coming to scavenge the missiles, not to fight. The team has enough firepower, if effectively used, to keep the Krell from landing (if the Krell make a successful landing, the team's had it unless the Krell have been reduced in number to fewer than a dozen and long before that has happened they will have gone for reinforcements.) There is an added plus too if the team looks around: in the storeroom there are a number of weapons and ammunition for them packed in cosmoline. The team should be able to unpack and clean several of them in a day. (Alas, no LAWS or such like, only carbines (CAR-15), pistols (M1911) and rifles (M21)).

The team should have (though they don't know it) a day or two to prepare positions, surprises, etc., and the rocks and other concealment should give them the basic materials to work with.

In one playtest the team wired a Dead Man's switch to a demo pack set to blow the missiles if they were killed off. This gave them the double option of destroying the missiles if all was lost, thus entering into the glorious roles of Heroes of the Morrow Project and *threatening* to destroy them should the Krell be interested in negotiating. Alas, we never found out what the team would have done as they stopped them on the beaches.

The keys to defending the island are: staying alive until the Krell ship arrives, and, unless they have somehow contrived to find and carry heavy weapons, waiting until the landing party has left the mother ship. Staying alive is a question of how much in the way of supplies they carried with them and when they arrived. For most sensible teams this shouldn't be too much of a problem but remember: there is a limit on what people can carry. You cannot assume that a team member has carried 2 weeks rations *and* a gun with several thousand rounds of ammunition *and* a radio *and* a demo pack *and* a dozen grenades, etc. Particularly not if they arrived after traveling by foot

through the Olympic peninsula. Remember to have them specify very carefully how much of what they are carrying when they leave the Ranger behind and have them figure the weights out for all of what they carry (don't forget to check for bulk too!).

Once the Krell ship arrives, a lot will depend on how prepared the team is. Have they posted a lookout to keep watch at sea? Have they prepared firing positions which will keep them concealed until the firefight starts and then give them some cover? Are all the team members on the island or have they put some people on the mainland to increase the area they cover and to discourage a flanking maneuver?

Firing at the ship with rifles and submachine guns, while it may be satisfying, will not stop the Warriors. While they aren't prepared for a pitched battle, they are armed and there are enough of them to do the job if they have a chance. If the team has a LAW or an Armbrust they have more firepower but must use it carefully.

Many players figure that if a LAW will kill a tank it will kill a ship. It just ain't so, Joe. First off, depending on time and tide, the ship may not get within the 300 meter effective range of the weapons (though it probably will to make transshipping the missiles easier).

Second, these weapons are designed for punching a hole in a tank so they have a fairly directed blast. Unless the team puts a hole in the ship below its waterline, while they will do damage and possibly kill some people, (and certainly make the captain of the ship more cautious), it should not cause the ship to "explode" (save perhaps on an 01 roll of a D100 when they hit the engineer room or the fuel supply if it is an oiler).

Putting a hole below the waterline can be tricky. Fire too low and the missile will hit the water and blow up harmlessly. Too high and they will put a hole in the ship above the waterline, which will not sink the ship. To sink the ship they must hit right at the waterline and expect that it will take some time to sink. Hitting that precisely while the ship is rolling up and down in the waves is virtually impossible (roll 5% or shooting skill level or less to hit exactly where you are aiming - with a random miss otherwise which may or may not hit the ship at all). In fact, hitting the ship can be a problem for the same reason (subtract 10% from normal skill level unless the ship is within 100 meters of the shooter).

The result is that teams that rely on a LAW or Armbrust to "do the job" for them will be in for a nasty surprise. Perhaps the best strategy is to wait and use any antitank weapons at the same time the rest of the team opens up with their other weapons and rather than shooting to sink the ship, shoot for the bridge in hopes of killing the captain and officers.

So the team must keep themselves hidden until the Warriors have launched whatever landing boats they

have. When they are close enough (less than 200 meters) to the island, the team should be able to wipe them out. The element of surprise should keep the Krell from making an effective response until a lot of damage has been done.

The question is, is the team capable of hiding themselves carefully enough and then waiting long enough? Many teams are not disciplined enough for this. Once the cat is out of the bag, if the first blow is not decisive the team is unlikely to succeed. The Krell captain has a couple of hundred crewmen with arms to go around and a deck gun to encourage the team to keep their heads down. His big weakness is a finite supply of boats. If the team can destroy the boats and the crews he sends out initially, they will be able to hold out (but for how long?). If they don't, the Krell captain will move out of range to size up the situation, soften the team up with his deck gun (a 40mm gun for coastal raiding and pirating), organize landing parties, and, while the team will hurl them badly, they will probably not be able to keep them from taking the island.

