

# OPERATION: DEEP FREEZE



By Robert Rosenthal  
Illustrated by Waker Moore

*You knew it was dangerous when you first joined the Project, but you had hoped that the worse was behind you now. The shock of awakening in the 22nd century seemed to bring you closer with the other members of your team. They've become your lost link to life before the holocaust. As you move through the trees you begin looking for clues that might explain what happened to your missing companions. A glint of steel catches your eye—a tranquilizer dart. Whoever it is, has captured your friends alive and possesses some technology. From over your radio a team member announces they've found tire tracks leading south. You regroup at Damocles, your main base. Fearing for your friends' safety you act quickly. Leaving a skeleton crew behind, the rest of you set out in the fusion-powered V-350 in search of your missing comrades.*

# CAMPAIGN BACKGROUND

As a member of the Morrow Project, an organization dedicated to preserving mankind, you had agreed to be cryogenically frozen. You expect to awake shortly after the next nuclear war, sometime before the year 2000. Teams such as yours were planted all across the U.S. with the most sophisticated equipment, but as always, "The best laid plans of mice and man. . ."

Your team awakes in the cruel environment of the 22nd century where genetic mutations and vicious clans threaten your survival. Upon awakening you were to be contacted by prime base and given orders based on the situation at hand, It has been over a year and that contact has never been made. So you follow your prime directive, to aid the surrounding populace however you can. You set up your own prime base at an ex-army complex you've found in the upper peninsula of Michigan. The base is run by an artificially intelligent computer known as Damocles. With its help you have managed to raise other teams rallying them at Damocles. Life is not easy but a new era begins to bloom.

News of your gallantry and knowledge began to spread. These tales aroused the curious who were looking for a place to settle. It also aroused the greedy who were looking for profit,

## PROJECT DIRECTOR'S BRIEFING

This scenario is designed for an ongoing Morrow Project campaign. Members from an existing team are abducted by Slavers and sold to a group of renegade geneticists known as the Breeders. During playtesting, two members from Damocles were kidnaped while out on a hunt. The remaining team was then fed off a cross-country odyssey to find them. Exactly where this takes place will be largely dictated by the campaign in progress. On the search the team ran into a small military force and the sworn enemies of the Morrow Project, the Warriors of Krell. The Morrow team at Damocles had their own problems, as they had to fight off an attack from an advance group of Krells. The scenario ended with the team finally rescuing their captured companions only to find themselves cutoff from Damocles by an army of Krells. All or none of these events may apply to your campaign, but fleshing out the adventure should give the imaginative Project Director something to think about.

### THE ABDUCTION

The method of the abduction will vary somewhat with terrain. The Slavers will attack a group of three or fewer members with full surprise on their side. Assuming a forested terrain two Slavers will be in trees with nets, while two others will be well camouflaged in the bushes with dart pistols. The dart is a nerve agent that will cause almost immediate paralysis. Death will occur in seven minutes after the paralysis takes effect unless an antitoxin is given. Use Table D of the poison chart on p. 42 of the gamebook each round to see if the paralysis takes effect.

Any communications the players get off to home base should be the only clues the other players have as to what happened to their friends. (If the players captured are to play another character until they are rescued then all they should know is they were shot, and possibly dead.) Another method of capture would use one of the female slaves with her foot caught in a steel trap. When the team comes to her aid two Slavers with gas masks hidden nearby will throw two BZ grenades. All the captured players should be told is that they were hit by two grenades. When the area is searched either the darts or the BZ canisters will reveal that they were not killed. On a successful

tracking roll tire tracks will be found indicating which way the Slavers went. If this fails, an escaped slave will tell the players which way the Slavers were headed with his dying breath.

Once captured, the players will be handcuffed to a slaver and then given the antitoxin to arrest the paralysis. There are 10 Slavers and approximately 10 to 20 slaves. The other slaves are mostly towns people and some suffer from genetic defects and radiation poisoning. The Slavers are equipped with two 2½-ton trucks and at least one firearm per person, plus the equipment from the captured Morrow Project members. The Slavers are taking the majority of their slaves to the Rich Five. The Morrow personnel end another slave of uncontaminated stock will be picked up along the way by a small group of the Breeders in a jeep and an XR311 captured intact. The Morrow team should have a chance equal to their tracking ability to detect the tracks of the other two vehicles. Use any subtractions deemed appropriate due to weather conditions. The Slavers will continue on into the Kentucky highlands selling the rest of their slaves to the Rich Five, before turning about. If they meet up with the team on the return then they will turn tail back to the Rich Five rather than fight.

