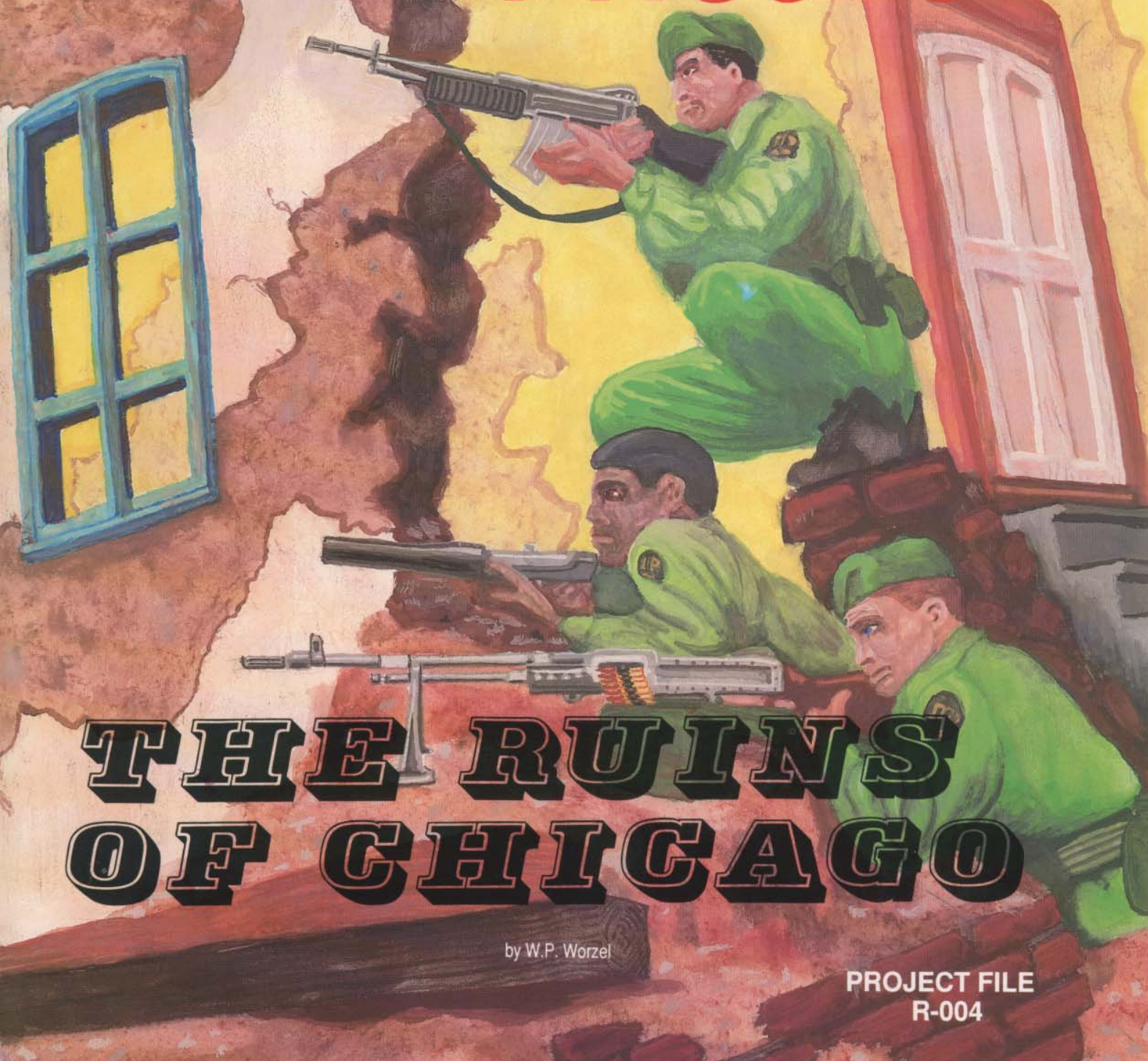




TIMELINE LTD

THE MORROW PROJECT



THE RUINS OF CHICAGO

by W.P. Worzel

PROJECT FILE
R-004

**THE
MORROW
PROJECT**
Project File 004

THE RUINS OF CHICAGO



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Introduction

Recon Team G-12C expected to perform riot and crowd control functions for the Morrow Project on behalf of the people of Chicago. They were well equipped and trained for this task. It will therefore come as something of a shock to them to find that they are not only 150 years too late, but that they are not even being raised by Morrow Control.

Chicago is still there but in far worse condition than the Team ever expected to see it. The mission for which they trained no longer exists and so they must fall back upon their general orders. They must help the people, find the remains of Northwestern University, prevent a war. They will become expert in urban combat, dealing with the City Machine, speaking the languages of the dwellers in the ruins. They will learn of Fort Morrow. They may accomplish their mission.

H.N. Voss

I. SITUATION: PRE-WAR

Metropolitan Chicago was the 2nd largest city in the United States and by far the largest city in the Northern Midwest. A city of 7.5 million people, Chicago was known for its commodities markets, industries and many major midwestern businesses. Home of several Universities including the University of Chicago, the University of Illinois Circle Campus, Northwestern University and Loyola University, Chicago was a center for learning and culture. The Fermi and Argonne labs in nearby suburbs added to this prestige and were major centers for research into particle physics and fusion technology.

Chicago was also the clearest example of the American Melting Pot with people of many different lands and cultures living side by side, sometimes in peace but as often in conflict. The many ethnic neighborhoods of Chicago were famous for their history, their good food and their diversity.

By the time of the War the notorious politics of the Daley era were gone but not forgotten. The political straw bosses still lived in their neighborhoods though the city machine they had known all their lives was being dismantled.

II. SITUATION: THE WAR

When the War started Chicago was in the middle of an ordinary working day. Although a major target, due to a mixture of bad electronics and good luck the missiles targeted for the City fell to the south between Gary and South Chicago. The South side of Chicago, along with most of the downtown area was completely destroyed. The North side was virtually untouched.

The people huddled in basements in these areas survived the initial blast. Crawling from the wreckage they stopped only long enough to bury the bodies of those who had failed to make it to shelter along with those who hadn't even tried. Then the real battle for survival began.

III. SITUATION: POST-WAR

Climbing out of the rubble, the survivors in North Chicago looked with amazement at what remained. Far from being vaporized, most of the City north of the Loop area was intact though naturally there was heavy damage throughout the City.

Evanston was in the best shape while the downtown area near the Loop had suffered the most. All that was left south of the Loop were mounds of radioactive debris.

A city is more than a collection of people and buildings; it is a web of interdependencies. A modern city depends on food from the countryside and an incredibly elaborate structure of people and machines to transport it. Without power from generating stations and fuel from distant lands there is no transportation, no water, no gas or oil for heat; none of the modern facilities that we take for granted.

All of these things were gone and under the impact of the War most of the organization to move them had disappeared as well. By the end of the first grim winter the population had been reduced to no more than 10,000 people. What political structure was left was on the verge of collapsing due to the pressures of having too much that needed doing and too few people to do it. In a few short years Chicago had entered a new dark age.

Today, 150 years later, the City is beginning to emerge from its long slumber. The remnants of a political structure still exist in the City Machine and the market it has set up at what was Wrigley Field. Northwestern University still has scholars despite their many problems. People of different customs still survive on the streets of Chicago haunting the ruins. Some search for things to trade to the people that are beginning to come looking for "relics". A new force is moving in the form of the mysterious "Green Caps" that have occupied what was once O'Hare Airport. Their strange ideas are being heard throughout the City.

Despite this the survivors are a grim lot struggling to stay alive in a bitter, inhospitable world. The shadow of the past is still found in the ignorance and desperation of the people. The fragile rebirth could collapse at any time if widespread fighting were to break out among the people of Chicago.

RECON TEAM G-12C

I. GENERAL

Recon Team G-12C was frozen on 16 July 1983. They were one of the teams frozen in the suburbs of Chicago and they expected to have a mission relating to crowd control, rescue, and medical emergencies. In any event the MP General Orders apply: To help the people in any and all capacities, to establish communications with other teams and with Prime Base, and to survive.

The team does not know where the other Chicago teams were frozen, they only know that there were others. 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 the Auto Nav. These maps are 150 years out of date. For full details of the Auto Nav system, see PF-001 *Liberation At Riverton*.

There is no contact with Prime Base on awakening but there is a message from a mysterious entity called Damocles. This message will be detailed in the Mission section which follows.

II. TEAM PERSONNEL

The members of the team are familiar with one another having gone through the Morrow Project training as a team. They are completely familiar with all issue equipment and its operation.

Recommended loads for this module are: Medic, 06, 07, 09, 10, 13 or 15, 17, 18 and 19. Team members can always operate the issued equipment of other team members. How well they can operate this equipment may vary.

P.D. NOTE: The recommended loads are especially useful for city situations. The emphasis is on shotguns, submachine guns and gas grenades. However, if you are using pre-existing 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 of the caches in the area.

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 and planning skills was sought. This should be reflected in the background and skill of the characters if the Morrow Project Role Playing Expansion contained in GA-2 (*Personal and Vehicular Basic Loads*) is being used.

III. TEAM EQUIPMENT

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

THE BOLT HOLE

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

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

While the occupants are in stasis the hole is filled with an inert gas at slight overpressure. This has the dual function of keeping foreign gasses out and preserving the equipment inside the hole

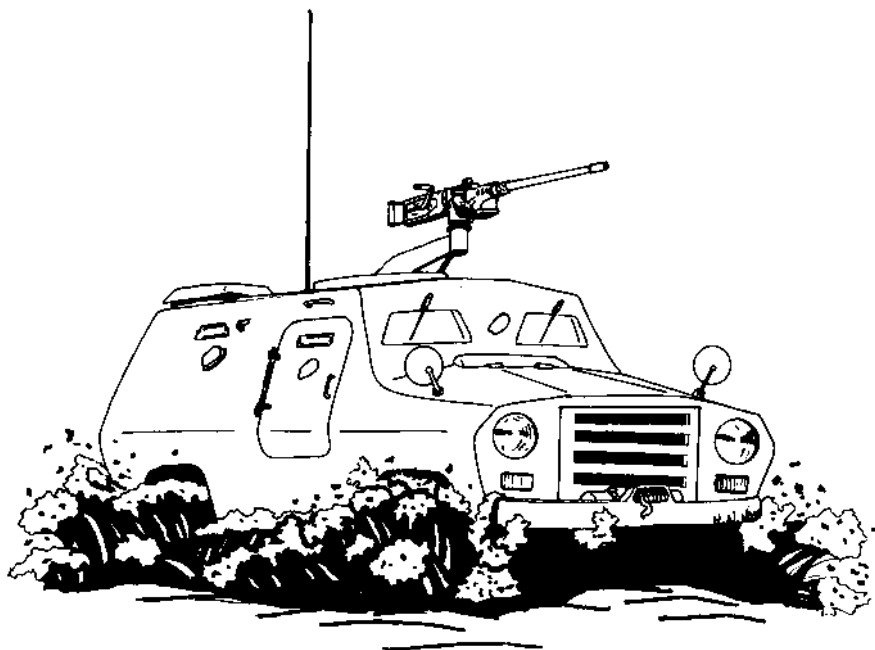
from the normal wear and tear of time; things do not rust in a Project bolt hole. Part of the hole's integral equipment is an "idiot box" computer. This computer is responsible for maintaining the gas pressure, monitoring the hibernating team and awakening them either upon receipt of the recall signal or in the event of an emergency. For the most part the idiot box just sits and waits.

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

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

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

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



TEAM VEHICLE

The MPV for this module is the Commando Ranger. This can hold no more than 8 people comfortably. The Ranger is in perfect working order and all stores are intact.

P.D. NOTE: The team was given the Ranger because of its mobility and relatively small size. It was considered an excellent choice for city situations. However, since the team is awakening 150 years later than planned it will often be necessary for some people to dismount to clear away rubble, check the soundness of bridges etc. This will keep the players more than busy.

TEAM CACHES

Recon Team G-12C has six supply caches. These are typical Morrow re-supply facilities and are located through the use of the Auto Nav aboard the MPV. Since the cache locations exist on the map displayed by the Auto Nav, the MPV can simply be driven to the point on the map and search for the cache begun.

P.D. NOTE: If the team loses the Auto Nav they cannot locate their caches. This is not the case if the team had the good sense to make a copy of the map on a piece of paper.

In this module caches have been hidden at various places in and near Chicago. Only one cache is buried under a USGS Benchmark. The others are hidden in cellars, under statue pedestals and in parks. At the cache locations, there will be a stainless steel data plate attached to a post, wall, rock etc.. This will give the team's number and the exact location of the cache; usually quite near the data plate. The true nature of the data plate will be disguised from casual observers. This is done by putting the plate under other, more usual plates such as power company warnings, statue titles etc. or by disguising the meaning of the plate by listing the information in such a way that only someone who is looking for a cache will understand it.

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

The cache itself is usually a cube, 2 meters in all dimensions made of reinforced concrete and steel. However, due to the nature of cities, the caches in Chicago may vary in shape or size depending on the available space. In any event the cache has no window, no power source, no lights; it is just a hole in the ground for storage.

P.D. NOTE: Referees should use their imaginations in placing these caches and remember that in 150 years it may be necessary to dig a house out to get to what used to be the basement.

THE AREA: TERRAIN AND ENVIRONMENT

This module takes place entirely in Chicago and its environs. It

begins in early August in the sweltering heat of a Chicago summer. Crops are nearly ready to be harvested and so the situation is most tense as people guard their crops against foraging by men and other animals.

The most important feature of this area are the ruins themselves. Although Northern Illinois is generally flat, the man-made mountains (called buildings) have collapsed leaving mounds of rubble choking the streets and creating hazards to the unwary. The very unnaturalness of an empty city creates an air of mystery, fear and danger. Add to this the fact that survivors farm these ruins for food, mine them for relics and hunt animals and people among the rubble and you have a wild and unpredictable world.

While natural hills have patterns, the ruins are a meaningless jumble of rubble. A hill in the City may simply be the remains of a high-rise apartment that someone decided to build 150 years ago while the gully next door to it may have been caused by a cave-in of the sewer system. Farming is mainly done in areas that used to be parks or open spaces. There is seldom a reason for these parks, they just appear where so-called urban planners put them.

The area around the City itself is farmland mixed with the remains of shopping malls, housing developments and suburban businesses. While less chaotic than the City, it is still a confusing pattern of open spaces and the rubble of towns and suburban complexes. Without even the twisted logic of the City to hold it together this pattern becomes meaningless and even comical.

The result of all this is that a team can quickly find themselves lost in a maze of ruins. These ruins provide excellent cover for enemies and the silence of what was once a thriving metropolis will provide a sense of fear and paranoia that will leave most teams jumpy and nervous. Add to this the frustrating difficulties of dead ends filled with rubble, fallen bridges and unexpected encounters and a team may soon be wishing that their mission lay in Oshkosh or some equally distant place.

Just to make things **really** difficult, there are a number of places that are still radioactive. While most of the missiles fell to the south of Chicago, missiles also fell to the north and west. Bombs fell on Joliet, Elgin and Zion and these created a fallout pattern that effectively bracketed Chicago. In addition to this, a second wave MIRV aimed at Chicago was affected by the radiation from bombs that fell on Milwaukee and landed on Lake Geneva, Wisconsin. This destroyed much of the farmland of Northern Illinois and further isolated Chicago.

It was sheer chance that the team's bolt hole near Aurora, Ill. was missed. However, the Fermi Accelerator and Argonne National Lab were not as fortunate. Argonne was destroyed completely and FermiLab was severely damaged by the shock wave.

As the team travels into Chicago they will find their path restricted to a fairly narrow corridor that extends from the area near their bolt hole to downtown Chicago. Not surprisingly one of the City Machine's "Freelanes" also travels through this corridor. There will be many tracks that travel north-south across the Freelane but most are nothing more than dirt paths and in places these will be impassable for a team using a vehicle. The Freelane will be noticeably bigger and easier to travel on.

P.D. NOTE: To help the Project Director in running the

more detailed sections of this scenario, it is suggested that he or she get a copy of the following USGS maps: Evanston, Ill. and Chicago Loop 7.5 minute quadrangles. These can be purchased from the United States Geological Survey, Reston, Virginia 22092. Timeline DOES NOT sell these maps, nor do we have current price information. The maps themselves are of beautiful quality and an answer to the prayers of the Project Director.

THE PEOPLE OF THE LAND

The Chicago area of today has around 15,000 people living in it. A large number of these are scattered on individual farms in the surrounding countryside. There are maybe 7,000 people living in what could be called the "inner city". This area is loosely defined as being the area where people live in groups or "clans".

Most of these clans are evenly distributed among the ruins although the most densely populated area is the central area around Wrigley Field and Evanston. Among these clans there is intense rivalry over the little arable land available in the ruins. Because of the increase in trade in the last 20 or 30 years, the overall population in these areas has increased. This is mainly because they can trade relics dug out from the ruins for food, leather and other goods they either cannot produce or can only produce in small quantities.

Because of the struggle among the clans, and because of the harshness of the Machine and survival in general, people are very wary of strangers. About the only acceptable place to find strangers is at the Freezone where most trading is done and on the Freelanes traveling to or from the Freezone. People found anywhere else are usually treated as raiders and attacked.

People travelling along the Freelanes often group together for safety. It is not unusual for one of the Machine's patrols to return with as many as 20 or 30 people in tow. Most travelers on the Freelanes recognize the advantage of being accompanied by the Boss's soldiers since few clans would dare to attack them.

To sum up the general attitude, strangers are likely to be viewed with deep hostility and suspicion. In 22nd century Chicago few people can afford the luxury of kindness and friendliness.

ROADS

None of the roads marked on the maps are kept up except those that are part of the Freelanes. This means that travel is slow and difficult, particularly in the inner city area. There are almost no bridges and while some streams have ferries they are not able to carry anything larger than a small cart.

