

Non-lethal alternatives to weapon use in the Morrow Project.

Many of us playing this game are older, (hopefully) mature individuals who can understand the realities of "life". We may not like it, but occasionally people need killing. If, however, you have a group of younger players, or those who may be sensitive to killing here are a couple of alternatives.

Make all your MP weapons Mercy capable. There are three ways to do this.

1. Take the Doc Savage approach. In the Doc Savage novels, he and his group used a type of bullet called a mercy bullet. This was a hard plastic, or rubber that had a tranquilizer dart inside. This tranquilizer was 100% effective against everything, and was very close to instant in its use. This was not a perfect approach as on rare occasions someone would still die, if hit too many times, or in the wrong area. Against lightly, or non-armored opponents this will work. Note: they also used a type of HE, gas and smoke rounds as well. Their weapons used a .22 cal round, and the rate of fire was incredible. For those of you who might want to do research, the author's name was Kenneth Robeson (i think).
2. Take the Star Trek approach. Make the weapons like phasers, or blasters. They might look like normal weapons or not. They should have a stun feature built into them. I have used this in my campaign with varying levels of success. I made all the team weapons look like, weigh the same, and have the same characteristics as their counter-parts. The differences were that they "could" be set to stun and not kill. They were Zap re-charged from the power cells of MP vehicles. In order to prevent unauthorized use, a ring or imbedded micro chip in the flesh of the user, allowed them and only them to use them. If held by an un-authorized person for more than ten minutes, they would self-destruct. Usually with humorous results. This of course predicated that an MP vehicle was ALWAYS available.
3. Take the Israeli approach. Make available hard rubber or plastic bullets. These are not a perfect solution either. If hit in the head, or at very close range, these can be lethal due to blunt force trauma. At decent range, and when fired by well trained personnel, these will hurt (a lot) but won't kill.
4. Make available LOTS of tear gas, vomit agents, etc. Anyone who has ever had to have gas mask training, can attest to its efficacy. An M-79, with tear gas rounds, and the occasional M-203 with tear and vomit agents will break up any party.

A twist that can be incorporated for the truly twisted PD is to make ALL Mutants immune to the effects of these "manufactured" items. True invulnerability is not possible, because even mutants need to breathe. Just a thought...

Note: These are good alternatives to those PD's that want to keep their campaigns in the G rating. I highly approve of this if you have young or "delicate" players. I've found that by making my campaign more gritty, my players and I have a better time. Each to his own.

Have a nice Nuclear Hell day. :)>