In the most exciting (if not the best) playtest, the team made the mistake of opening up too soon and ended their careers one-by-one in a last ditch defense of Base Tango. They died on their own Final Watch. For further adventure, should the PD want to continue with a scenario which has reached this point, you could allow the team to get off a final message to Prime Base of what had happened and then set a new team to recapture or destroy the missiles (maybe using one of the other Combined Teams?).

If the team survives the initial onslaught and does enough damage, the Krell captain will leave to get reinforcements. It will take about 20 days before they arrive loaded for bear. What can the team do during this time?

There are a number of choices here and a lot depends on how the team got to La Push and how the PD wants to play it. The team will have time to send some people back to their vehicle, or even Seattle, if they have boats to travel with. If some or all of them return to Seattle they may be able to get to Kilo Alpha and talk the situation over with Prime Base. Prime Base may be able (through prodigious effort) get them the location of another team in Combined Team Seattle (we suggest one of the Recon teams or the Engineering team) which might be able to help them deal with the problem of the missiles and, if necessary, their defense.

If the team can lay their hands on the appropriate equipment (say from the team LF-2) they could work on sectioning the missiles to remove the warheads. This would leave a heavy, clumsy package, but one that they might be able to transport out of there. A clever team might even convince the Whale Worshipers to help dump the warheads into the ocean if they can think of no other way to dispose of them (or don't have

the time and/or equipment) by telling the Worshippers that the “young” must be sent to sea to “mature.”

All-in-all the team has a lot of work in front of them and not a lot of time to do it in. Remember, don't let them know how long until the Krell will return, it will keep them working hard.

If the team is able to deal with the missiles and get out of there before the Krell return, they will still be faced with finding the other teams in Combined Team Seattle. This will be dangerous, difficult and time consuming and to make matters worse, the Krell may well decide to look for them while they're doing it. All-in-all, there's a lot left to keep the team occupied.

If their initial salvo does not do sufficient damage to drive off the Krell (PD's discretion), then the team is in for a long siege. The Krell captain may still storm the island or he may decide to wait the team out. Whatever happens, the team *must not abandon the missiles to the Krell*. If the PD feels generous and the team has played well, he or she can always fall back on *deus ex machina* in the form of an SK-5 Hovercraft being scrambled by Prime Base.

DESIGNER'S NOTES

This scenario is one of the toughest we've published to date. The team must not only cope with the ruined city of Seattle, they must also deal with a situation which they are ill-trained, equipped and prepared for.

Many teams will fail. How they fail and what happens then is what's important. Unless they end up dead (which is certainly possible) the scenario has a lot to keep them busy. If the Krell capture the missiles and the team is still alive, their mission becomes the destruction of the missiles. If they fight off the Krell they will have to deal with what to do with the missiles. Assuming they are able to get the missiles out of there, the Krell will begin to hunt for them. They will need backup fast. The likeliest possibility is the other teams in Combined Team Seattle but the team is going to have to return to Seattle and find them.

One variation we playtested which the PD may want to try is instead of having Prime Base announce the location of Base Tango, the team can hear rumours of the “lair of the great whale” from the Whale Worshippers. In our playtest we decided that the Worshippers are looking for help in their holy quest to protect the Great Whale from violation by outsiders (the Krell). The drawback to this is that it turns an already difficult module into virtual impossibility as the team will have to leave most of their equipment behind to get thereon the Worshipper's boats.

Once back to Seattle, what happens if word gets out that they found weapons leftover from the War? Will the rebels demand they use them to wipe out the Soviets? What will the Soviets think about the team's sudden and lengthy disappearance?

If the team has the misfortune of being killed in the defense of the Montana, the PD can keep the scenario going by finding a way to wake up one of the other teams (not necessarily a MARS team either).

In any event, if things ever settle down again, Prime Base will be interested in a full report of the state of Seattle. They will probably conclude that they don't have the resources to build anything in the Seattle yet and so they may order the team to collect the locals who will go and move them to the Snake River area. Explaining to either the Soviets or the Rebels that they should move out should be interesting let alone trying to move both together!

In any event there is plenty to keep both the team and the PD busy for a long, long time.

Good Luck!

NEW EQUIPMENT

AK-74 (AKD) Assault Rifle

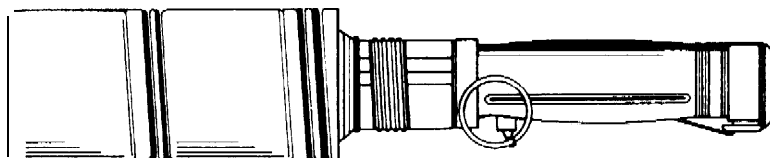
Caliber:	5.45x39mm
E-Factor:	13
Weight (Empty):	3.6kg
Effective Range:	400m
Max. Range:	2500m
Type of Fire:	Selective
Rate of Fire:	50/120 rpm
Feed Device:	30 rd. Plastic Magazine
Feed Device Wt.:	.5kg
Basic Load:	Two 30 rd. mags
Load Weight:	1 kg
Total Weight:	4.6kg

Additional Comments:

The AK-74 is an updated version of the AK-47, firing a bullet of smaller caliber. This rifle is much like the original AK-47 that preceded it but it uses an orange magazine to help distinguish between the two rifles. It should be noted that the Soviet 5.45mm ammo the NATO 5.56 are NOT interchangeable.