In the countryside there will be occasional trails that farmers and other locals use. Within the City there are mainly rubble filled streets which are barely passible. The exceptions to this rule are the Freelanes. These are moderately well kept but even they are no more than a dozen feet wide and sometimes they narrow to less than six feet. Where streams are encountered there are seldom bridges. Generally carts and the animals pulling them will swim the stream.

THE MISSION

In this module, as in PF-03, *Operation Lucifer*, there is a specific mission for the team. To understand the team's purpose in entering Chicago it is necessary to outline the mission here instead of in the

Play of the Game Section.

DAMOCLES

The second module printed as companion to the MP Game System was Damocles. In this module, Recon Team G-9, deployed in Michigan's Upper Peninsula, located and captured a computer complex built by the U.S. Government before the War. This complex had been a secret test site for an extremely sophisticated computer system. The computer, Damocles, was intended to take over control of the strategic nuclear forces of the United States in the event that normal control was destroyed in a war. Damocles, fully connected with the U.S. early warning and communications systems, was still being tested when the War began. Damocles played no part in the War, 'he' merely observed and recorded.

Completely automated, self-programming and with his own fusion power source, Damocles waited out the next 150 years in his subterranean complex.

Recon Team G-9 captured Damocles intact. Unfortunately, Team G-9 was not well equipped to understand or to use Damocles. Through a variety of means, involving Team G-9 in many adventures, a Morrow Project Science Team was finally brought to Damocles.

The members of the Science Team are still learning about Damocles, a process which is likely to continue for years. Damocles is still very much his "own machine." He cooperates with the Morrow personnel, but for reasons of his own. In the meantime, the members of both teams are using the Damocles complex as a base. They are trying to aid the civilization of the area, and to locate and aid other Morrow Teams.

Several members of the Science Team have been working very closely with Damocles. Full rapport has not yet been established, but enough communication is possible to be of benefit to both parties. Quite recently, a member of the Science Team realized that Damocles might hold a wealth of data relating to the war, specifically, exactly what areas in the U.S. had been hit during the war.

This was, of course, quite true. Damocles had been fully integrated with the NORAD radar net. Damocles was well aware of what-had-come-down-where. The Science Team looked on as Damocles displayed his information.

The map showed that there were unexploded bombs still in place. Taking quick counsel with Damocles the Science Team decided to disarm these bombs starting with the nearest one. This task was given to Recon Team G-5 as outlined in PF-03, *Operation Lucifer*.

The success of Team G-5 gave the Science Team the opportunity to turn to happier plans. From the pattern of recorded bombs near Chicago it appeared that North Chicago survived the War more or less intact. The Science Team decided that a second base closer to the rest of the country would be useful and the possibility that a University and its facilities had survived made Chicago extremely attractive. It was hoped that a base built around a University could be used to start the process of rebuilding the economic base of civilization by teaching the people around the area the fundamental skills and ideas necessary for this task.

From the map displayed by Damocles it looked like the

University of Chicago and the Circle Campus of the University of Illinois were in the zone of greatest destruction. However, Northwestern University in Evanston seemed to be out of the damage area and according to the Science Team's records NU had had extensive library and laboratory facilities.

The team then convinced Damocles to help them by sending a wake-up call to a Recon Team in the area. Damocles agreed to this with the provision that there would be minimal contact with the team in order to avoid jeopardizing Damocles' survival. Damocles then sent the following message to team G-12C:

Morrow Project G-12C
Proceed Northwestern University
Investigate status of University facilities
Examine laboratory and library status, secure library and report
on feasibility constructing advance base.
Report back on this frequency.
Damocles

This message will be repeated at 10 second intervals until the team responds. He will then cease transmitting and will simply monitor the frequency while waiting for a response. On no account will Damocles allow the team to talk to the Science Team or even learn that the Science Team is there.

P.D. NOTE: The team will be ignorant as to the identity of Damocles. The only information they should receive is the radio trans printed above.

Therefore the mission for Recon Team G-12C is to recon the Chicago area and in particular the campus at Northwestern University. They must then 'secure' the campus in preparation of the development of a forward base. The rest of this module provides the information necessary to run this mission.

If the Team was came directly from Damocles in the Upper Peninsula of Michigan, then the briefing will be different. In this case Damocles will give them more details on where the bombs fell. There will be no further details that can be added other than those that the Science Team has on tap. This will consist of little other than the fact that Northwestern had a good computer system and that the team should make all possible effort to capture these facilities intact.

CHICAGO

THE MACHINE POST-WAR

The Chicago City government was fragmented by the War. The Mayor had been killed almost instantly. The Chief of Police had died in the first horrible weeks after the War and with him most of his officers. Not surprisingly the pre-war emergency plans and the chain of command collapsed.

But it did not leave a vacuum. Pieces of the old city political machine still existed. The armory near Humboldt park was held by a group of police. A handful of the City Council had survived although they were scattered accross the city. In the Wards of the

City, the people who had been part of the political machine of Chicago were for the most part still alive.

These people stepped in and worked to keep the city alive. They organized groups to patrol neighborhoods, bury bodies and look after the dead and dying. They collected food from the homes of people who no longer needed it and from supermarkets whose aisles were filled with shattered glass and rationed it out to the survivors. A makeshift militia was formed to stop the madmen who wandered the streets looking for someone to kill for the green paper and shiny baubles that had been 'money'. Above all they tried to keep their neighborhoods alive.

These efforts at survival worked in Chicago where they would have failed in most other cities. Because of the Machine and its city-wide grassroots organization which knew the neighborhoods like the back of their hands it worked. These people were used to organizing people, talking to them and getting them to cooperate. Most had the respect of their people and they were used to reporting to and taking orders from a central organization. They were used to making the best of a bad situation and of making the impossible work; somehow.

Most importantly a relatively large number of ex-Machine workers had survived. Perhaps it was just luck, maybe it was because they had harder heads and listened better or maybe it was simply that they went to earth faster than other people. For whatever reason, these people were alive and doing what they could.

It would have worked except for water, guns and politicians. In America, a city of 7.5 million people uses over 1 billion gallons of water a day. Most of it is used for bathing and sanitation but even for simple survival a city the size of Chicago needs over 7 million gallons of water a day.

The Chicago River was so dirty that its flow into Lake Michigan had been reversed in the 1960's to stop pollution of the City's main source of clean water. While the Lake itself was still there, the pipes, pumps and generators that got the water to people's homes were not. And in a city of ruins, just getting to The Lake was downright dangerous. What reservoirs, ponds, lakes and water sources there were other than the Lake were mostly contaminated by disease or debris from the bombs.

The 15,000 or so people who had survived the War were very, very thirsty. For the people trying to organize the neighborhoods this was a bigger problem than they could handle. For the remains of the City Council it was a frustrating question: How to get 15,000 people water before they started killing for it?

Those who live by politics die by politics. The question of how to bring water to the survivors of Chicago became first the center of debate, then a point of shifting alliance and in the end the fracture point for the council.

Each council member had their own view of how Chicago should be saved. Each wanted to be its saviour. In the end, when the council fell apart, instead of each of them doing what they could they started fighting over who's plan would save Chicago. The violence that had so often haunted Chicago's politics in the past surfaced again.

It started when councilman Armstrong was shot by one of Councilman O'Neal's people. While Tippy O'Neal had not wanted it to happen, once the fighting began there was no stopping it.



What followed was a nightmare return to the Chicago of Al Capone. At one point a group of desperate people who had fought their way through the rubble to the Lake was shot down in cold blood by one of the followers of John Simmons who had ordered them away because they were not doing things according to the "right" plan.

Thousands of people died either from lack of water or from drinking bad water. Meanwhile the Councilors took to travelling with bodyguards when they went to The Lake to demonstrate the benefits of *their* plan. Alliances were made and broken overnight in the shifting politics of gangsterism. The prize now became the Mayorship. One councilor captured what had been declared City Hall and proclaimed himself Mayor. He held the title until he ran out of bullets.

What was left of the police was as fragmented as the Council. Each group brought new weapons to the fight as it became more desperate. The fighting escalated and continued even through the horrific fallout which killed many people as they struggled to reach the water of the Lake.

The only exception to this was a fragment of the City Police led by a police sergeant named Tim Gonlan who held the Humboldt Park Armory. They had stayed in the fortress-like armory until after the worst of the fallout had subsided. They then ventured out in teams to scavenge food and water to bring it back to their base. When news of the fighting among the councilors was brought to Sgt. Gonlan he was quiet for a moment and then, shaking his head, said: "Never trust a prince, lads."

While most of the people left alive in Chicago were trying to stay that way, the fight for City Hall was reaching a climax. The last two surviving councilors, Mary Smithson and Thomas Fieldworth were locked in a death struggle. In the final battle, Fieldworth's mob decimated the house where Smithson had holed up with the last of her people. Fieldworth proclaimed himself Mayor of Chicago, a title that no one cared about anymore.

It was at this moment that Tim Gonlan left the armory. With fresh men, plenty of ammo and a very keen sense of what he was doing

he destroyed 'Mayor' Fieldworth. After that he did what was necessary to save the city.

Using his men as shock troops to enforce his discipline, he developed a water rationing system and enforced distribution of water throughout the City. Where necessary he fought anyone who stood in his way and gradually unified what was left of Chicago under his rule. In this he was none too subtle and anyone who opposed him was deprived of water until they surrendered. Tim then publically executed the leaders of the group.

Most people were too desperate to care and submitted willingly to Gonlan's leadership. Gonlan himself never bothered with titles, he just did what was necessary; but eventually he did get a name. He had never cared for the title of Mayor, particularly after the stupidity of the Councilors. However, from the streets a name appeared that he accepted with a crooked smile: 'Boss'. This became a great joke with Tim Gonlan. He took to calling his lieutenants such things as Traffic Controller, Commissioner of Power and Light and, in a fit of mirth, his chief bodyguard became the "Commisioner of Baseball" since his job was to get people to play ball.

Wherever possible Gonlan used what was left of the City Machine. Although many of them refused to accept him as absolute leader, they were practical and cooperated with his scheme in order to save their neighborhoods and their lives. It is likely that given time he would have rebuilt what was left of Chicago. This time however, Fate intervened.

Gonlan had used the Humboldt Park Armory as his headquarters since before the War. After becoming the Boss he had simply expanded his operation into the surrounding buildings. Unfortunately the Armory was quite far south and although it had escaped the main blast and the worst of the fallout because of the surrounding high rises it was too near the contaminated area of South Chicago to escape unscathed.

A little over a year after the bombs had fallen the Boss and his bodyguards were attacked by a blue undead that came from the glowing ruins. It did what neither bombs nor politicians had been able to do - it killed Tim Gonlan. The Boss himself finally stopped it after it had killed all five of his bodyguards by crushing it under a blast weakened wall. But by then Tim Gonlan was dying of radiation poisoning.

He didn't even make it back to the Armory before he died. Strangely enough, because of the radiation, his body was buried by his remaining henchmen the same way he had beaten his killer, under the rubble of a Chicago ruin.

The Boss's death set off a new struggle for power among his lieutenants. It was six months before it was settled and in the end it was the "Commisioner of Baseball" who had won. By that time most of the neighborhoods had gone their own way escaping from the Boss's rule. And after the factional fighting, the Boss's Machine was too weak to rebuild what Tim Gonlan had built.

The Machine still had more firepower than anyone else in the City. They still had the best marksmen and training. But without Gonlan's canniness and with so few of them left alive they could no longer control Chicago. Here and there, when they confronted a group they could win but against the collected neighborhoods there was little they could do.

Fortunately for them there was no one who could unite the

neighborhoods against them. An uneasy peace settled over the ruins of Chicago.

While the new Boss was not overly bright, he did understand that his people were dying from the poison from South Chicago and the monsters it bred. So, perhaps as a joke of his own, perhaps as a salute to the old Boss, he moved his headquarters to a newer, safer place: Wrigley Field.

The venerable stadium, once the home of the Chicago Cubs, had survived the War more or less intact. It was at once defensible and spacious. The offices and storage within it provided plenty of room for what was left of the Machine. And, best of all, it was well away from the danger zone that bordered on South Chicago.

TODAY

Today, 150 years after the War, the bones of the situation remain the same though much of the reasoning and history behind what happened has been lost. The Machine still lives in Wrigley Field and is still run by the "Boss". The Boss is sometimes also called "The Commissioner of Baseball" which simply means that he is Boss of Wrigley Field. The Boss's chief lieutenants are the Commissioner of Power and Light and the Commissioner of Water. No one is quite sure what these mean but since they are Commissioners, it is assumed that they run some part of Baseball.

Wrigley Field is no longer called Wrigley Field. It is now called the Freezone. This is because it has become the trading center for Chicago where anyone can come to trade in peace. What used to be the playing field is now a collection of tents, stalls and shacks that are used by people who trade at the Freezone.

The rest of the City is still divided into neighborhoods, most of which fight viciously over their territory or "turf". Most neighborhoods are organized into clans that have a single leader (see the section on Clans on pg. 10).

There are about 100 soldiers in the Machine east of the Canal. The soldiers live in the garrisons they are assigned to or a building nearby. There are also some 500 people that farm the parks within this area. In a sense these people are a "hostage clan" that do the farming within the Machine's city turf and then hand over the harvest to the Machine. However, though the fruits of their labor are not their own to distribute, these people often think of themselves as being lucky as they are spared the incessant clan warfare that is so much a part of the rest of Chicago.

The Machine enforces the following rules in the Freezone:

1. No fighting. Anyone who starts something will be shot. If a clan fights with another clan they will be banned from the Freezone for 40 days.
2. The Boss gets first pick of everything that anyone brings to trade. Generally he will pick no more than one thing from any person or group and often he will not take anything but he can take as much or as little as he wants.
3. No guns can be brought into the Freezone. Anyone who does will be shot.
4. The Machine can pressgang anyone to fight against the Glows (mutants) anytime they need to. After the fighting is finished they will generally let these draftees return to their clan.

The Freezone works fairly well. There is seldom any violence and these days, seldom any need to fight the Glows. Lakers and

traders from the areas around Chicago have started coming to the Freezone to trade, particularly for the metals, glass and other relics scavenged from the ruins of Chicago. They also come simply to meet and trade with the other people who come to Chicago. Farmers come from the countryside along the Freelanes the Machine has carved out. They trade their food for "scrap" metals and other things they can neither make nor find.

Money is almost never used in trade. Barter is the standard although the Lakers are trying to convince the Machine to start using money as the medium of exchange. Unfortunately fiscal theory is beyond the current Boss and he has no interest in acting as central bank for Chicago.

The scholars from the University also come to trade at the Freezone. They usually trade knowledge or their skills for food or other things (particularly books) that they want. Both the Ginners and the Leebationists come to trade, (see section on the University on pg. 16) but the two groups always take stalls on opposite ends of the Freezone. They never fight each other while at the Freezone; ambushes on the route back to the University have been known to happen.

THE FREELANES AND THE GARRISONS

The Freelanes are routes to and from the Freezone that the Machine has carved out over the years. They lead deep into the countryside where the Machine has its own farms. These farms are farmed by slaves that the Machine has captured, taken as tax or occasionally bought. While this is not too efficient, it is necessary because of the shortage of people available to farm the land.

The Machine patrols the Freelanes and convoys people and materials in and out of the city. Generally these convoys walk wherever they are going. The Machine also has several boats which they row along the canal and (with the help of the Ginners from the University) they have a steamboat running on the Lake to their farms north of the City. This boat runs once a week and brings food and other materials into the city while transporting tools and metals out to the farms. The Machine also has a number of carts pulled by slaves or occasionally animals.

While most of Chicago west of the Lake and east of the North Branch of the Chicago River is controlled by the Machine there are only a little over 100 "soldiers" associated with the Machine. A soldier is simply a person that the Machine trusts enough to give guns and ammo. These soldiers are spread throughout the Machine's turf in garrisons that watch the borders and the entry and exits of the Freelanes.

Patrols of 7-10 men also travel this area as well as the guards that patrol the Freelanes. Generally these patrols leave from one of the garrisons and make a circle back to the garrison building. They never use the same route twice and from experience they are expert at spotting the many makeshift traps used by the clans.

The six garrisons used by the city are strategically placed, defensible buildings. They are marked on the P.D.'s map.

There are three Freelanes used by the Machine to get into and out of the city. The first is a water route that travels along the North Chicago river to the garrison at Willamette harbour. Here, people traveling north board the City's wood burning steamship that travels along the Lake shore to the farms in Northern Illinois. The steamboat machinery is kept up by the Ginner Faction at the

University in return for a share in the food produced up north. There is always one Ginner named Scott MacDonald on board the boat and he carries an assortment of tools, wire, pipes and so on, to fix the engine should it quit (which it usually does). Also on board are a dozen long oars of a type similar to those used by galleys in Greek and Roman times. These are an emergency backup in case the engine fails beyond Scott's ability to repair it or when the weather gets bad enough to give the engine a hard time.

The second Freelane runs west along what was Irving Park Drive until it reaches what was O'Hare airport (and is now Ft. Morrow). It then goes south on the Tri-State Tollway (I-294) until it reaches US 5. It follows the 5 southwest to the Machine's farms near Aurora, Ill.

The third Freelane runs northwest along Irving Park Drive to the Ft. Morrow area. It then turns north on what was I-294. It follows the Tollway until it reaches US-12 and it goes northwest on 12 until reaching the Machine's farms near the ruins of Wauconda.

Travel along the Freelanes by individuals or groups is allowed although everyone travelling must pay a toll for using them. This tax usually takes the form of trade goods or work maintaining the Freelanes. Gold, silver and other metals are not acceptable as "money" although jewelry might be if the "toll collector" took a fancy to the item. If anyone asks a toll collector why they must pay to travel on the Freelanes he will simply point to the road and say "Idiot, dis is your highway taxes at work." This answer came from a translation done by the scholars of an old sign found on one of the roads but its meaning is now lost.

The Machine does what it can to repair the Freelanes by using slave labor, taxed labor and, when necessary, its own soldiers. The machine manages to keep the lanes more or less clear despite the still collapsing ruins. However, this is not to say that the Freelanes are in good shape. They are *not* and it is predictable that in any journey along them at least one major collapse of a bridge or blockage of the road will be encountered. Generally a caravan or group escorted by a patrol will be forced to stop and clear this away no matter how long it takes.