## THE RICH FIVE

The Rich Five is a group descended from five wealthy industrialists who were frozen along with a portion of their empire before the war. Awakening from their cryogenic chambers a hundred years before the first Morrow team, they began rebuilding their world. They are equipped with all the luxuries that a third world country might offer and the best weaponry available to any military force in the world. They have rebuilt much of their surrounding area through slave labor until it is now progressed to a mixture of the late 1800's with 20th century technology. The members of the Rich Five do not ask where the Slavers get their slaves, so they do not feel that they are doing any wrong. They're doing a service by providing better food and housing than most of the slaves are used to. Their own comfort and that of rebuilding their parent empire is their prime concern. As long as the team does not interfere or insult a member of the Rich Five, they will be very helpful.

If the Morrow team approaches them about their missing companions, they will be apologetic; but they will not turn over the Slavers as they provide a much needed service. They will offer to show the team the slaves just sold to see if any of them are their abducted companions. If any of the slaves are questioned, they will tell the team that some of the healthier slaves were taken from the truck a couple of days back. The Rich Five hearing this will be notably furious that healthy slaves were sold to another group. They will ask the Morrow team to be their guest and allow them to stay at one of their homes while they get to the bottom of this. If the team refuses the Rich Five will be insulted and will ask the team to wait outside of town. They enjoy showing off their resources almost as much as they do using them. If the team stays they will each have their own room and all the luxury of what was once considered modern day living.

The Rich Five will torture one of the Slavers to reveal who the other Morrow Project members were sold to. They will use this information to barter with the team for a fusion pack or something of equal value. If the team is forced to flee, then they should encounter the Slavers leaving the next day. It should be made very clear to the team that they cannot win any sort of a fight with the Rich Five without heavy losses and a prolonged war. The only information the Slavers will have is that they sold the others to the Breeders who live somewhere in the mountains to the west. The Rich Five will know that the Breeders are a group of renegade geneticists who operate out of what used to be the central part of Colorado. The problem now is in locating the Breeders' prime base,

## WESTWARD HO!

The Morrow team will have to traverse over 1600 km to reach the Breeders' main base. The amount of encounters that occur should be up to the discretion of the Project Director. At least one major encounter should occur on the way to Colorado as they will cross a vast expanse of land. Remember the prime directive of the Morrow Project is to aid others in whatever capacity they can; and undoubtedly the team should meet some people in need of aid along the way.

Along one of the trails, 160 km from the Breeders' base, is a small town by the name of Avalon. The people are mostly farmers and although they are friendly, when

asked any question they'll refer the team to old man Merlin. He knows all there is to know around these parts.

## OLD MAN MERLIN

Old man Merlin is actually a young boy who appears to be no more than ten years old. He does not know how he came by the name, only that he's been called old man Merlin for as long as he can remember. He lives with his mute mother in a shanty hidden in the woods. Old man Merlin has the power of divination among others and the people provide him with food and services for answers to their problems.

He seems to already know an inordinate amount of information about the Morrow Project itself and will gladly aid the team in exchange for a suitable gift. The gift can be a service if desired or any of the equipment that the team has with them. Old man Merlin is all-seeing and will know all the equipment that the team possesses. He will request only something that he might find use for. A gyrocopter for example.

Once the service or gift is delivered, old man Merlin will call the team member who has shown the most wisdom and compassion into his home. Merlin will lead that person into a candlelit room of the house they have not seen before. He will ask that the team member sit quietly while he prepares. Merlin will light a sweet smelling incense and start to chant. After ten minutes he will stare directly into the eyes of the chosen team member and while his lips do not move, he will appear to speak. "The answer to the location of your missing companions will come to you from the skies above in two days time."

The team should be given this time to get their bearings, rest up, and to make any necessary repairs they need to their vehicles. At the end of the second day, a great mass in the sky will be seen coming from the west. At first it will appear to be a large spaceship, but with the aid of their binoculars the team will be able to determine that it is a group of 11 hot air balloons joined together in common flight. They will pass over the town as they descend, landing in a clearing 16 km outside of Avalon. The townspeople will look on in awe, but will feel unthreatened as Merlin has foretold of the great air wagons' arrival.

The Ballooners are made up of 15 families. They have landed to get fuel and to do some trading if the town looks prosperous enough. It will take them an hour or more to tie down their balloons securely and it is during this time they are the most leery of strangers. They possess a large number of telescopes and binoculars and will be surveying the area. Any large or well-armed vehicle approaching will be warned to stop short by a shot from one of the cannons on the balloons. If the team does not stop then the Ballooners will shoot one more warning shot before firing on the vehicle. The cannon fire is from two Rh202 mounted on each side of the ship. They have a full load of API shells, a handful of grenades, and other armaments.

If the vehicle stops, then Big Jake, along with one of the other men, will approach the team with M1 rifles in hand. Big Jake will explain that they are simple wayfarers looking for trade in these tough times. "We ain't looking for no trouble, but we're prepared to handle it if'n it comes along. So declare yourself now; be you friend or foe?" Assuming they declare themselves friend, Big Jake will introduce himself and invite the team members over

to their camp for drink and talk. The vehicles will have to stay put though, the Ballooners having had trouble with similar vehicles before.