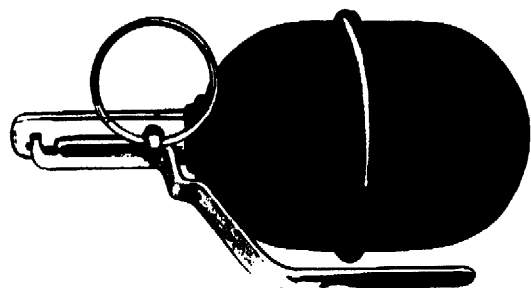
RPD-7D Anti-Tank Launcher

E-Factor: 1030
Weight (Empty): 6.8kg
Minimum Range: 30m
Effective Range: 300m
Max. Range: 920m
Type of Fire: Single Shot
Burst Radius: 5m
Round Weight: 2.3kg
Anti-Armor Class: D
Basic Load: 2 rounds



Additional Comments:

The RPD-7D is the standard anti-tank launcher of the Warsaw Pact Forces, although it was being superseded by newer designs like the RPD and RPG-18 by the time the War broke out. The basic design is quite simple and effective, though the round can be pushed off-target by strong crosswinds. This particular version can be disassembled into two parts to shorten the launch tube for the convenience of paratroops.



RKG-3M Anti-Tank Grenade

Grenade Class: D
Weight: 1.07kg
Effective Range: 20m
Fuse Delay: impact
Burst Radius: 20m
DPW: 1310
Anti-Armor Class: D

Additional Comments:

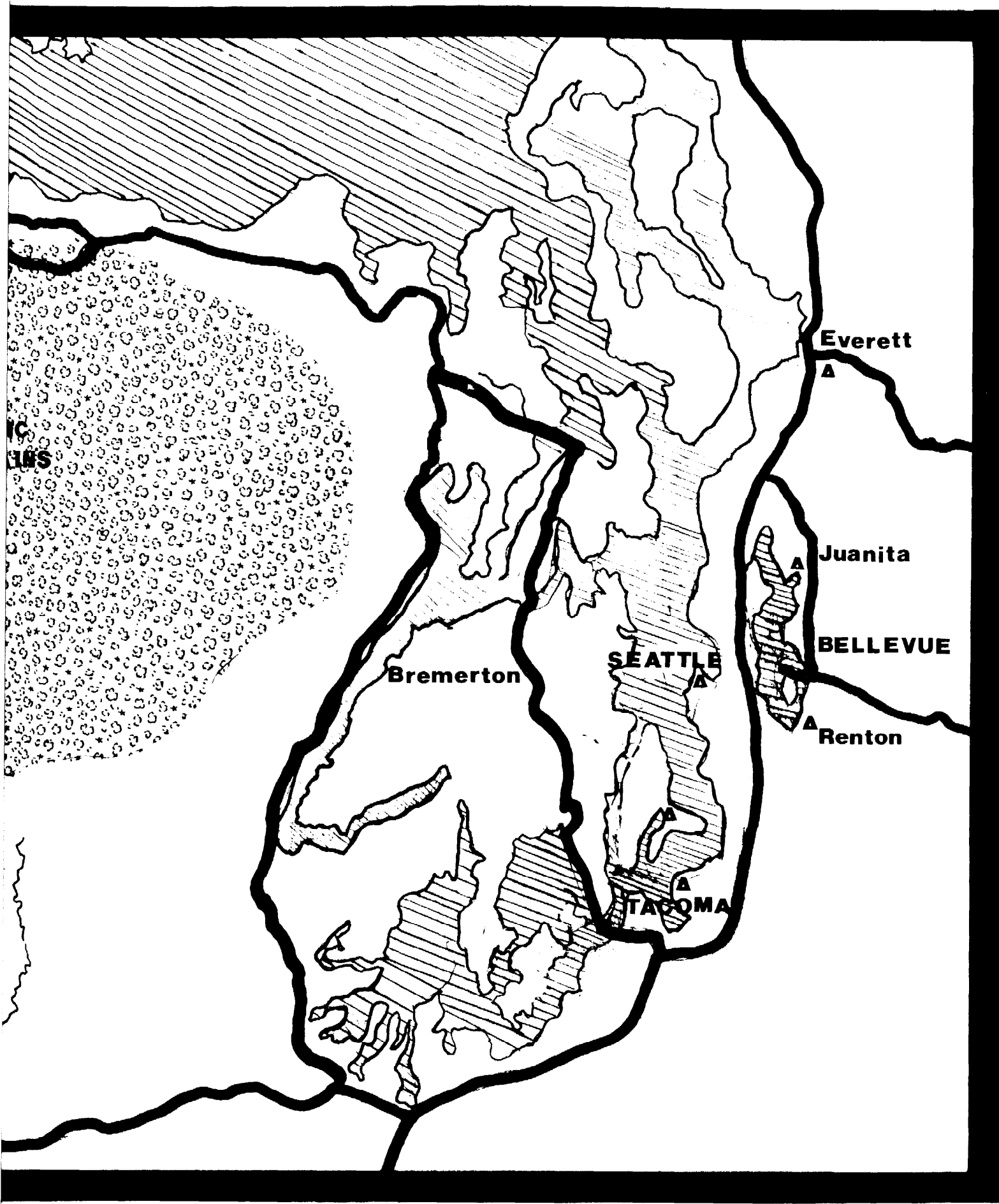
The RKG-3M is an anti-tank hand grenade and as such has no direct equivalent in the MP issue equipment. The explosive is a shaped charge in the head of the grenade. When the pin is pulled, a four-panel fabric drogue is released as the grenade is thrown, arming it and guiding it so that it impacts nose first. As these grenades have an impact detonator they will fail to explode only 15% of the time.