The Machine has also made it known that fighting is forbidden on the Freelanes. Anyone travelling along them whether alone or in a group is protected by the soldiers (assuming of course that the travellers have paid the toll). Ambushes, raids etc. are not allowed and anyone engaging in them on the Freelanes will be shot.

While this doesn't stop robberies and the like, it does slow them down since the Machine has both the force of arms and the will impose a trade boycott on anyone who is too flagrant in violating the rules. If two groups are caught fighting *both* will be punished regardless of the "rights or wrongs" of the situation. Although ambushes on the Freelanes are forbidden, tricks to lure people off of the Freelanes are not uncommon. While the Machine does not care to have its own soldiers as victims of these tricks, anyone else who is fool enough to fall for them must fend for themselves.

The Freelanes are the lifelines of the City and the Machine will defend them at all costs. To ensure the safety of the Freelanes and the City, there are garrisons at each point that a Freelane enters the City. Here people entering or exiting the City are shaken down and a "City Tax" is collected from people entering, and a "Highway Tax" is collected from people leaving. Searching people serves the double purpose of seeing what there is that is worth taking and checking for weapons. Freelane guards will generally not attempt

to take weapons away from people in order to prevent unnecessary fights. It is not that they are against violence, it is simply that the Machine lost too many soldiers and too many traders in unfortunate "incidents" before this policy was instituted.

WRIGLEY FIELD: THE FREEZONE

What was once Wrigley Field is now the City's marketplace as well as the City's political and social center. It is one of the only places where people from outside the City meet with the inhabitants on a more or less friendly basis. It is also likely that there is no other place on Lakes Michigan and Superior where so many different people get together and trade.

The headquarters of the Machine since the early days after the War, Wrigley Field still houses the main stores of ammunition, food and trade items as well as the living quarters for the Boss, his lieutenants and the 40 soldiers that are garrisoned in the Stadium.

The development of a trading area on the playing field began about 30 years ago when the Laker's began to arrive in Chicago looking for "relics" to trade with other people on the Lakes. While the Machine had at one time or another fought with all of the clans, they were the only people who had contact with both the clans, and the outsiders.

Initially the Machine acted as a go-between and traded between these different groups. But although this gained them a lot in both power and wealth, they soon came to the conclusion that politicians from time immemorial have decided: it is easier to tax than to make or trade. So, putting all their eggs in the proverbial basket they opened the gates of Wrigley Field and started the Freezone. At the same time they turned the northwest route that led to their farms into the first of the Freelanes.

Since then, with the wealth gained from taxes, they have added the steamboat, the second Freelane to Aurora and an almost unbreakable hold over everyone in Chicago who depends on the trading in the Freezone. Since this includes almost all of the clans and both factions at Northwestern the Machine has a stranglehold on most of Chicago.

Today they keep order as much by threatening to exclude people from the Freezone as they do by force of arms. For a clan to be excluded from trading at the Freezone is a disaster that could destroy them by keeping them from getting the food, leather, slaves or in some cases (illegally) the weapons they need to survive.

Outside of Wrigley Field there is the City's only watering hole. It is called "The Outer Limits". This is because it is outside the limits of the Freezone, it is outside of the limits of the clan areas and it is **definitely** outside the limits of the very strange 'scholars' that come here.

The proprietor of this venerable institution is a man named "Gordon". He serves the best brew in all of Chicago. The fact that he serves the only brew in Chicago does not detract one whit from its quality.

Gordon serves everyone, knows everyone, and can tell you everything. Whether he will or not, is another matter. First and foremost he has to like you. If he doesn't he won't do anything as crass as throwing you out but will simply let it be known that you aren't worth the trouble. Even if he likes you, telling you anything unusual will cost you something.

If a person were to be so, so indelicate, as to suggest something that Gordon found beyond his comprehension, he will simply toss his silver mane, frown his craggy frown and growl "That's enough for YOU!" The patrons of the Outer Limits are always more than happy to enforce Gordon's opinion on these matters.

The favorite pastime at the Outer Limits is throwing knives at a board. While this may seem outrageous, given the common level of patron, this is not only acceptable, but proof of the patron's capability. Typically, the people will play a game called "ring the bull" where the players attempt to hit a "bull's head" (usually a dead clan raider) in the nose.

Gordon accepts only trade goods at the Outer Limits for his drinks. Usually this is something he can use in his establishment. Grain, corn, food and other comestibles (though not poor quality foodstuffs, Gordon has a keen nose) are always welcome. In addition, anything novel that appeals to Gordon is fair game (P.D.'s discretion).

THE PEOPLE OF THE MACHINE

THE BOSS

The current Boss is Dan Bair. Like his predecessors he is also The Commissioner of Baseball. "Big" Dan Bair is 6'4" tall, blond haired and blue eyed. He took control of the Machine 10 years ago after the previous Boss died. The Boss dresses in the best style Chicago has 150 years after the War; usually homemade blue jeans and an imported white cotton shirt with a denim jacket. He wears a baseball hat in public (not an original, but copied from an original) as a sign of his position and is always accompanied by no fewer than four bodyguards.

Big Dan does everything in style. From the Colt revolver he wears at his side to the car he rides in when traveling near Wrigley Field (it is pushed by 4 slaves), he is extravagant. He eats the best food available and is especially fond of the foot long lobsters that are fished from the Lake. He drinks the best drink (if possible 150 year old scotch whiskey, more usually "white lightning") and it is rumored that he has no fewer than five women in his quarters.

Despite all of this, Dan Bair is nobody's fool. He knows exactly where his power comes from and he keeps his lieutenants on a short leash. He has spies among his soldiers, the University and many of the clans. He knows exactly who traded for what, legally or illegally (i.e. according to his law), and who he can trust and how far he can trust them.

The only people he doesn't understand or have spies among are the Fort Morrow people. When the Green Caps (as the Snake Eaters are known in Chicago) appeared he figured they were just another crack-pot religion. When run-away slaves, farmers whose crops Dan was stealing, and even some clan members began to congregate at what gradually became known as Ft. Morrow he decided they were a threat and he began sending spies in to find out their weaknesses.

When none of the spies returned, (some of whom were seen working in the fields around Ft. Morrow) he decided to attack.

He was downright *shocked* when they actually *defeated* his boys. No one could remember the Machine losing before. Never. Still it was not all bad. Big Dan had put his chief rival in charge of the attack on Ft. Morrow with careful arrangements for a "stray"

bullet to find him in the final assault. Since things didn't work out according to plan the ambush never happened. This left the Boss with a scapegoat for the attack's failure and also allowed him to eliminate a dangerous rival.

Now however he faces problems from the clans. The defeat of the supposedly unbeatable Machine has caused one or two clans to start making raids on the Boss's territory and the Freelaners. As a result, Dan Bair is currently looking for a solution to his Ft. Morrow problems. The appearance of Recon Team G-12C opens many possibilities to this charismatic, ruthless man.

COMMISSIONER OF WATER

Jon Keiller is the current Commissioner of Water. While this title, like most of the others used by the Machine is mainly meaningless, Al unlike his predecessor, actually is in control of the distribution of water within the City. This gives him a great deal of power since without the good water found in the Lake (good water being water that does not glow at night and that has 'clean' fish in it) much of the inner city not on the Lake would die in a matter of weeks.

Jon is a quiet, dark haired, brown eyed man who is only about 5'4" tall. He is intensely loyal to the Boss and he often goes with Dan when he tours the garrisons. Because of this he is often called the Boss's Shadow or The Shadow. What is not generally known is that Jon is also the head of the Boss's spy network and it is he who recruits spies and briefs and debriefs them. Content to stay in the background, Al wields almost as much power as the Boss himself.

COMMISSIONER OF POWER AND LIGHT

Joe Cierce is a broad shouldered, black haired man with a big smile that is always totally insincere. Usually his smile means that he is about to stab someone in the back and his "colleagues" have come to recognize its meaning.

Joe is in charge of the Machine's soldiers. He assigns them to the garrisons, hands out ammo when needed and is in charge of the security of the Freezone. Although Joe is new to his position (having taken over after the execution of his predecessor), he has nevertheless taken to it like a duck to water.

One of the few relics from before the War that the Machine keeps is in his possession. It is a symbol of his office and is always carried with him while at the Freezone. This is a carefully maintained leather submachine gun case containing a stringless violin. It has been carefully handed down from Commissioner to Commissioner since the early days and although the meaning of the joke is long forgotten the tradition is still carried on. Joe, having the temperament of a Chicago gangster circa 1930, is a fitting person to carry the violin.

THE CLANS

Before the war Chicago was one of America's most culturally diverse cities. Americans of many races lived and worked together in the many ethnic neighborhoods of Chicago. At the best of times Chicago was the center of the American "Melting Pot". At the worst of times it was a hate filled war-zone.

The War did little to change this other than to make the hates deeper and the fights more desperate. The survivors that lived in the neighborhoods of Chicago were able to work together to survive because they trusted each other. In many cases they also spoke the same language which was usually something other than English. Poles, Russian Jews, Puerto Ricans and Mexicans lived in their own enclaves speaking their own language and hoarding what food there was and the space that could be farmed.

Each of these groups had their own land and their own way of living. They guarded these with their lives, often fighting over a piece of land or a street corner that had no other meaning other than that it belonged to their people. These clans seldom left their territory except to raid other clans or, later on, to travel to the Freezone to trade with the Outsiders for seeds, food and tools, which they couldn't make or find themselves.

Most clans were ruled by a single strong leader with the young men fighting and searching the rubble for metal or other artifacts that were left from before the War. Families grew crops, acted as lookouts and kept the makeshift houses they lived in from falling in on them.

TODAY

At the heart of every clan's territory is a cleared field used for growing food. These are usually centered around an area that had been a park or cemetery before the War. This area is the most carefully guarded part of a territory where most women and children live and work and where the food necessary for the clan's survival is grown. Because the City Machine has forbidden trade in guns to the Clans, they use homemade weapons, traps and the rubble itself to defend their turf. The most common weapons are sling shots (made from pieces of metal found in the ruins), thrown rocks, blowguns and an occasional crude, home-made shotgun. Axes, hammers and spears are used in close quarters but the most important weapon found among the clans is the rubble and their familiarity with it.

In 150 years Chicago has become a junk heap full of traps, pits and dangers for the unwary. With a little bit of ingenuity, the clans have made the rubble into a weapon ready to fool strangers and the unwary. There are pits that will drop enemies into the remains of the sewers and sections of wall that can be levered by a single person to fall on people walking beneath them. Pungi traps made of rusting nails and other debris lie around corners of old buildings waiting for people to stick their noses where they don't belong. All in all, the rubble of Chicago is a dangerous and vicious place.

The people of the Clans are as dangerous as the place they live. While cannibalism is no longer common, some clans have made a ritual of it and practice it whenever they catch someone from another clan. Slavery, however, is quite common and young children from other clans are often put to work in a clan field or sent "treasure hunting" in the more dangerous parts of the rubble. If a clan catches an outsider who they have no use for, they will

often sell him or her at the slave auction in the Freezone.

Outsiders in general are considered invaders unless they are part of the City Machine. A clan will attack these too; if they think they can get away with it. The easiest way for most clans to identify an Outsider is when they find one in a trap. Since the clans all have secured areas, only those that know where the traps on the outer perimeters are allowed outside the secured areas.

Those Outsiders that manage to get past the traps will be discovered by the language they speak. Even those few clans that still speak English will speak a very different dialect from what is spoken in the 20th Century. However, most clans have at least one person who can speak "standard" English as it is the language used for trading at the Freezone.

The clans presented below are typical of the clans in the inner city. The P.D.'s map shows the areas controlled by these clans. In each case a clan's territory is centered on a park or other open space. Here most of the farming is done, and it is this space that keeps a clan alive. A clan will defend its central farmland almost to the death of every member.

1. BLACK CLAN

CENTER: Oakton - Park Ridge

LANGUAGE: Black Dialect and French Patois

SIZE: 200 clan members, 35 fighters.

DESCRIPTION: This relatively small but well organized group farms what was once the forest preserve near I-294. Not normally a cannibalistic clan, they have a standing feud with the Indian Hill cannibals (see below) and it is rumored that any member of the Hill Clan they catch becomes part of a ceremony they follow at the full moon. It is certain that they never sell these captives as slaves.

LEADER: Atoli D'Arstaing B'Tumbu

Atoli is a tall, handsome man with an equal mix of French, Hispanic and African blood. He has been Clan chief for five years and is the best warrior in the Clan. This may in part be due to a slight psionic talent that creates a small pool of silence around him when he goes on the hunt for people or animals. It is not that he does not make noise, it is simply that it doesn't register with people who might hear it. Atoli leads the clan in the Full Moon Rites which the clan believes gives them protection from their enemies. The clan's relations with the Machine can best be summed up as cordial; though the clan seldom trades at the Freezone.

2. MIDDLE EASTERN CLAN

CENTER: Bohemian, Montrose and St. Lucas Cemeteries and the grounds of what was the Municipal Sanitarium.

LANGUAGE: Mixture of Greek and Lebanese.

SIZE: 350 members with 60 fighters.

DESCRIPTION: This is one of the larger clans with over 300 members in it. It is a mixture of the Greeks, Middle Eastern and Oriental people that once lived in the surrounding areas. An odd mixture of people, it is not unusual to see a clan member with Oriental eyes, a proud Greek nose speaking Lebanese to an equally diverse fellow clansman. The clan is very cautious and careful as they own what may be the largest single piece of farmland in Chicago. If there is any doubt about the identity of a person on their turf they will attack him rather than take a chance that he might be a friend. Their relations with the Machine are

good but wary, as the clan is exceedingly distrustful of the motives of the Boss.

LEADER: Tien Chi Spiros.

This calm, brown-eyed man of about 35 is vigorous and canny despite his relatively advanced age (for a clan member). He is a masterful trader and will patiently bargain someone down to the price he wants. In his youth he was known for his skill with the crossbow but his eyesight has reached the point where he can no longer see things clearly at a distance. Nevertheless, he is wise, patient and crafty as befits the leader of the largest clan in the inner city area.

3. LATINO CLAN

CENTER: River Grove

LANGUAGE: Spanglish (a mixture of Spanish and English).

SIZE: 230 members with 50 fighters.

DESCRIPTION: This clan is one of the most active clans in the inner city. They are perhaps the best farmers (after the University) and are the most active in scavenging the ruins in search of relics for trading. They sell these at the Freezone and are on good terms with the Machine. They are also not above raiding another clan's turf in search of relics. Currently, they are carefully watching the struggle between their cousins and the Ukrainian clan over Humboldt Park. Some people in the clan are anxious to fight the Ukrainians but the clan leader, Jesus de la Torre, does not want to risk weakening his clan to the point where another clan might attack them.

LEADER: Jesus de la Torre.

Wise beyond his years, Jesus de la Torre became clan leader two years ago at the age of 22. Since then this careful, dark haired man with a pudgy nose, has improved the lot of the Latino Clan by diplomacy mixed with an equal measure of ferocity. Because of this, raids on his clan's turf have dropped sharply. From time to time however a neighboring clan will send in a raiding party to test his mettle.

Jesus is on good terms with the Machine and is satisfied with the trade arrangements that currently exist. His only wish is that trade be even easier and he will support anyone who proposes ideas that will genuinely improve the trading situation.

While he has had some trouble with the "young bucks" (i.e. age 15-16) in convincing them not to fight the Ukrainians, there are no serious contenders for his position. This is because Jesus is ruthless with challengers and other would be rebels.

4. HUMBOLDT PARK - HISPANIC AND UKRAINIAN CLANS

CENTER: Humboldt Park

LANGUAGES: Spanish and Ukrainian

SIZE: Spanish, 100 members and 35 fighters. Ukrainian, 275 members and 50 fighters.

DESCRIPTION: The Humboldt Park area is currently the center of one of the fierce, short-lived clan wars. They are necessarily short because no clan can afford to lose a crop lest the entire clan starve. Since both sides hope to capture this season's crop intact neither side has damaged the fields. The Hispanic clan attacked the Ukrainians when the Hispanics were driven off of their turf to the West. The Ukrainians are defending their turf with all the ferocity that they used against the Russians, the Turks, the Poles or anyone

else who invaded their land. For their part the Hispanic tribe is desperate. For them, time is running out. Unless they capture a clan center soon they will be without food for the next season. And since they started this fight with fewer fighters than they once had (because of the battle that drove them off of their turf), it is doubtful that they will be able to capture this clan center. Instead they will have to try their luck on the dreaded south side where nightmare creatures still walk in the daylight.

LEADERS: Ukraine: Yudi Chorek. Hispanic: Alberto Cuery.

Yudi Chorek is a solidly built bulldog of a man. About 5'5" tall he gives the impression of being as wide as he is tall. For him, there is no choice in the matter of fighting the Hispanics - he will die before leaving his turf. This attitude is common throughout his clan and is heartily approved of by all.

Yudi is particularly capable at thinking up and setting traps of fiendish deadliness. As a result, the area around the Clan center is now studded with these killers. In other times Yudi is a fair and just man who rules well, but for the moment he is a dedicated killer.



His independent attitudes are not appreciated by the Boss, but Yudi has done nothing overt to bring him down. At City headquarters there is some discussion of whether the Machine should give the Hispanics some covert help and thus bring down Yudi and his clan. So far though, nothing has been done.

Alberto Cuery is a balding dark haired man of about 30. A man of great appetites who normally enjoys life to the hilt despite its treachery, he has become grim and determined in these latest misfortunes. He realizes that it is unlikely that his clan will be able to defeat the Ukrainians by themselves so he is trying to get some help - mainly from the Latino Clan. His attack on the Ukrainians was based on the assumption that the Latinos would help his clan but he is coming to realize that this miscalculation may have been his last.