The Ballooners will be very chatty and are interested in finding out all they can about the areas the team has traveled through. If asked, they have never heard of a group called the Breeders, but the place that they ran into the trouble with some similar vehicles is about a 160 km from here. The Ballooners saw some of the horseless wagons similar to the team's, only smaller, going into a cave in the mountains. "Hoping to find some good trading we began to descend before being chased off by some shots from below." The Ballooners have maps and will gladly show the team where the area they were shot at is located. If the team seems overly anxious then the Ballooners will ask for some trade in return for the information. The more persistent the team seems, the higher the price. This might be anything from a case of whiskey to a look at the autonav if made known to them. The maps will show the team is located 160 km from the cave the Ballooners spotted. This is the Breeders' main base and is located on the continental divide in Geneva basin near what used to be Grant, Colorado.

### THE BREEDERS

The Breeders were so named because of the bizarre breeding experiments they carry out on themselves and their captives. A religious belief has developed among them that from the Chaos, as they call the war, a race of supermen will emerge. They are descendants of a group of scientists that were caught in a secret U.S. military installation when the war broke out. They were working on the effects of prolonged cryogenic sleep on the human body at the time. Realizing they were trapped, they began working on a means to leave without harm from the radioactive fallout outside. They developed a serum that would allow their cell tissue to reflect the radiation thus allowing themselves free movement outside. Unfortunately something went wrong.

A small group of volunteers injected with the serum went outside for the final test. The radiation, along with a bacterial agent in the area, caused a gradual change in the serum injected into their bloodstream. At first they found themselves becoming overly sensitive to the sunlight and unable to digest their food. A strange awareness began to develop with the other members of their group, a form of telepathy. When they were brought back into the base, it seemed they were doomed to die. All of the volunteers were given an immediate transfusion. The fresh blood coursing through the veins of the volunteers seemed to awaken an age old instinct. They started to attack all of the uncontaminated people in the base. No record of the bloodbath that followed is known. The remaining scientists managed to force the demons they once called their friends out into the wilderness. They now work feverishly on one thing only, finding a cure for those original volunteers who risked all and lost. As time passed, the work of the group became more diverse, they began looking for ways to improve the human condition. Fearing the brave new world their children would have to face outside, they started to experiment with ways of making them stronger and more intelligent. From this hope developed the idea of perfecting a race of supermen from a pure stock that could rebuild the world.

As time progressed the Breeders developed a symbiotic relationship with the demons they had forced out. These



demons became known as the Children of the Night to the surrounding populace. After repeated attacks, the people of the area moved away. The Children of the Night became the guardians outside of the Breeders' installation in return for human victims from failed experiments. If the team should defeat the Breeders, the Children of the Night will begin roaming the countryside looking for food.

The area surrounding the Breeders' prime base contains a much greater number of mutations due to the Breeders' inhuman experiments on all forms of life. The day belongs to many of these creatures, but come dusk the Children of the Night rule. There are several caves and a well hidden passage into the installation's lower level where the Children reside during the day. The Children number about 150 and cover a 30-mile radius from the Breeders' base. They communicate telepathically and can call up to fifty members to come within a fifteen-minute period. They will stay away from any large vehicle preferring to attack only when they have overwhelming odds in their favor. They will come no closer than a hundred meters to the entrance of the Breeders' base unless forced to for defensive purposes.

### THE BREEDERS' BASE

A successful tracking roll is necessary to detect tire tracks leading into the rock face of the mountain where the Ballooners reportedly saw the horseless vehicles enter a cave. The area is above the tree line and there is no cover

within 200 meters of the rock face. Two half-meter thick steel double doors disguised as part of the rock formation lead into the Breeders' base. Roll 1D20 against intelligence to find the double doors if the tire tracks are not detected. A 3D10 roll versus intelligence is required to see the cameras hidden in the rock face walls. The cameras cover a 12-meter radius in front of the doors. Anyone in view has a 20% cumulative chance per minute to be noticed by the person on guard unless they are already on an alert.

How the team gets into the base *will* depend much on what they find and on how creative they wish to be. Anyone with mathematics or physics skill will be able to determine that the cameras have a 1.5-meter blind spot

near the center of the doors. It would require two successful climb rolls to make one's way along the rock face to where they could drop down into the blind spot next to the door without being seen. The doors are 4-meters high and are operated electronically from area 1C and from garage door openers under the seats of the Breeder? vehicles. There is a 15% cumulative chance per day that the Breeders' truck will go out for a food-gathering expedition for 2D10 hours. One of the best ways to get in is as a stowaway on the truck. Allow the team to find their own way in, given time they'll think of something. If they decide to try and blast their way in, the Breeders should have enough armament to hold them off until night fall. The Children of the Night will do the rest.