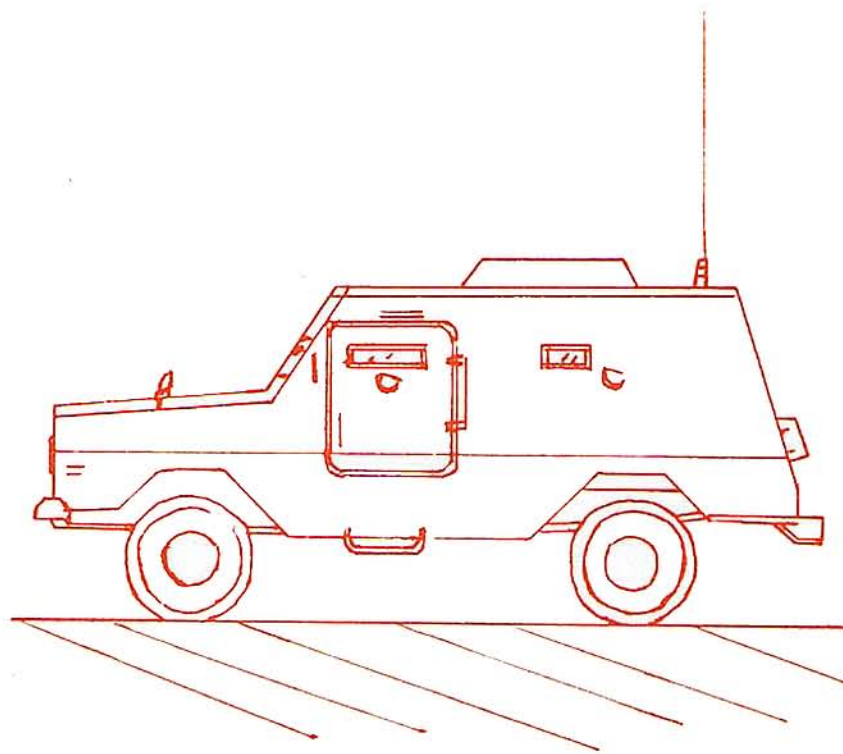
RDG-5 Fragmentation Grenade

Grenade Class: B
Weight: .31 kg
Effective Range: 35m
Fuse Delay: 4 seconds
Burst Radius: 15m
DPW: 122
Anti-Armor Class: G

Additional Comments:

This is the standard fragmentation grenade of the Warsaw Pact; the blast scatters fragments (E-Factor 4) throughout the blast radius. Those RDG-5s used by the Soviets in Seattle are in good shape but old and have a 50% chance of failing to explode when used.





Combined Team Seattle's Mission was to help the survivors of Seattle rebuild the shattered remains of their city. Command Team UC-1C hadn't bargained on what had happened to the city after the passage of 150 years. They were even less prepared for the threat of annihilation to the Morrow Project they faced alone in the fog of the Pacific Northwest.

This game package contains all of the information, maps and systems necessary for the Project Director to run this scenario. The package includes information concerning new weapons, the Commando Ranger Mobile Command Post vehicle, a Morrow Project Communications Base and more.

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