He is now searching about for help from other clans by making offer of booty from the rich Ukraine camp. So far he has had no luck despite the fact that the thought of the loot has interested several clans. The thought of facing Yudi Chorek's mad Ukrain-

ians has convinced everyone it is better to wait.

5. CANNIBAL TRIBE

CENTER: Indian Hill Golf Course, Kenilworth

LANGUAGE: ?

SIZE: ?

DESCRIPTION: Little is known about this tribe since they do not trade or come to the Freezone and people captured by them never escape. It is said that the reason for this is that captives from other clans become the guest of honor at a cannibalistic dinner. Even their language is unknown as when their raiding parties are caught they always fight to the death. If desperate, they will kill themselves rather than being captured alive. The only thing certain is that they send raiding parties out each week to capture someone for their weekly feasts. The Black, Latino and Jewish clans are favorite targets for these raiding parties but whether this is because of some taste for them or whether it is simply their relative nearness to the Cannibals is not known for sure.

LEADER: Unknown.

6. HILLBILLY CLAN

CENTER: U.S. Naval Air Station, Glenview.

LANGUAGE: English dialect.

SIZE: 200 members, 45 fighters

DESCRIPTION: This clan is descended from people who came to the northern cities from the rural areas of West Virginia, Tennessee and North Carolina. Their dialect is distinctly Southern in flavour although they have many words and phrases that come from Shakespearean English. Left to themselves it is likely that they would do little scavenging but the advantages of trading are obvious to them. They are relatively new at this and have only seriously begun to scavenge the ruins in the past five or ten years. The result is that they will often have the richest booty for trade at the Freezone and there is often a crowd of traders around them. This richness has attracted a lot of attention from other clans and as a result there have been many raids on their turf recently. They have responded to this with a kind of relish for fighting that their ancestors generally saved for hunting raccoons.

LEADER: Mama Simpson

Mama Simpson is a big, husky woman of about 40. She is known as a wise woman and is respected by all the Clan. She is also quite capable of knocking heads together and even the rowdiest young buck will quiet down when Mama Simpson tells him to.

Mama is a shrewd woman who has done well in guiding her clan. It was her decision to start trading at the Freezone and, while she does not like the tax charged by the Machine, she gets along with them tolerably well. One of the chief trade items she introduced was corn-whiskey. This proved very popular and has made the Hillbilly tribe very rich even considering that most of the "White Lightning" they make never reaches the market.

Mama will need proof that things will get better for her Clan before she will cooperate with any schemes proposed by outsiders.

7. JEWISH CLAN

CENTER: Evanston Golf Course, Skokie.

LANGUAGE: A mix of Hebrew, Russian and Yiddish.

SIZE: 180 members, 35 fighters.

DESCRIPTION: This clan is one of the most cohesive and capable clans in all of Chicago. They have maintained a relatively high level of education and many clan members can read and write. The old traditions are still an important part of their lives and while there have been some minor accommodations to the new situation the only real difference is that their religion is 4000 years old instead of 2000. Capable traders, they also farm extensively and well, sharing jobs among clan members. One might almost call their group a commune rather than a clan.

This clan also has an extraordinary relic - an old Galil assault rifle. This rifle was brought to Chicago by an ex-Israeli who returned to Chicago just before the War. It has been carefully preserved and is still functional. While the presence of such weapons is not unheard of among clans (after all, they make fine clubs) most of them are obviously not in working order. The fact that this one still works is amazing. Even more amazing is the fact that they have people who know how to use it and ammo that has been carefully preserved. The training has been carefully handed down as a clan tradition and the ammo has been kept in sealed boxes safely stored away. While the ammo is not entirely reliable, 80% or more of it still works. Ammo that fails tends to simply not go off although occasionally (one in a thousand rounds) things get interesting. There are standing orders among the clan that the rifle is only to be used in dire emergencies and then only in a single shot, semi-auto mode.

LEADER: Mikel Sobel.

Mikel is a small, dark, bearded man of about 28. He has a dry sense of humour that is often ironic in its twist. He takes his job of leader very seriously and this is just as well as there is always much to do.

Mikel is very careful and precise but he is still able to take risks when necessary. He has a good grasp of tactics and the Clan has done much to improve the defenses of their turf under his leadership.

Mikel is not so much the "chief" of the Clan as he is tactical leader and arbiter among the "wise men" of the clan. Mikel does not trust the Machine, since they are outsiders, but neither does he hate or fear them. To him they are simply the Kulaks of the town.

FT. MORROW

Ft. Morrow is "built" upon what used to be O'Hare Airport.

Like all "Snake Eaters", this team was frozen in order to find out about the Morrow Project. Caught in the same trouble as the teams themselves, the Snake Eaters also woke up much too late. They are less happy about it than the Project teams, if that is possible.

But unlike most Morrow Project teams, the Snake Eaters have more leeway in their actions. Ordered only to find out about the Morrow Project, they can fall back on their own training and mission when there are no Morrow personnel around to "find out" about. The motto of the Special Forces is "De oppresso Liber", literally; the "Liberators of the Oppressed." 150 years after the War there are lots of oppressed in need of liberation, and the Snake Eaters are doing their job and often that of the Project.

The Snake Eaters are often more successful. They are less

idealistic, more realistic, and many of them have years of practical experience. They do not have to look around for other teams, they do not waste time wishing for Command and Control which no longer exists. They find themselves facing a situation. As ever, they deal with it. Having no Command and Control, they create it. They make or create whatever they need, instead of relying on finding it in caches.

The drawback is that all of this takes time, and it is often impossible to make all that they might want from the materials at hand. But they are more than compensated by the results. Being forced to subsist on the same basis as the locals, they improve their lot through know-how and guts. There are few social barriers between them and the locals, and a feeling of partnership is created which is rare to non-existent with Morrow Teams, who, by dint of plentiful equipment and unconscious attitudes, often convey a sense of "rich cousins visiting poor relations."

THE FT. MORROW TEAM

The team was drawn from volunteers at the John F. Kennedy Special Warfare Center in June of 1985. The Federal Government was **very** curious about something going on known only as 'The Morrow Project'. Vague rumours were all they had to go on, but some SF A-teams, made up of volunteers with few family ties, were frozen in order to find out what they could. No one suspected the true nature and duration of The Morrow Project. So, as usual, the A-teams were "left hanging".

The Ft. Morrow team is typical of these. Drawn from several SF Groups, the team is officially designated: Special Forces Special Operations Group Woodstock, or, SFSOG Woodstock. The Woodstock identifier refers to the team's freezing location, near the city of Woodstock, Illinois.

The team was activated some four years ago, presumably by a Morrow signal meant for some other team. It did not take the team members long to figure out that, as usual, things had gone **badly** wrong and that they were on their own, again. The team made its way into the chaos and ruins of Chicago. The rumours they had heard of organization turned out to be hilarious exaggerations. Undaunted, they decided to dig in and **make** some organization.

The team noted that the remains of what had been O'Hare field was a no-man's-land. Much of the land was arable and a good crop growing region, many of the buildings, being of fortress-like construction, were still standing. Some still contained old equipment. This of course made the area a prize, constantly fought over for the past century. The team decided it was perfect for their needs. They quietly moved in on a moonless night and set up shop in the following days.

Initially, the locals could not believe the gall of the act. Belatedly, some groups decided to attack. But this interlude had given the Snake Eaters time to figure fields of fire, approach routes, set mines and traps, and generally dig in and prepare for the party.

The local clans were completely incapable of cooperation. They had tried, but no good solution had been offered relative to division of the spoils. The attacks, therefore, took place over a period of several weeks with no coordination or overall plan. The Snake Eaters beat them off with comparative ease.

The clans suffered horrific losses and could not have mounted more attacks even had they been foolish enough to want to.

Beyond this, the clans were aware of the fact that this new 'clan', strong beyond all relationship to their numbers, was odd. They helped wounded enemies. They returned prisoners, instead of selling or eating them. In spite of their obvious superiority, they did not simply take things from their now quiescent neighbors. They traded. They talked. They could not be drawn into alliances. They left other people alone.

Within a month the team had the beginnings of a farm, a rudimentary smithy and machine shops, a small hospital, and the inevitable still.

Word spread. People began to trickle in, usually the dissolute who had been dispossessed by the clans. Soon others came too. These were often former prisoners of the Snake Eaters or wounded who had been returned to their clans.

The team would feed anyone, but anyone who could work had to pitch in and help. The team began to teach. Farming, animal husbandry, metal working, reading, sanitation. Unlike the "scholars" the team would teach anyone. The only thing they would not teach were military subjects. Nor would they tolerate slavery or cannibalism.

People came to eat, or to learn, or just to see. Some of them stayed.

The team had arrived in March. By November the first harvest was in. An unbelievably large harvest by local standards, it, more than anything else, showed the locals that this 'clan' knew what it was talking about. The team's community numbered about 50 people then and Ft. Morrow was born.

FT. MORROW TODAY

Today the Ft. Morrow community numbers some 200 souls, including the seven remaining team members. The whole of the O'Hare area is now under cultivation or pasturage with the exception of the buildings and one of the old runways which has been kept "just in case". The people of Ft. Morrow are free, independent and self-governing. The team has re-established the democratic process on the old "small town meeting" model. Elections are free to all working inhabitants of one year's residence or more, one vote per person. The team leader has been elected "manager" consistently.

The team has for the past three years trained some members in military lore. There is now an "army" of about 35, armed like the team. The army works like all of the others but also pulls guard duty and fights when necessary. The community is self-sufficient in terms of small arms ammo, producing all of their own; including the primers. It is not as efficient as the original stuff, since the propellant they make is not as good as the original. (Reduce E-factor by 2.)

The people are happy, well fed and looking forward to the future. Children have names like Hope and Tomorrow. All citizens are fiercely loyal to the community and the team, but with no trace of obsequiousness.

The community has a herd of about 40 cattle, 60 or so sheep and goats, and innumerable chickens. They produce their own metal work, generate small amounts of electricity in a variety of ways, and produce food and alcohol in quantity. The trade with local clans and with the professors of NU.

Cannibalism is forbidden and is punishable by death, along

with child molestation, rape and some forms of murder. Slavery is also forbidden and any slave who makes his way to Ft. Morrow is free upon entry. This has caused some small fire fights in the past few years, but none recently. In fact, the only fight to go down of late took place last year, when there was a 'war' with the City Machine.

The Machine decided to annex Ft. Morrow without having first consulted the members thereof. It was assumed that the 100 or so troops of the Machine could handle the job easily.

A week after the fighting began, the Boss felt that the 60 or so troops he had left might not be enough after all, and had them pull back. The war is officially still on, but the status remains quo and no plans exist for renewing hostilities in the near future.

Trading between the City Machine and Fort Morrow goes on today through intermediaries. Some of the local people that come to the Fort will trade with them and then take these items to the Freezone to trade again. Both the Machine and the Fort Morrow people know about this but neither has done anything to stop it.

All of this is quite an achievement, the more so since the team was not equipped to deal with what they found themselves confronted with. It is all possible only because of the training and the dedication of the team members who are profiled below.

THE PEOPLE OF FORT MORROW

CAPTAIN SCOTT BAUER, DETACHMENT COMMANDER.

A unique man but typical of the sort who command SF A-teams. Some of his history is in order.

Originally from rural Montana, upon graduation from high school Scott found himself drafted. In 1965 few people had heard of Special Forces. The song, the book and the movie all title "The Green Berets" were still in the future. But the young PFC found himself volunteering for this unusual elite force with the vaguely pansyish head gear. In 1966 he was in some place called Laos, sorry he had ever volunteered.

In 1967 he was in the U.S. again, a sergeant with a fist full of medals, in a hospital. The unit he'd been advising had come upon hard times, its few survivors owed their lives to Scott. Planning on leaving the army, he was somewhat disgusted but more surprised to find himself re-enlisting in order to attend West Point.

After a year in prep school and four at the Point itself, he was a 2nd Lt. and again in S.E. Asia. 1971 saw him commanding a platoon in the 173rd ABN Bde. 1972 and he was home again, married, and back in SF as a 1st Lt. In 1973 he was back in Vietnam with the 5th SF and won a few more medals.

But that war ended and he was home again, now with the 10th SF at Ft. Devons, Mass. In 1975 he was sent to Germany where he did what he could to combat terrorists. Here, in an automobile accident on the autobahn, his wife and their only child were killed.

Completely broken by this event and the uses to which he had seen Special Forces Personnel put, he left active duty in 1978. Accepting a Reserve Commission, he continued "to do what he could" part time.

He never managed to fit in. But in the 1980's the government had winded something of The Morrow Project and was looking for a check. With his combat record and post military "drifting", Bauer



looked like a good man to approach for a job.

Scott jumped at the chance. He familiarized with his team for six months and they were frozen in 1985.

Scott Bauer never made a better decision. Now 48 years old (not counting hibernation time), he is alive again. Commanding an A-team and employing them as they should be, keeps him happy and busy.

An extremely charismatic leader, he is always found working with a grin spread on his face. He has dreams. Noting that his orders were to find out about TMP, he happily ignored them along with his medals. Indeed, he points out his medals as being excellent examples of what comes of being in the wrong place at the wrong time. Especially his purple hearts.

He has not *junked* his orders about TMP, but he has realized the idiocy of searching for these people, especially with a real job to do *here*. He is perfectly willing to face a Court Martial if one is convened. In the mean time, he has named the community Ft. Morrow. This is partly because of "his" people and their tomorrow, toward which he is trying to build and, partly because he figures that with such a name anybody from The Morrow Project will likely come to him.

Unlike the rest of his team, he has not married or found any relationships since unfreezing.

MASTER SEARGENT SAMSON JEFFERSON, OPERATIONS SGT.

His parents named him too soon. "Sam" stands all of 5 ft. 4 in. tall, and weighs 120 lbs. dripping wet. He grew up in the East Side ghettos of Detroit, where his diminutive size and ill fitting name assured that he had extensive "combat experience" before he was ever drafted.

The army trained him and taught him, paying him for and sending him to places where he could do what he had been doing, only now he was doing it legally. The army *changed* him. He learned to talk people into doing things, he learned to value himself

as a person, and later as a key man in a team. The army became a family, Special Forces a religion. He learned to smile.

MSG Jefferson can do any job in the team better than the man who's job it is. Smiling out from behind a pair of thick, army issue glasses, the small, soft-spoken man gets things done. There are situations which a smile and a kindness will not handle and Sam is also able to fight like a wounded badger. He can use any weapon and can make nearly any weapon, but he is something of an artist with a knife.

He counts his blessings for being who he is and where he is, still learning, still growing. He is now married with a child on the way. Only two things can make him angry, a threat to 'his' captain or a threat to 'his' community. It is not wise to make MSG Jefferson angry. He has no living enemies.

SFC WILLIAM CHUNG.

"Bill" Chung is the only member of the team to hail from beyond the borders of the U.S. Exactly where he is from is not known, he doesn't talk about it. He freely admits that he originally enlisted in order to become a U.S. citizen. But having served a full tour in the army he found that he enjoyed the life and stayed on, even through a couple of years in Vietnam. He volunteered for the second year.

He can make any light weapon (small arms type) do anything. He is uncannily able to move through any terrain without leaving a trace, and the locals of the community are of the opinion that he can see better in the dark than he can in broad daylight. He has a real talent for just showing up, seemingly out of nowhere.

Bill is very quiet, very reserved and very polite. He favors subtle humour and rhetorical questions. Bill Chung presents the confusing picture of a Chinese philosopher in a Green Beret.

SFC PATRICK PHILLIPS, MEDICAL NCO

Pat came to the army from the City of New York where he had spent his time running with street gangs and being thrown out of schools, parochial and public. His first tour saw him in action with the First Cav. Div. On a complete Snafu with his orders, he wound up in army "goat school"; the Special Forces medical course.

Once he quit complaining long enough to notice what he was doing, he found that he was enjoying what he was learning and that he was good at it. He took to his first SF unit with a chip on his shoulder, which was knocked off as he was knocked about and Pat soon found himself a part of a team.

Back in the war he found that he preferred patching people up to breaking them and performed Herculean labors with civilians. But Pat never lost sight of the fact that he must first survive in order to heal others, as a result he is a most proficient killer.

To his former experience he has added the years in Chicago, and now he only rarely has to use the rifle. He is, however, never without the rifle.

Pat is deeply worried about his nearly exhausted supply of medicines and drugs and wonders how long he can keep open his hospital. Treat him as a full Doctor for med skills.

SFC BARNEY SMYLE, RADIO NCO.

Barney is a craggy faced man who looks older than he is. Aptly named, his homely features are often graced by a toothy grin.

The team's radio expert, he has not got much to do, as there is no one to talk to. This is a shame as Barney is a great radio man and can make a radio starting with sea shells and a box of sand. Still, he maintains a radio watch and is always disappointed by the unbroken static.

From the rural area around Augusta, Georgia, Barney grew up on a dirt poor farm. This has helped the team immensely, as Barney has taken over as the most knowledgeable farmhand around. He is even having some success, though not much, growing tobacco and cotton. He keeps trying, and fills his pipe with the fruits of his labor.

SSG ARNOLD PYLE, ASST. MED. NCO.

Pyle is in the unenviable position of being the youngest member of the team. Born near Little Rock, Arkansas, he still has an accent thick enough to cut with a knife. The fact that he holds a degree in history does not offset the fact that he looks and sounds like Gomer Pyle, U.S.M.C. There are no other similarities, but those are enough to have earned him the nickname "Gomer".

As experienced as any of the others, Gomer pulls his own weight as assistant medical NCO. While not as proficient as Pat, he is still very good.

Gomer is loud and boisterous, prone to laughing, drinking and "rassling". While very intelligent, he keeps the fact hidden behind a "country hick" facade.

SSG. ERNESTO ARVISO. RADIO OPERATOR.

Ernie did not exactly volunteer, but he did enlist. A Yaqui Indian, just where he was born is a moot point. It is certain that he fought his first battles against the U.S. Border Patrol, guiding illegal aliens into the U.S. He was very good at this, but he did it once too often and was caught.

Caught cold in violation of a number of laws, the judge offered him a choice: enlist and do time, or be sentenced to and do more time. Ernie enlisted.

In training he heard that some SF units worked in mountains with natives. This sounded "homey" to him and he made it a point to qualify and volunteer for SF.

It was therefore something of a shock when upon arrival he found that the "natives" were montagnards and the "mountains" were central highlands and these central highlands and natives were all in Vietnam. It could not have been too bad, as he went back now and then over the following several years.

Ernie's been in long enough to be of a higher rank. He ~~has~~ held higher rank. **Several** times.

A happy sort of person with lots of energy and a keen, if largely uneducated mind. He has a tendency to say nothing at all until he suddenly interjects a totally off-the-wall comment into a conversation. Something like "Norwegian Caribou?"

Ernie is the closest thing in the team to an assassin. He kills only when he must but when he kills it is cold, dispassionately and without a twinge to his conscience. Ernie is particularly good with a handgun and carries two Charter Arms .44 special Bulldog revolvers. These are 'snub nose' pistols and he carries them with the muzzles in the tops of his boots; out of sight but easy to get at (E-factor 11).

Afficionados of army organization will note that there are too

few people in this Special Forces A-team. This is true; "Woodstock" originally had 12 members.

SFC ROBERT JONES: ENGINEER NCO.

Five days out from the freezing facility, SFC Jones was killed in action (KIA) in an ambush sprung by forces unknown, en route to Chicago.

1ST LT. MIGUEL AGUA, TEAM XO

Fell fatally ill from a disease which could neither be identified nor treated. He lingered for five days in great agony before dying.

SSG HEINS RICO, ASST. OPS. NCO

Ft. Morrow then being attacked by an unidentifiable entity (a blue undead), SSG Rico took it upon himself to eliminate the threat personally. Noting that small arms fire seemed to have no effect on the target, and that the target did not appear to be armed, Rico tied three fragmentation grenades onto a loop he had formed from a bootlace. Running forward, SSG Rico placed the loop over the creature's neck, pulled the pin from one grenade, and dived for cover. The creature was destroyed. SSG Rico was unaffected by the blast but died three days later, apparently from radiation poisoning.

SGT. DAVID ROBINSON, ASST. ENG. NCO

During one of the initial battles to hold Ft. Morrow, the point from which Sgt. Robinson was fighting was overrun. When the fighting ceased, no trace of Sgt. Robinson could be found. It is feared that he was captured and fell prey to cannibals.

SGT. DAVID WILLIAMS

During the Machine's attempt to take Ft. Morrow, Sgt. Williams provided a diversion that allowed a trapped group of women and children to get to safety. While the diversion was successful, Sgt. Williams was caught in a crossfire and took repeated hits. Though he survived the assault, he later died of his wounds.

Ft. Morrow has not come without a price.



In general, the team members who remain are friendly, outgoing people looking forward to the future. They are all, without exception, expert in the art of war and bad people to cross.

They still wear their army uniforms and berets, but these are worn and faded. All of the team members work, sharing both military duties and the day-to-day labours of the community.

To the delight of the team members, they were not issued M16A1 rifles but instead were given older M14's out of the "mothballed" stocks.

They have three caches, all in the vicinity of Woodstock. They have only opened one of them about two years ago, and that was to get the arms to equip their community. Their caches run heavily toward arms and ammo, and finding small need for these items just now, they leave them alone.

THE UNIVERSITY

PRE-WAR

Before the War Northwestern University was one of the foremost Universities in the Midwest. In the 70's and 80's it was well known for its journalism and business schools, its library and computer science departments. It was because of the work done in these last two fields that the school was endowed with a grant by the National Science Foundation that allowed an advanced computer to be installed for special research into information retrieval problems at the library. Part of the grant was money to "wire" the library completely and connect it to the new Cray computer bought for the project.

THE WAR

When the bombs fell the University was in the middle of its fall term, so most of its 20,000 students and faculty were on campus. Because the bombs targeted for Chicago fell primarily to the south of the City the University survived the initial blast more or less intact. The people who made it to the basement shelters survived.

POST-WAR

Most of those who survived realized that the City was likely to become a death trap and so they fled to the countryside along with thousands of others who hoped to find food and safety there. Those that stayed were either unable to flee or felt that the countryside would be no safer than the remains of the City.

Some of those who stayed hoped to preserve the University as a center of learning, others wanted to use the facilities to rebuild the war-torn world. These survivors did what Universities so often do when faced with a crisis: They formed a committee.

The Committee for the Survival of Northwestern University was deep in debate when the wind turned from the south for the first time since the War. The devastated remains of South Chicago were a glowing hulk of radioactive debris. Fallout from the bombs had spread far to the east and south before the weather changed and the wind turned to the south. The deadly rain of radioactive dust began to move north and settle over Chicago and NU.

Those people out in the open became walking dead. As the dust settled it entered buildings through ventilation ducts, under doors and through the broken windows.

Under the impact of this new disaster, what organization there was at the University fell apart. The survivors huddled into frightened groups hoping against hope that they too were not

condemned to a slow, painful death from radiation poisoning or cancer.

Canned food was the mainstay of their diet during this time for all other food was suspect. Water was taken from the Lake and tested for radioactivity using a geiger counter scrounged from a geology lab.

As the weeks and then months went by a kind of routine was developed. Canned food was foraged from the surrounding houses and stores and passed out once a week. Water was collected and tested every evening just after dark (when very bad water glowed) and then passed out to the waiting line of people. Gradually this style of life spread into the "studies" that individual survivors kept working on to keep from going mad.

When there was time to think about the work of the University again, a very simple approach was taken. Such organization as there was was confined to the practical aspects of survival. Everyone was expected to do some work towards rebuilding the University, preparing it for winter, foraging for food, collecting water or (years later when the fear of radioactive contamination had passed) farming. Scholarly work was up to the individual and was confined to the few spare minutes in a day that could be scrounged from other tasks. Such teaching as took place was simply a matter of one person accepting another as their student. A master-apprentice relationship similar that used in Medieval schools was generally used.

Some people worked to preserve the libraries and other stores of information. But without the power supplies necessary for running the giant computer, most of the catalogs and indices were lost. The scholars discovered the dangers of the so-called "paper-

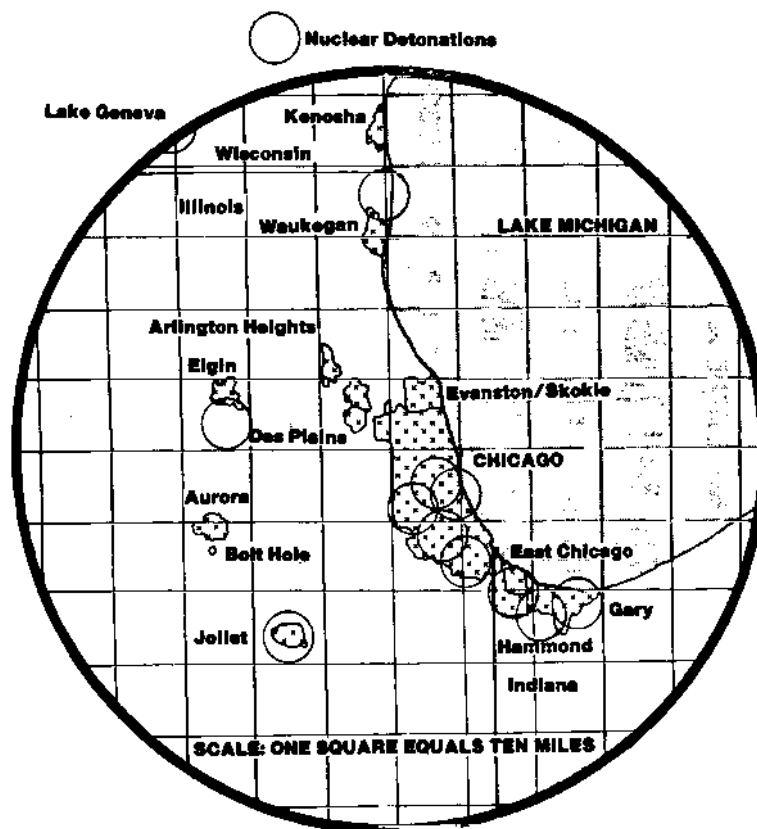
less" world.

Meanwhile some of the engineers worked on developing power sources that would give the University a small but independent power capability. This mostly involved cannibalizing equipment from various labs and in particular an experimental lab where solar energy research was being done. However all of these efforts were spontaneous as there was no organization or direction to the activity.

Just as things were beginning to fall into a routine the University was attacked by a mob who wanted to destroy the knowledge that had caused the War. These prototypical Razers (see The Morrow Project Gamebook on pg. 52 for a description of these people) fell on the unprepared scholars with all the savagery of a pack of wolves on a flock of sheep. It is likely that NU would have been destroyed but for the desperation that the threat of extinction of aroused in the scholars.

Fighting for their lives and clinging to the University as their only reason for living, what was left of the scholars fought back with a ferocity that took the attackers by surprise. In this the scholars were greatly aided by the "siege mentality" architecture that had been popular at Universities since the late 1960's.

Holing up in labs and classrooms, libraries and offices they fought back with any weapons they could scavenge. Crude explosives, incendiary bombs and the like were made from precious stocks of gasoline, chemicals and glassware taken from labs. Gas bombs and slingshots were added to the arsenal and, at times when the fighting became most desperate, iron bars and clubs made from classroom tables, chairs and bookshelves were used in hand-to-hand combat.



Teachers who had never fought a day in their lives fought from sunrise to sunset. Professors who were used to spending their nights reading or writing stood watches to defend against secret night attacks. Men and women who had spent their lives preserving the fruits of peace became grim-faced with the realities of war.

Little by little the tide turned and the attacks became fewer and fewer. Would be attackers learned that it was death to go up against well prepared defenders in fortress like buildings. Gradually the attacks dwindled and then finally they stopped.

The survivors at the University found themselves in a wilderness of burnt-out buildings and corpse strewn lawns.

Under this final blow, any structure that might have developed was abandoned. There was too much to do in order to survive and too few people to do it. What studying and teaching there was simply became a matter of spending 5 or 10 minutes at the end of a weary day, almost as a ritual to remind them that this was a University. Gradually the University settled into a long slumber.

Over the years this pattern became a fixture. Only rarely did people come seeking to learn from the scholars. Even more rarely were these people accepted as apprentices since there was so little food. The children born at the University that survived became the next generation of scholars though what they learned was fragmented and sparse. But what they did learn was eventually passed on to a new generation.

Although most of the libraries had survived, few people understood much of what was in the books since it was mostly beyond their experience and skill. Worse, with no one left to look after the books in the libraries they were often lost, destroyed or misplaced. People began to keep what books they wanted in their own rooms. Many of these were destroyed by mishap or overuse and lost to successive generations.

This situation lasted for over 100 years. The only noticeable changes were that true scholarship, if less easily acquired, became more noticeable among those who were left and more food was grown in the surrounding parks and commons. What finally ended this period was the appearance of the Freezone and the Freelanes.

The establishment of the Freezone gave the University greater freedom than they had had in the past century. Many different people came to the Freezone to trade and most of these had need of one skill or another that could be found at NU. The Machine and traders often wanted records made of transactions, maps of major trade routes or lists of taxes collected. Machines or equipment which were broken were taken to the scholars along with relics that were not understood. The latter were sometimes offered for trade to the scholars and sometimes the scholars were simply asked their opinion of the value of such relics. In addition to all of this, the University brought trade items of their own to the Freezone. Glass work was particularly valuable as that skill had never been completely lost at the University.

The main effect this had on the University was to give the scholars more time for studying. Since their skills and knowledge once again had value it was no longer necessary to scavenge and farm for food. This also gave rise to a growth in the size of the University. New students were accepted and in a new spirit of growth and cooperation, classes were taught on the basics of

reading, writing, mathematics and in some cases, special disciplines such as chemistry or engineering.

To distinguish between the new students, the older apprentices and their masters, the old titles of Bachelor, Master and Doctor were used. There was even time for some scholars to start to look to the libraries again and some effort was made to catalog and rearrange books.

In this new renaissance, scholars began to join together to plan how the University should be rebuilt. Rather than the old ways of each person pursuing their studies ignorant of anyone else's work, a new era of cooperation, planning and discussion was proposed. Ideas such as the scientific method, referencing of sources and the exchange of knowledge between disciplines were eagerly discussed. A printing press was planned.

Unfortunately this new growth never flowered. For with time to spare and a hundred years of isolated study, the dark flowers of jealousy and dissension grew in place of scholarship.

The heart of the matter lay in the manner of rebuilding the University. One group, the scholars most known for reading the old texts argued that the University should be a repository of learning where books were kept safely and students taught. These students would then be able to go into the world and teach others what they had learned. In this way the Old World could be rebuilt.

Another group argued instead that it was the work done in the labs that was primarily responsible for the resurgence of the University and that this was because the World needed the tools and ways of the Old Ones. The University must first learn how to build and use the machines of old and then teach others how to build them. Naturally it was those scholars that worked primarily in what was left of scientific and engineering fields that argued this point of view.

Still another group argued that unbridled ideas had given rise to the destruction that had brought the Old World to an end, and that the task of the University was to act as guardians of knowledge. It was felt that only such knowledge as was safe should be taught to the Outsiders.

These discussions went on for months with first one side and then another trying to sway the largest number of people. At the center of it all were the scholars who had so recently been given doctorates and who were all very proud of their newfound status. Little knots of students would follow first one scholar and then another as they argued among themselves. But the machinery for scholarly debate, never everything it was supposed to be, was little more than a theory to these people. Moreover, under the loose rules which the University had been following for so long, there was no way for decisions to be made. One group of scholars called for a vote to be taken among all of the people at the University but this idea failed because most of them thought the idea of voting was absurd. Even worse was the notion that students should have a say in the matter.

Another group call for a "representative democracy" to be formed similar to the one used in the Old World. This failed because no one could be sure of what precisely representative democracy was. No one could make sense of the complex set of laws that seemed to be the biggest part of the system.

The matter came to a head when a scholar named Ivison who had never even left his lab or expressed an opinion during the long

debate, went to the main library to look for a book on optics to help him in his attempt to build a microscope. As he had done many times in the past, he walked into the library and began searching through a pile of books to see if he could find anything useful. Unfortunately, this particular pile was one that a "Preservationist" was trying to catalog and sort.

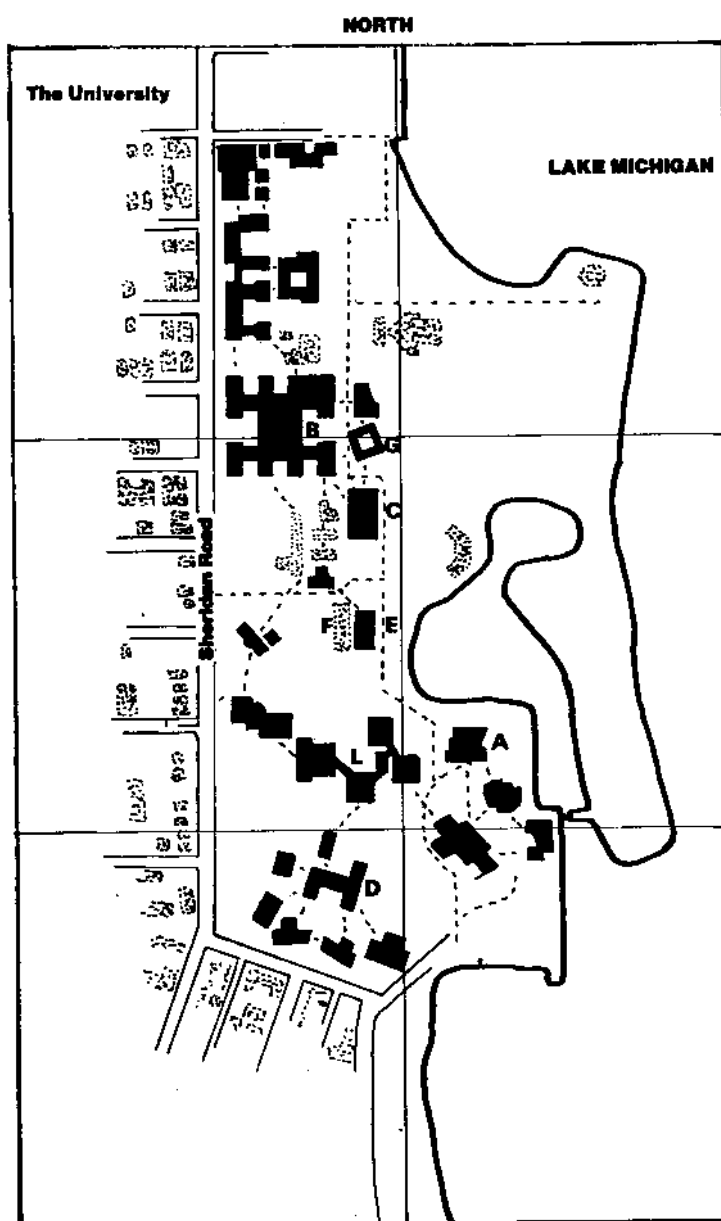
Annoyed by the cavalier treatment of "his" books, the Preservationist began to yell at the bewildered Iverson. The noise attracted a crowd of other students; some Preservationists, some Developers and in the ensuing argument fighting broke out. Soon the library was filled with brawling students using the tables, chairs, pieces of bookcases, or anything else they could find, as weapons. The only casualty from this brawl was Iverson who was found later with a crushed skull, lying in a pool of his own blood. Clutched in his hand was a book on fiber optics.

The University erupted into battle. People who had been

quietly trying to work out some sort of an agreement were swept away in the flood of fighting that followed. Labs were pilfered for weapons that were stockpiled against raiding clans and marauding monsters. These weapons were turned against other scholars. At the center of all of this was the main library. Attack and counterattack on the building left the lawns around the library heaped with bodies.

Gradually the University became an armed camp where two factions fought. The first, an alliance between the Preservationists and the Guardians of Knowledge became known as the Librarians and eventually the word became corrupted into a sneering insult: "Leebationists". The second group became known as the Engineers and later, in a return of insults, as the "Ginners". Over the years these names stuck until throughout Chicago the two groups are known as the Leebes and the Ginners although no one outside the University has any idea what the names mean.

- L Library
- A Norris University Center
- B Technological Institute
- C Vogelback Computing Center
- D Kreege Centennial Hall
- E Utility Plant
- F Cressy Laboratory
- G O.T. Hogan Biological Sciences
-  Ruins
-  Foot Trails



SCALE: ONE SQUARE EQUALS 500 METERS

But although the University was fragmented, trade at the Freezone continued. Except that now there were two groups instead of one. While the Machine might have overrun the University, they preferred instead to tax both groups to get what they wanted. To them, the division of the University was very useful.

TODAY

Today NU continues to be split into warring factions. In all there are 78 scholars at the University, 46 of them are Leebationists and 32 are Ginners. The campus is divided into two camps with certain buildings as the focus for most of the attacks. From time to time the University as a whole is attacked by a new group of Razers from the countryside who view the innovations coming from NU as being a dangerous return to the "Old Evils". These attacks seldom serve as anything more than breaks from the fighting between the Leebationists and the Ginners unless they provide one side or the other with a diversion that can be used to launch a surprise attack against the other side.

The Ginners are centered in the Technological Institute building (point A on map, pg. 19) while the Leebationists are centered in what was the Norris University Center (B). While the University Library (C) is primarily under the control of the Leebes, they do not have enough people to hold it. From time to time successful raids by the Ginners are made on the UL. The Utility Plant (D) where the machinery that was used to air condition, heat and distribute water to the University is, is now a marker for no-man's-land along with the labs and classrooms around it. The buildings to the west of Sheridan Road are now abandoned and unused.

Because walking in the open in daylight is an invitation for an attack, most fighting occurs under the cover of darkness when one group or the other sends out a raiding party. These raiding parties are as often concerned with capturing books, equipment or materials as they are in killing the opposition, but no one hesitates to shoot. The policy here is strictly "shoot first and ask questions later."

While the Ginners have the upper hand when it comes to weapons, the Leebationists counter this with superior tactics. Generally, when a new weapon is introduced from the Ginners' labs it is only a matter of time before it shows up in the hands of the Leebes.

Although both sides have their share of fanatics, the Ginners are carrying on a holy crusade. They have a Board of Inquiry that meets from time to time to ensure that the work being done by their scientists is "correct" and is free from the Leebationist "heresy". In particular they look for books and ideas that are impractical, theoretical or merely "unscientific". This attitude comes from the head of the Ginners, Melcome MacDonald who uses this fear and hate to keep an iron grip over his followers.

In reaction to this ferocity, the Leebationists have developed a similar group of zealots whose task it is to order the work of preservation and to protect the knowledge from falling into the wrong hands (i.e. the Ginners). To this group the proof of the dangers of knowledge are there for them to see in the weapons the Ginners use on them. And, if the stories of old are to be believed, the Great War resulted from the evil of allowing Ginners to use

knowledge to create machines and weapons of great destruction.

Because of this belief the Leebes will seize any chance they get to destroy machines or labs. The burnt out shell of what was Cresap Laboratory (F. on map) is evidence of their desire to destroy this evil. Naturally there is a certain irony in the fact that the Leebes use the weapons of the Ginners but those that think of this believe that they are in a holy war that will eliminate the need for these weapons when they succeed in destroying the Ginners.

Both factions deal with the Machine and trade at the Freezone in Wrigley Field. The Leebationists keep records for the Boss while the Ginners keep the Boss's machinery (and in particular the steamship) operational. Otherwise, they trade with Lakers, Traders, local clans and farmers for food, books, leather and other useful items that they can't make or find at the University.

Both the Leebes and the Ginners farm sections of campus and some of the nearby parks. Guards are always posted on the crops to prevent raids by clans or the opposite faction. Both sides have good relations with the neighboring clans although there is not a lot of trust between the clans and the scholars. Nowadays "good relations" mean that contact is friendly as long as neither side has a definite advantage in force. The scholars have a tendency to talk down to the clan members while the clans tend to give the impression that they think the scholars are insane. This is all done in the most polite fashion and each side thinks that the other side are fools.

There is an exception to this general situation. The cannibal clan immediately to the north of the University is feared and hated by all and it is common practice to kill members of this clan on sight.

PEOPLE AT THE UNIVERSITY

A. GINNERS

MELCOME MACDONALD

The leader of the Ginners, Melcome is a 6'2", sandy blond haired man of Scottish descent. He is about 40 years old. Melcome is a brisk, energetic man who has little patience for theories as these smack of the "Leebs". He became head of the Ginners by staying alive through more than 20 years of fighting and by ruthlessly damning anyone who was faint of heart or "soft on Leebes."

Melcome's speciality is chemical engineering. He spends most of his time directing the fight against the Leebes, organizing raids, training people in using his explosives and other weapons, and threatening people with the power of the "Board". In his spare time he is trying to concoct new explosives.

He is currently trying to make a thing called plastic explosive that the "old books" mention. So far he has had little success as he has been using ordinary vinyls and plastics in his experiments. He would love to get a sample of C4 to analyze in his lab and if he knows of its existence he will stop at nothing to get some.

Melcome would absolutely oppose any attempt to cooperate with the Leebationists as he would see this as a threat to his leadership.

ASHEERI DEVL

Asheeri is a strikingly handsome man descended from an Indian

scholar who was visiting NU at the time of the War. Asheeri is 5'10" tall, dark skinned, black haired and has striking blue eyes passed on to him by one of his ancestors.

Asheeri's specialties are construction engineering and (though it is not generally known) applied mathematics. He keeps his interest in mathematics secret as he fears possible retribution from the Board for harboring Leebationist sympathies.

Although he seldom speaks, Asheeri is open to suggestions of cooperation with the Leebationists despite the fact that his father was killed by them when Asheeri was 16. This is partially because he has observed that nothing new has been done by the Ginners in the past 20 years other than creating new weapons and partially because his private research into applied mathematics has reached the limits of his knowledge. To make any more progress he needs more theory to provide a unifying background for his work.

Asheeri has a small cache of private "forbidden" books. He is very fearful that they will be discovered but he cannot bring himself to destroy them.

JOANNE BARTLETT

Joanne is about 24 years old, 5'7", blonde haired with honey brown eyes. She was sent to the University by her farmer parents to study after she showed an aptitude for learning. She has been here for over 10 years now.

Joanne's speciality is agricultural science and she is largely responsible for improving the production of the Ginners farm areas. She is also experimenting with hydroponics which she read about in a brief reference in one of the books the Ginners managed to capture during a raid. So far her results with her tanks have not been a great success although she is slowly and painfully making progress.

She has recently succeeded in producing a few simple fertilizers because of Melcome's help with the chemistry. She would like to experiment more with chemical compounds but she lacks both the time and the raw materials to do much.

She also knows that the Old Ones knew the secrets of plant breeding and a science called 'genetics' but she knows little more about other than that it once existed.

Somewhat apolitical, Joanne has generally avoided the politics of the Board. Since she is useful, the Board leaves her alone.

Because of her childhood on a farm she has a great deal of sympathy and understanding for the local farmers. She is often responsible for trading with them at the Freezone.

Since she is one of the few women scholars at NU she is the subject of much attention from the male scholars. In particular, she suffers the attentions of Scott MacDonald who is none too subtle in his advances towards her. He bases his claims to her favor mainly on his father's power and influence. Melcome encourages Scott in this and would like to see him marry Joanne.

For her part, she detests Scott but she is carefully neutral towards him. She is, however, attracted to the quiet Asheeri whose opinion she greatly respects. If push came to shove she might well support Asheeri over Melcome.

Due to the importance of her work she has decided to avoid thinking about the matter until things are much better for all concerned. Though she loves her work here, deep in her heart she

would like to return to the country and farm in the open country, perhaps with a family.

SCOTT MACDONALD

Son of Melcome MacDonald, Scott is seldom at NU because it is he who is responsible for the upkeep of the Machine's steamship. Thus he spends two weeks out of every four travelling on the steamship and most of the other two weeks getting the boat ready to return to the Lake.

A red-haired freckled man of 22, Scott is quite good with all manner of machinery. He can often repair things he doesn't really understand very well just by poking around in them and watching them work.

Because of his father, Scott acts like he owns NU. To him it is apparent that he will succeed his father since he, Scott, is undoubtedly the best person to carry on the job of killing the Leebbs. While he is undeniably capable, this attitude has made him very unpopular among the Ginners. To prevent any more "unfortunate" incidents Melcome assigned Scott the task of looking after the Machine's steamboat. This also has the advantage of giving Scott a strong political base of his own as the Machine and the trading done at the Freezone have become increasingly important to the Ginners. Melcome hopes someday to get the Machine to ban the Leebationists from the Freezone.

While Scott is somewhat unhappy at having to leave off from killing Leebbs he enjoys working with the steam engine despite its many quirks. He has also made friends with Joe Cierce, the head of security at the Freezone and they share many attitudes. Because of this, and because of the Ginners relative importance to the Machine, Scott has occasionally managed to get away with violating the Freezone restriction on fighting ambushing Leebbs as they leave the Freezone.

What neither Scott nor anyone else at the University has realized yet that the Machine has for a long time encouraged the fighting at NU. The fighting is gradually giving the Machine more and more control over the University as both sides depend more and more on trading at the Freezone to survive.

B. LEEBATIONISTS

SWENSON

The leader of the Leebationists, Swenson is vigorous but quite old. He is approaching 80 but to look at him with his bold mane of silver hair, his straight back and his bright and intelligent green eyes one would think he was under 60.

"Swenson" is to only name he ever uses. He has been at NU for his entire life and he remembers people who lived through the War. He also remembers the division of the University and the creation of the factions. He has been opposed to Melcome MacDonald since the start of the schism. Although he was one of the people who was working to prevent the break, when the fighting broke out he was forced to choose a side. He chose the faction that desired to use the University as a center for teaching and learning and he watched with dismay what he had hoped would be a temporary setback become a way of life at NU.

If there is any one reason why the Leebationists still survive today it is Swenson. Although he never had to command a group

of people in battle before, Swenson has a gift for both the tactical and strategic aspects of fighting. Even more unusual, Swenson is one of those rare people that learn quickly and accurately from their mistakes. This last trait has allowed him to survive when everyone else around him died.

Today Swenson has command of a relatively efficient and effective force. He also commands an excellent spy network that gives him advanced warning of almost any attack planned by the Ginners. In addition to this he has a very secret network of spies among his own people. This is necessary because of the spontaneous raids that some of the more fanatical Leebationists have pulled in the past. At this point Swenson is trying to find a way to reunify the University and his failure to anticipate these midnight raids led to the destruction of Cresay Lab. Swenson deeply regrets this loss and is determined that this failure should not be repeated.

Swenson also realizes that he is getting quite old and that someday soon he will die. For years he has been casting about for some way to stop the fighting but so far all of his efforts at negotiation and reconciliation have failed because of the closed minds on both sides. He has recently decided that it may be necessary to overcome the Ginners in battle despite the cost in both people and material. He would welcome another alternative if he could find one.

Swenson's specialty is history which may explain where he acquired some of the skills he has. He has read quite a lot of military and political history and given a chance he could probably go a long way towards building a better world. The thing that prevents him is his fear of making a crucial mistake, one that could cost many people their lives and which could destroy the fragile economy that has been built in Chicago.

Recently Swenson has become quite intrigued with the people at Ft. Morrow and he would very much like to meet them. However, he fears that if he were to leave NU for any length of time, the Ginners would take advantage of this to mount a sudden attack that could have disastrous consequences.

JAKOB PERRY

Jakob is a compact man who is about 5'5" tall with straight dark hair and a solemn face. He is about 35 years old and from all appearances he is Swenson's second in command. Jakob is a zealous Leebationist who feels that the Ginners are a menace to the world that must be purged from NU.

Jakob is loyal to Swenson because of the years they have spent together, but lately he has begun to wonder about him. It is Jakob's feeling that, while Swenson has always been unerringly accurate in predicting what the Ginners were going to do he has failed to attack the Ginners as aggressively as he should.

In the last few years Jakob has seen more Ginners escape with their lives than was either necessary or desirable. Jakob is growing more suspicious of Swenson as the raids on Ginner labs always fail. He is slowly and unwillingly coming to the conclusion that it is Swenson's fault. Should he get positive proof of this, Jakob will move against Swenson. In the meantime, when Jakob is not leading the attacks on the Ginners, he organizes the literature section of the library. He is particularly interested in French and he has painfully taught himself enough to read the novels in the

library. He would very much like to meet someone that could speak French as it was spoken in the Old Days but he realizes that this is just an idle fantasy.

MARGAREET WELCH

Margareet Welch is a librarian's librarian. A stocky woman of about 40 she has wavy black hair that is shot through with grey. Margareet always has an ironclad smile and she rules the UL with an iron hand. This, of course, is necessary given that she must often leave the library to the mercies of "Those greasy fingered, slobbering, *disorganized* Ginners". To her, this last insult is the worst of the lot. She is also trying to organize 40,000 books that are in delicate condition. This is her life's work and while she does not make speeches about it she takes it very seriously and has worked for over 20 years trying to catalog, sort, repair and when necessary, copy books. In doing this she has sometimes had to defend her library and over the years she has killed 4 men with her bare hands for destroying books.

All Leebationists know and fear her and at one time or another all of them have worked for her. These days it is expected that a Leebationist will work in the library for her one week out of every ten.

As for Margareet, while she has a great deal of dislike for the Ginners because they steal her books, she does not see the point in trying to destroy them and their works. Still, she has no doubts as to what would happen to her library if it fell into the hands of the Ginners and so she supports the fighting against the Ginners. However, if someone could convince her that there was a better way to stop the raiding by the Ginners she would certainly support it with all her formidable power.

EDVARD SZERDOC

A dark haired, dark visaged man of about 28, Edvard is of Eastern European stock. At 5'1" he is the smallest of the Leebationists. This is however compensated by his stocky build and well muscled frame.

Edvard has only recently arrived at the University and is diligently working away, trying to become a scholar. For scholarly work he has little aptitude although he has a love for numbers and the patterns they make.

As a relative newcomer he is still trying to find a place at NU. Because he is hardworking and deferential to the scholars he is well liked by all. So far he has not been a member of a raiding or guard party but he has expressed his willingness to do these things to anyone who will listen.

All of this is a cover for his true occupation which is spy for the City Machine. Because Swenson has kept the Leebationists independent from the Machine (as far as that has been possible), the Boss distrusts him. Edvard is there to find a way to destroy Swenson without destroying the Leebationists. To do this he has been talking to everyone and more importantly, listening to whatever anyone has to say.

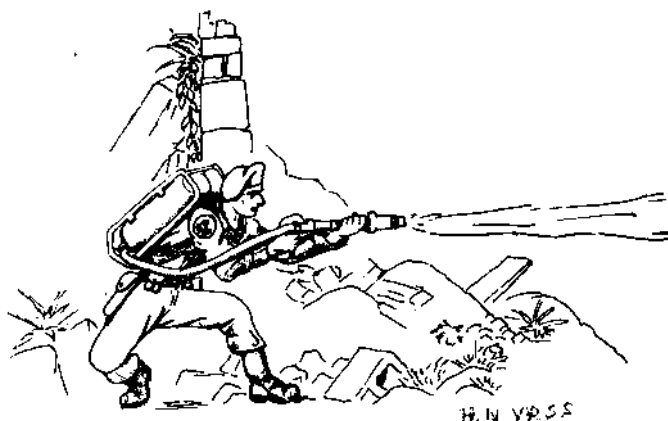
So far he has nothing useful or definite although he has given the Boss exact troop strengths, weapons and buildings occupied by the Leebats. He has seen that Jakob is quieter than most people except when he presses for more raids on the Ginners and their hated labs. He has also noticed Swenson's reluctance to allow

such raids and he sees this difference of opinion as a possible way to separate Swenson from power.

Should the Morrow Project team fall in with the Leebationists or if they were to try and resolve the differences between the two factions, Edvard would immediately send a message back to the Boss. He would then do what he could to disrupt these efforts without actually speaking out himself.

SPECIAL WEAPONS

Because Chicago is such a different environment from other scenarios, the weapons that the team will encounter in the hands of the natives will be quite unusual. This section outlines some of the more esoteric traps and weapons that are used by the Clans, Northwestern University and the Ft. Morrow people.



WEAPONS AND TRAPS OF THE CLANS

The clans are frequently at "war" but rarely field "armies". They cannot afford to since extracting survival from the ruins takes too much effort. Set piece battles are, therefore, rare. Advances in weapons technology are, as a result, equally rare. Spears and clubs are the norm for "close in work", with crossbows, slingshots and blowguns filling out the bill for missile weapons. Some fire arms exist.

The clans raid and ambush. For this, their weapons are sufficient. To prevent access to their home areas they frequently lay traps and obstacles.

WEAPONS AND TACTICS

The common clan weapons should be handled by reference to the MPGB for blunt and edged weapons. Missile weapons are covered in the New Equipment section at the end of the module.

Any clansman encountered by the team can be expected to handle his weapons at 30% or higher: those children of the clans who do not attain such competency with weaponry rarely reach maturity. Weapons ability above 60% is very rare.

Many weapons used by the clans cannot, or are unlikely to,

penetrate MP coveralls. This is well and good but the P.D. should bear in mind that lack of penetration does not negate force of impact. A long range crossbow hit may not penetrate, but it may break a bone, crack a rib, bruise, etc. A pelting with slingshot stones may cause small physical harm to a player, but will cause massive amounts of pain. For example, the gunner on the '50, hit by 6 stones a minute, while suffering no permanent harm, is likely to lose interest in staying exposed to further fire. At the very least his accuracy should be halved.

The clans favor the raid and the ambush; fast, sharp surprise actions with quick withdrawals (run away and live to fight another day...). They will not willingly face the massed firepower of the team, they cannot afford to. They will hit and run at times and places of their own choosing. Remember that a clan on its own turf is formidable. They know every nook and cranny, where the traps are, where to set an ambush, how to hide, how to get away.

TRAPS AND OBSTACLES

The traps and obstacles employed by the clans have many purposes. They are used to kill and to maim primarily for a terror effect: to prevent further incursions through or into a specific area. They are used to channel raiders into lanes which are properly defended. Finally, they are used to alert guards, by noise, dust, etc, to the fact that a raid is being attempted.

As to the specific nature of these devices, the P.D. should use his own judgement and imagination, some suggestions follow. It should be remembered that none of these "inconveniences" are intended to stop vehicles, as no vehicles are normally encountered in the rubble. The last traps deal with this question.

1. Window Guillotine.

A sharpened sheet of metal, mined from the ruins and weighted with rock or other debris is suspended above a window in an improvised framework contrived from the window frame. The trap is activated by sufficient weight resting on the window sill (say, a human body). Coveralls will prevent penetration, but broken bones and pain are inevitable. Of course, the blade falling on an exposed neck means one less team member and a bit of a mess.

2. Punji Pits

Made famous by Vietnam, this is an ancient form of trap. It consists of a shallow pit, concealed from above by a light covering which, when stepped upon by a human, will give way and deposit the human's foot, feet or entire body into the pit. This is made unpleasant by the presence of the punji's which are sharp stakes set in the bottom of the pit.

The punji are traditionally made of bamboo or sharpened wood. Those found in Chicago are most frequently metal. These can range from the size of nails on up to old metal table legs, cut and sharpened for their new purpose.

Small pits are the most common: they are easy to construct and conceal. Many small traps can be built in the time it takes to dig one big trap. Small pits are only effective against feet and ankles; they are designed to maim rather than kill. It is usually easy to follow the trail of blood leading away from such traps. Large traps are intended to kill. Punji are usually poisoned.

3. Poisons.

All of the clans make extensive use of poisons. These are not generally used for hunting, but they are used for warfare and man traps. Blowgun darts are always poisoned. Punji are usually poisoned. All other sharp fighting tools, from crossbow bolts to spears and "guillotine" blades, are frequently poisoned.

The most common poisoning technique involves coating the "business end" of an object with a layer of human excrement dipped in dip so to speak. This causes unusually hideous infections in wounds. Other poisons are known and used but none are very sophisticated. There are no "drop-dead-right now" concoctions. Poisons, at least among the clans, are never administered orally.

The usual clan treatment for poison victims is cauterization. This is accomplished either with red hot metal or a simple torch. As might be surmised, this treatment is not always effective. Seriously poisoned persons most always die.

4. Deadfalls.

This type of trap gets its name from its usage: it is intended to cause whatever it falls on to be dead. In Chicago, this usually means using the ruins in any number of ways: Causing walls to fall, sometimes from several stories up; Arranging for portions of buildings to collapse upon people entering them; Creating areas where a "rubble slide" can "avalanche" onto victims or out from under them. The possibilities and variations are too numerous to contain here.

There are essentially two ways to "trigger" such a trap; either "command detonation" or automatically. Command detonation, "CD", involves having a human or humans present to 'spring' the device. Levering a section of wall onto an oncoming enemy or pulling a support from beneath an "avalanche" are examples. CD is essential for triggering a big trap.

Automatic triggering can best be thought of as a booby trap; something the victim sets off by his own actions. Stepping on a rotten board in a doorway (the rotten board having been the sole support of that doorway) will cause the debris piled upon the doorway to fall on the victim. Pulling a wire with a foot and having the wire trigger another deadfall etc. These are both examples of automatic triggering.

Remember that these traps are meant to take one person, or, at most, a small party of people.

5. Water Hazards.

Clans which hold turf on the Lake or off of the canals or rivers, often use these sources of water to aid in their defences. The most common "water hazard" is a variation on the punji pit: a punji pit filled with water from a marshy source. This pit is then made to look like a "normal" standing pool of shallow water. Sometimes these pits are "attached" to the main body of water in order to make the trap look more natural; as if created by the normal flow or overflow of the body of water. Such pits are rarely deep enough to cover a man's head. Most are waist deep or less.

None of the traps mentioned so far are likely to damage the MPV. Some of the deeper pits might immobilize the vehicle, but even then the team would likely be able to "haul it out" since little of the

MPV is going to fall into a man-size pit. Punji will not discommode the MPV's run-flat solid tires.

Given time, a clan could arrange a trap for the MPV; a big pit, a large deadfall. Even these are unlikely to destroy the MPV. The clans will have a very hard time doing that.

But the clans do not need to destroy the vehicle; it is often enough to merely stop it. The MPV ought to be an object which the clans want to capture. Once the vehicle is halted, it is only a matter of time until the occupants must dismount.

Special traps arranged to stop the MPV can be created by the clans. Big pits or deadfalls, rubble slides, or pushing old wrecked vehicles out in front of and behind the MPV will stop it. Fire weapons have no effect on the Ranger but the constant application of fire to the halted vehicle ("Throw more brush down from on top, boys!") will turn the interior of the Ranger into an oven. Long before the ammo detonates the team will have either dismounted or perished.

Remember however that it takes *time* to arrange such traps, a halfway decent understanding of what the Ranger can and cannot do, and a willingness by the clan to go looking for trouble. Very few vehicle traps can be managed by any clan as all clans have manpower problems. In all likelihood the team will have to be lured to the trap.

WEAPONS AND TRAPS OF FORT MORROW

The Fort Morrow community is very well defended. This is not so much because of its superiority in weapons as it is because of its inhabitants. The Special Forces personnel are incredibly expert in traps, using high tech goodies, whatever happens to be lying around or both in combination. This is nearly an art form among these men. They are always trying to come up with something new and unpleasant. No two traps set by Ft. Morrow personnel will ever be the same.

This attitude bleeds across into the field of improvised weapons. If necessary, the Ft. Morrow Snake Eaters can "whip-up" home-made mortars (which launch several hand grenades), rocket launchers, anti-vehicle mines, etc. They can make ersatz napalm if they think they need it.

The average Snake Eater can be expected to have all fire arm skills at 40% or higher, with comparable knife and hand-to-hand combat skills. They are as familiar with their own turf as any other clan is. It is worth mentioning that none of the Snake Eaters have ever fallen prey to any of the traps set by the clans. Clan traps are incredibly amateurish by Ft. Morrow standards.

The armed men trained by the Snake Eaters are not as good as their instructors; yet. This sort of thing takes time. They are better than the "troops" of any of the other clans. This lies in part due to their superior motivation. They are freemen defending their own homes. They are not the artists that the Special Forces personnel are, but they are experienced, steady and enthusiastic. This is not a rabble which will break and run. These men can fight a good retreat.

WEAPONS

The inhabitants of Ft Morrow have the following equipment on hand. More stores are available given time to go to a cache. Things can also be made.

- 24 M14 Rifles
- 1 M60 Machine Gun
- 2 M79 Grenade Launchers
- 7000 rounds of 7.62mm ammo; 2000 rounds linked and ready for machine gun use
- 27 40mm HE Rounds
- 12 White, 40mm Parachute Flares
- 32 Claymore mines
- 21 WP Grenades
- 56 M26A1 Fragmentation Grenades
- 11 "Flak Jackets"

All of the inhabitants of Ft. Morrow, who are over the age of 15 years, know how to use three items, however ineptly. The rifles are always on duty. Anyone with a rifle will have at least 100 rounds for the rifle with him, along with a few grenades. The M60 and the M79's are kept at a central location for use during "special occasions".

TRAPS AND OBSTACLES

All of the traps used by the clans are used by the Ft. Morrow defenders, but the Ft. Morrow versions are better, more efficient and less easily identified. Fort Morrow traps are never poisoned. Most traps are designed to slow down and identify attackers and their routes. Maiming and killing troops are rare and only found near the perimeter of Ft. Morrow. Unlike the other clan areas, the Ft. Morrow region can be approached along clearly marked "Freelanes", though these lanes are constantly under observation by armed guards and message runners.

Unlike the clans, the Snake Eaters can "whip up" something capable of "killing" the MPV. This can be anything from a homemade rocket, to a satchel charge, or a tactic to deprive the MPV crew of its air supply.

P.D. NOTE: The Snake Eaters will not want to destroy the team or their vehicle unless the team has truly upset them. Then, like the clans, the Snake Eaters will try to capture the MPV and its stores intact.

THE UNIVERSITY

Weapons and tactics, traps and obstacles, are different at the University. A remarkable mixture of old and new, practical and absurd, the very nature of conflict is in flux at the University.

Let it be understood from the beginning that there are two, separate and distinct, types of fighting going on at NU. This difference decides the tactics, weapons, etc. of the factions at NU.

On the one hand, there is "normal" fighting: factions against clans from outside the University. This is carried on in much the same way as clan vs. clan actions, though the "scholars" have an edge in technology.

There is also the in-faction fighting between the Ginners and the Leeb. This is very bitter, very bloody fighting. In these battles there is no attempt to wound, only to kill. There is no warning, no mercy, no chivalry. There are no prisoners.

Both factions have at their disposal the weapon and trap inventory of the clans. All of these weapons and traps are used, though the scholars make an attempt to improve on the crude ideas of the clansmen. New weapons and traps are occasionally fielded

by the Ginners, but as these inevitably wind up in the Leeb inventory too, treat the following devices as being available to both sides unless otherwise specified.

WEAPONS AND TACTICS

Both of the factions at NU rely primarily upon clan type weapons for person-to-person use. Spears and clubs, slingshots, crossbows and blowguns are the most common weapons. There are a large number of axes and sledge hammers, but these are used more as destructive tools than as weapons only when necessary. But the clan-style weapons of the University are of better quality than those used by the clans.

Tactics are, for the most part, identical to those of the clans. The raid and the ambush reign supreme. Swenso has introduced several refinements to these time honored arts, but as these apply primarily to promoting efficiency and security, they are not mentioned here. The Leeb are now tactically superior to the Ginners. There is one big difference in clan vs. scholar tactics; in Leeb vs. Ginner actions, the level of ferocity is abnormally intense. Prisoners are not taken, casualties are appallingly high. The scholars kill one another with an abandon usually found only in religious wars.

The scholars also use a large range of flame weapons. Some of the weapons peculiar to the scholars are outlined below.

Assault Weapons

Assault weapons are those items which are easily portable and are therefore used by attacking raiders, along with more common mayhem producing devices.

1. Black Powder Satchel Charges

This weapon might best be thought of as a very large concussion grenade. It consists of about 4 kg. of black powder tightly compacted in a thick fabric container. This "satchel" is carried on a shoulder strap, making the weapon look like a giant ladies' purse or shoulder bag. Its purpose is demolition and room clearing. It is employed by lighting the fuse either when the charge is already in place (demolition), or just before the satchel is hurled into a target (room clearing). The effect of the weapon is that of a block of C-4 when used as a demolition device. When used in other ways, its effect is hand on blast and shock; treat it as an Mk3A2 Explosive Grenade (pg. 20, MPGB).

2. Ersatz Hand Grenade

As has been mentioned, the University now produces its own glass. A large portion of the glass produced takes the form of fist sized glass balls of about 5mm thickness. These are used in making hand grenades.

Tightly filled with black powder, a fuse protrudes from a hole in the top of the sphere. When lit and thrown these grenades will detonate, sending shards of glass in all directions. Further, these grenades are sometimes coated with fish base glue and then rolled about in containers of rusty bits of metal, etc.

The burst radius of these grenades is only about 3m, E-factor is 4. They are light; an average man can throw one about 50m. Since they are "timed" by a lit fuse, it is sometimes possible to pick such a grenade up and return it to its source, post haste. Of course, a good grenadier times his grenades to detonate in the air, very close to his target...

3. Molotov Cocktails

These are common glass bottles, filled with a combustible liquid and stoppered with a bit of rag. The apparatus is used by lighting the rag and then hurling the bottle against a hard surface where the bottle will hopefully break. The burning rag will then, ideally, light the liquid which now coats the target. (Hint: The object is to set the target on fire.)

The "combustible liquid" most commonly used by the scholars is grain alcohol. It is not always easy to get it to light. Therefore, throwers of these "fire bombs" usually carry torches, to throw after the glass bottle has shattered. Of course, once the alcohol does ignite, it burns **very** hotly.

4. Pipe Bombs

These can be a real problem. A length of pipe about two feet long, filled with black powder and capped at both ends, a fuse coming from one of the caps. Think of it as a very nasty hand grenade or a hand thrown land mine. Burst radius of 5m, E factor of 10, weighs about 2 kg and is awkward to carry. Like any lit-fuse weapon, a lucky man can throw it back...

Defensive Weapons

These are too large and/or heavy to be easily moved or carried. They are sometime used as traps or mines.

1. Glass Mine

This weapon is much like an overgrown, ersatz hand grenade. It is a large glass container, filled with black powder, broken glass and useless bits of metal. The device weighs about 15 kg. It is most commonly used by hiding it in rubble or half burying it in the ground, carefully concealing the remainder. It must be placed so that an observer can see the area near the mine, since the mine is either set off with a burning fuse or a university made electrical blasting cap. The mine is command detonated: a "gunner" must be able to see it or its target, and set it off. When it does go off, it makes an average crater about 1.5m across and 1 deep, fragments are E-factor 10 and burst radius is 30m. Smaller versions of this device are made and these are often set to detonate upon contact with an intruder. Effects are as for the glass hand grenade.

2. Set Pipe Bomb

This one is similar in theory to the thrown pipe bomb, but its use is more in the nature of the 17th century English "poacher" gun. The pipe is capped at only one end, but that end is altered to allow a blasting cap or a fuse to enter. The pipe is then filled from the open end, half with powder, the remainder with wadding, glass, metal, rocks, etc. The device is now buried in the ground, concealed in a wall, etc. with the muzzle in the open. It can be detonated either by remote or by contact, depending on the fusing used. When set off, the effect is rather like that of a nightmare shotgun. It fires in a 45 degree cone from the muzzle out to 20m with an E-factor of 8. The muzzles are usually covered with oiled paper or animal fat, in order to keep moisture out.

3. Flame Gun

This involves the use of a large bellows-like affair divided into two compartments. One side is filled with alcohol, the other with air. When pressure is applied to the bellows, a stream of mixed air and alcohol is shot out of a narrow opening at the end of the "bellows." This stream is ignited, once out of the bellows, by an

open flame. A jet of high temperature burning alcohol is thus shot out about 10m.

These weapons must be "manned" and there is only enough "juice" in them for a single, two second shot. Reloading takes a great length of time.

TRAPS AND OBSTACLES

It must be remembered that the devices used for this purpose are never arranged in such a way that they might harm what they have been set to protect. Like the previously mentioned weapons, the bigger and more complex the device, the fewer there will be. Many of the fore mentioned weapons can be, and are, used in this role.

Again, all of those traps employed by the clans are used by the scholars.

1. Water Hazard

This exquisite nuisance is an improvement upon the clan trap. It is identical to the clan trap but for a single addition. Shortly before the trap is expected to be "triggered," large amounts of alcohol are poured on the water. When targets enter the water, the alcohol, floating on top of the water, is ignited. This is often accomplished by using a flame gun.

2. Gas

Proper poisonous gases are not generally known to the scholars, though some use of chlorine gas was made in the distant past to rid the sewers below the school of inconvenient vermin (like maggots). These days, unpleasant substances are burned to release gases, create smoke, and mask other odors (alcohol on water, for instance). The most common substance used is raw sulphur. When burned in sufficient quantities, this substance releases billows of yellow smoke and a really disgusting odor. Prolonged inhalation of this smoke can cause physical harm, but this is rare, as anyone with any choice in the matter promptly leaves the affected area. Gas is not used as much as it might be since the direction of the wind is of crucial importance.

ENCOUNTERS

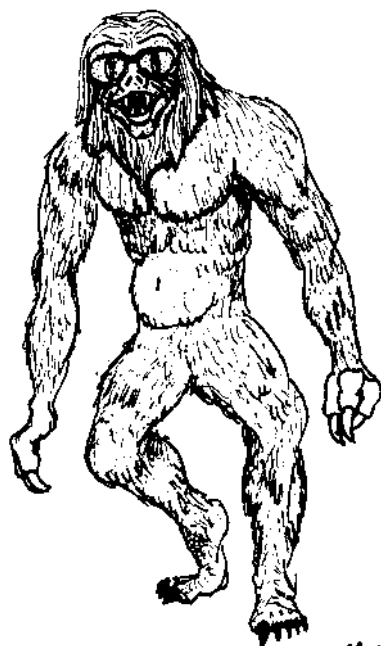
GENERAL

Because Chicago is the first city scenario done by Timeline, a table of typical encounters is included along with a brief explanation of each entry in the table. Those encounters that are taken from the TMPGB are noted as such and a reference page is given. While many of the encounters are unique to Chicago, the P.D. can use this table for adventures in other cities by replacing them with suitable entries.

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 12 was rolled on a D20, the encounter would be with Jon Keiffer. Looking under the section labeled 'Description', the P.D. would find details of this encounter at entry 12.

P.D. NOTE: If an encounter rolled is deemed unusable at the moment by the P.D. (e.g., if a Snapper is rolled while the team is miles from the Lake), it is up to the P.D.'s discretion

to decide whether to roll again, ignore the encounter altogether, or to save it for later.



M. N. V. S.

MAGGOT

ENCOUNTER TABLE

1. Bats
2. Black Files
3. Blue Undead
4. Clan War Party
5. Clan "Lure"
6. Electric Catfish
7. Farmers
8. Fort Morrow Patrol
9. Fort Morrow - Patrick Phillips
10. Lakers
11. Machine Patrol
12. Machine - Jon Keller
13. Maggots
14. Rats
15. Razers
16. Snapper
17. Trader
18. University - Ginner Group
19. University - Leebationist Group
20. Wild Card

Descriptions:

1. Bats (Mutated)

Described in TMPGB on page 57, these creatures can grow up to a meter in length. They next in amongst the ruins and, while seldom more than a nuisance, they are good for working on the nerves of the Team's night guard.

2. Black Files (Mutated)

Described on pg. 58 of TMPGB, these .5 meter long vermin bring a

new meaning to the notion of household pests. The clans have become used to dealing with them and when cooking meat they will often create a smoke—screen to keep these pests off.

3. Blue Undead

These horrible creatures are described on pg. 58 of TMPGB. They are without a doubt the worst monster that a team can encounter. Almost impossible to kill, these creatures carry deadly radiation that can kill several members of a team if they are caught by surprise. The P.D. is strongly advised to use this encounter with care. It can lead to a quick ending to an otherwise promising campaign.

4. Clan War Party

This is a hunting or raiding group that may be looking for trouble. Their modus operandi is to either fall on a weaker group and capture/kill them, set an ambush for a more powerful group, or steal something on the sly. Their choice of action is solely dependent on what they think they can get away with. If they encounter the Team on a Freelane, they would probably talk to them and perhaps offer a trade for something the Team has (perhaps a mummified head for an HP-35?) A typical group would have from 7-10 people in it with the following characteristics:

Leader

Age:25 Sex:M Height:5'6" Wt:130 HR:Br Eyes:Br
Int:11 Cha:9 Luck:10 SP/BP:205
Spear:50% Crossbow:40% Club:45% Hide:60% Listen:55%

Sample Party Member

Age:18 Sex:M Height:5'4" Wt:120 HR:Br Eyes:Br
Int:10 Cha:7 Luck:08 SP/BP:200
Spear:40% Blowgun:35% Club:40% Hide:50% Listen:45%

Choose the nearest clan center as their home base or, if you have a particular fancy, and since they are on a raid, use whatever group suits you.

5. Clan Lure

This encounter is mentioned in the Play of the Game Section. It basically involves luring the Team onto dangerous ground and then springing an ambush on them. Dangerous ground usually means ground that has been booby-trapped by a clan or that can be quickly converted into a trap. The ambush would consist of a war party such as the one listed in encounter 4.

Typical lures involve women or children seemingly trapped under some rubble, an interesting relic, or an animal penned up and waiting to be snatched. Despite the Team's innate paranoia, this kind of lure will still get them into trouble. Use your imagination to think of others.

6. Electric Catfish (Mutant)

Described on pg. 58 of TMPGB, these mutants live in the fresh water of the Lake, the River and the Canal. In fact, the City Machine has cultivated them in order to make the Canal more of a barrier than it already is.

7. Farmers

Farmers generally will only be encountered in the countryside near the bolt hole. However, sometimes they will travel into the City in order to trade at the Freezone. In the latter case they will be very stand offish. They know that people in the City try and steal from people. On the other hand, when encountered in the countryside they are a wealth of information and misinformation for the Team.

8. Ft. Morrow Patrol

This encounter will generally consist of one of the Snake Eaters accompanied by five or six Ft. Morrow 'army' members. Typically this group is out on patrol in order to make sure there are no surprises in the works. Generally these patrols will not be found far from Ft. Morrow unless they have a very specific mission. As mentioned in the Play of the Game section, if a Ft. Morrow patrol encounters the Team, they will be polite but interested. The patrol leader will invite the Team back to the Fort but he will not force the issue.

A typical patrol will have the following characteristics:

Patrol Leader (A-team member)

Age:35 Sex:M Ht:5'10" Wt:150 HR:Bn Eyes:Bl Int:15 Cha:13
Luck:11 SP/BP:320

Rifle:80% SMG:75% Special Weapons:65% Knife:70% First
Aid:50% Treat Poison:35% Tracking:70% Move
Silently:85% Hide:65%

Sample Ft. Morrow Soldier

Age:27 Sex:M Ht:5'6" Wt:135 HR:Bl Eyes:Bn Int:11 Cha:10
Luck:08 SP/BP:200

Rifle:30% Knife:45% Spear:30% Move Silently:45% Hide:50%
First Aid:25%

9. Ft. Morrow - Patrick Phillips

Pat will often take his rifle, walk out into the ruins and disappear for a day, two days or sometimes even as much as a week. During these periods he will wander from clan to clan giving medical treatment to those who need it. While undoubtedly very dangerous, this practice has increased the Fort Morrow population more than any other single thing as it is not unusual for people who are treated by Pat to show up at the Fort to live. As far as Pat is concerned, he is doing the job he was trained for. If he meets the team he will be friendly but cautious and very curious. For dramatic effect, the P.D. can make the encounter exciting by having the team encounter Pat as one of the clan war parties catches up with him. Use the Ft. Morrow Patrol leader stats for Pat (see encounter 8).

10. Lakers

Lakers, as described on pg. 5 of Pf-002; *Damocles*, are fishers and traders that travel the Great Lakes. Generally they use wooden sloops for their travels but it has been rumoured that they also have steamships. No one in Chicago has ever seen these although the Boss's steamship is said to be modeled after one of the Lakers's. Because they travel and trade across the entire area of Lakes Michigan and Superior, they typically carry news and information along with trade goods. This alone should interest the Team and

will provide them with possible future adventures elsewhere on the Lakes.

11. Machine Patrol

This encounter will be with one of the standard patrols the City Machine sends out within their territory and along the Freelaners. It will generally consist of around five of the Machine's soldiers armed with rifles and shotguns. They will patrol the Machine's turf looking for raiders, people to collect taxes from, and "Glows" (mutants). If they encounter the Team before they have been to see the Boss they will direct the Team in the direction of Wrigley Field. If the Team is fleeing the Boss, then it is likely to be a hunting party.

Sample Machine Soldier:

Age:20 Sex:M Ht:5'9" Wt:145 HR:Bn Eyes:Bl Int:09 Cha:08
Luck:07 SP/BP:210

Rifle:45% Shot Gun:50% Hand Gun:15% Tracking:40%
Listen:35%

12. Machine - Jon Keiller

Because he is the head of the Boss's spy network, Jon Keiller may sometimes be encountered in unexpected places. He may be meeting with a clan member, Edvard Sverdoc from the University, Scott MacDonald or someone else. In any event, if the Team has met him in the Freezone they may be surprised to find him in the rubble alone. Still, Jon does not take chances. He carries on him an Smith and Wesson .44 Magnum hand gun (see TMPG pg. 13 for details). In addition to this hand cannon he carries a cannister of CN-DM gas (although the effectiveness of this weapon after 150 years is dubious), and a knife with some of the poison made by the clans on it. The weapons this man uses reflect his personality.

Jon Keiller

Age:35 Sex:M Ht:5'4" Wt:130 HR:Bl Eyes:Gr Int:16 Cha:09
Luck:13 SP/BP:185

Hand Gun:65% Knife:45% Listen:55% Move Silently:60%

13. Maggots

These monsters, described on pg. 59 of TMPGB, were at one time almost as common as cockroaches due to the high levels of radiation and the number of mutations it caused. Today they are relatively rare. However, many still inhabit what is left of the sewers of Chicago, particularly those on the south side. These monsters are a particularly good way to make those long, boring nighttimes exciting for the Team.

14. Rats

These small rodents are mentioned on page 55 of TMPGB. They are still found in Chicago, if not as often as in the past. Since the food never quite went away, neither did they. These are useful for their nuisance value, particularly with if the Team walked into one of the clan's ambushes. The sound of rats in the dark may make a team member fire at random into the night "just to make sure". Naturally, this attracts attention...

15. Razors

15. Razers

Described on pg. 52 of TMPGB, these fanatic destroyers of technology have made a comeback in the last few years in Chicago. Since the technological rebirth centered on the University began, the Razers have again appeared. They are no where near as organized as might be thought. They are simply people who fear a resurgence of the evils of the past and want to prevent any chance of it happening again. The Team might encounter a group of these attacking NU when they finally arrive there. If they notice that some of the scholars are more interested in killing other scholars, they may realize that something is up.

16. Snapper

Described on pg. 60 of TMPGB, this "sea-monster" can make things very exciting for the Team. There is at least one of these creatures living in the waters of Lake Michigan near Chicago. It has been known to attack small boats and occasionally people on the lakeshore. A team could find themselves in an interesting position if they were called on to rescue someone who was under attack. Naturally this is more likely to happen while the Team is at the Freezone or the University but it is just possible that the beast could manage to negotiate the canal.

17. Traders

This is a generic name for people who travel the land trading with everybody they meet. Typically they are welcomed as much for their news as for the goods they trade. In Chicago it is quite the opposite. The lack of interest on the part of native Chicagoans has disappointed more than one trader and confirmed the general opinion that everyone in the City is crazy. Still they keep returning as they can get things for trade here that they can't find anywhere else. These people will have news from the lands to the west of Chicago, possibly from as far as the Big Mountains although such news would undoubtedly be garbled. If anyone were to know about other Morrow Teams, it would be these people. Since the Traders like talking, the Team could possibly gain useful information about the City from a Trader but there is no way of telling how accurate such information would be.

18. University - Ginners

This encounter would be with a group of Ginners travelling to or from the University. Typically, there would be one of the leading Ginners (probably Joanne if they were going to the Freezone) and perhaps two or three others. Note that no Ginners except for Scott and Melcome are allowed to travel by themselves into the City. This is a mandate passed down by the Board and no one dares to not obey. The Team would probably be very eager to talk to this group should they meet them. However, since the Ginners are very wary of talking to someone who may be a "heretic" they would ignore the Team unless approached by them. If approached, they would inform the Team that they represent NU and that if the Team wishes to discuss matters they would do best to accompany them back to the University. If the Team has not yet figured out that there are two factions at the University, the Ginners will not tell them otherwise. If they have heard about the division at NU, the Ginners will simply tell them that they are the true representatives and that

the Team would do well to come and see the truth for themselves. The following statistics are for the Ginner group:

Joanne Bartlett

Age:24 Sex:F Ht:5'7" Wt:135 Hr:Bd Eyes:Br Int:16 Cha:14
Luck:06 SP/BP:230

Agriculture:65% Chemistry:25% Botany:15% Knife:20%

Sample Ginner

Age:23 Sex:M Ht:5'9" Wt:140 Hr:Bl Eyes:Bl Int:13 Cha:09
Luck:08 SP/BP:195

Throw Fire Bomb:30% Throw Grenade:35% Club:40% Engineering, Chemistry, Agriculture or Physics (one only):25%

19. University - Leebationist

This encounter is the opposite side of the coin from number 18. Here the Team meets the Leebationist faction, usually led by Jakob Perry. Again it is likely that the Team will only meet this group coming or going from the Freezone. However, since the Leebationists are less restrictive than the Ginners, there are more possibilities for social interaction. This is not to say that the Leebes are necessarily more friendly, it is merely the case that they have more freedom of action. One thing is certain, Jakob will be deeply disturbed by the Team, their weapons and their vehicle as these all smack of evil work. As with the Ginners, the Leebes will act as if they are the only group at the University, and if the Team wants to go to NU, they will take the Team to Norris University Center to meet Swenson.

The following statistics are for Jakob and any Leebes that may be with him.

Jakob Perry

Age:35 Sex:M Ht:6'0" Wt:150 Hr:Br Eyes:Bl Int:15 Cha:12
Luck:08 SP/BP:260

Linguistics:55% Oratory:35% Listen:25% Club:40% Throw Fire Bomb:40%

Sample Leebationist

Age:27 Sex:M Ht:5'8" Wt:140 Hr:Bl Eyes:Br Int:12 Cha:10
Luck:07 SP/BP:195

Throw Fire Bomb:35% Club:30% Knife:25% Hide:30% Philosophy, History, Linguistics, or Library Science (one only):40%

20. Wild Card

If a 20 is rolled, the P.D. should decide which of the encounters is most appropriate. Enjoy!

PLAY OF THE GAME

1. Wake-up

Chicago begins with the Team waking up in their bolt hole. Instrument reconnaissance will reveal normal radiation levels and that there are no chemical or biological agents present in the area.

If the team turns on their radio they will receive a message from

Damocles. This will be the message outlined in the Mission section on page CC. Remember that as soon as the Team acknowledges the message Damocles will stop transmitting. Few teams think to try to get an RDF fix on the source of this signal. RDF will not work inside of the Bolt Hole. To get an RDF fix requires not one, but two or more RDF "listens" at different locations. The more widely separated the locations, the better. The RDF will have something to pick up only if Damocles is still sending. During play testing, all of the Teams tried to talk to Damocles to stop sending, getting the second fix is impossible.

Some P.D.'s may be starting a Team from another area. These teams should be given the same "Mission Data" as a "fresh" team and sent on their way. Such teams would have farther to travel but, at the P.D.'s discretion they may receive a slightly more detailed briefing. This might include some details of projected fallout patterns and best routes of approach. Whatever information is added should not substantially lengthen the information given in the radio trans. In any event, remember that such a team will have no caches in the Chicago area.

2. Movement

Once out of the Bolt Hole, the team will find themselves in what is now mainly farmland. Where crops are not being grown, there will either be trees or rubble from what were once towns. Out here it is not necessary to travel through the rubble and not surprisingly no one does. Teams that decide to pick through these trash heaps of stone, glass and rusted metal will find nothing of interest beyond the occasional rat.

The people living near the Bolt Hole will mostly be farmers. They are a mine of (mis)information for the players. While they can tell the Team about the Freelane and the "taxmen" on it, they know little for sure about the Inner City. Rumours about machines that talk, monsters from the Big Water and the God-people in the City will be more common than the truth. These farmers will know nothing about the University or Ft. Morrow and even the City Machine will be turned into the taxmen. The Freezone will be the 'Trading Post'.

Once the Team starts to travel into the City, they will begin to discover what 150 years means to a city. Few if any of the streets marked on their maps will still be used. In their place will be occasional footpaths that cross their route in all directions. Occasionally the Team will encounter what is obviously the remnant of a road but it will be anybody's guess as to what road it is.

In travelling into the City the Team will have to contend with the rubble and its inhabitants. The rubble will often make the Team's planned route a joke. They will have to detour, double back and dismount to try and find a way through the mess. Given most teams proclivity for paranola, it will probably be entertaining to see the Team try to watch everything at once.

Once the team reaches the Freelane, the Team will probably begin to get their bearings. On the Freelane encounters will become more common and varied. Somewhere along the route into the City they will encounter one of the Machine's patrols. This patrol will treat the Team warily. They've only met one well armed, uniformed group before - the Snake Eaters from Fort Morrow. Naturally, the patrol will be quite worried about encountering such

a group on the Freelane riding in a cart that has no animals pulling it.

However, once they realize that the Team is not part of Fort Morrow, they will demand a toll from the team. They will not accept gold or silver from the Team (scotch is another story). Despite their arrogant attitude the patrol will probably not be willing to start a fight. The Machine as a whole has a live-to-fight-again attitude and its soldiers would think twice before starting a fight they were not sure they could finish.

Aside from such patrols, the Team will probably encounter one of the clans. Although fighting on the Freelanes is forbidden, clans often cross the Freelanes on raids. They will sometimes use this neutral territory as a way of getting to a distant clan's turf. Such a "war party" would eye the Team with interest (particularly their guns). It is even possible that someone from the raiding party would be sent back with news of the Team, possibly with the idea of setting an ambush for them.

The other way the team could run into a clan is by way of a lure. A lure is an attempt by a clan to get a group off of the Freelane. The lure would be something like a valuable relic left in plain sight, a group apparently attacking a trader or a woman calling for help. If a sucker takes the bait, they will find themselves ambushed by a war party.

As the team gets near the Fort Morrow area, they will, if they look, notice a change in the surroundings. This area is being cleared for farming and the rubble is being used to build buildings. This may come as something of a surprise since any soldier's of the Machine the Team may have encountered would have been careful to avoid talking about the Green Caps (Snake Eaters) and Fort Morrow. As a result, this sudden change of scenery will attract the attention of an alert team. Without any other information, they will probably continue into the City. If there are any City Machine soldiers with them when they pass Ft. Morrow, they will 'advise' the team that this is a dangerous area and that they (the Team) would be well-advised to continue travelling as fast as possible.

If the Team meets one of the Ft. Morrow patrols, things can get very interesting. If there is a Snake Eater in the group he will recognize the importance of the meeting and will invite the Team back to the Fort to talk with his boss. He will not push this on the Team but will be cordial and friendly. He will also be very careful not to relax patrol discipline and he will watch the Team very closely. Naturally, some of his patrol members will be hidden in the rubble covering the meeting.

Reaching the garrison that guards the entry of the Freelane into the City they again find themselves taxed by the soldiers of the garrison. This time it will be a City Tax and it will involve a search by the soldiers. Not surprisingly, most teams will not like and will try to fight it. For their part the garrison will reckon that with the 20 odd soldiers they have, they can make such a search stick. This is particularly true if the Team has crossed the River and is at the garrison as the Machine has had the forethought of providing an easy way to destroy the makeshift bridge that spans the River. This means that a team that starts a fight will find themselves trapped on the east side of the River with no place to go except further into the Machine's territory.

While the City Machine has no firm boundaries as such, it effectively controls those areas south of NU, west of Lake

Michigan and the north and east of the Canal/Chicago River. The ranger cannot swim; if it is to be taken into machine territory, or to NU, it must cross a bridge. The Ranger cannot use a ferry; it weighs over ten tons; no local ferry can accommodate such weight.

The Canal/River is a natural obstacle, easily defended/maintained by the Machine. Crossing it in strength without being detected is not possible

3. The Freezone

If the Team gets past the garrison on the river with no problems, they are likely to reach the Freezone without further trouble. Once there, they will be confronted with a new set of problems. If they wish to enter the Freezone they will have to leave all of their guns behind.

Most teams will refuse to do this. However, on this point the Machine and its soldiers will be absolutely firm. They cannot afford to take the chance of strangers wandering around in their home base with guns - particularly since the Machine is trying to reassert its authority among the clans after the Ft. Morrow fiasco.

The resolution of this problem is likely to come when the Boss invites one or two of the team members to meet with him to discuss the problem. The Boss, of course, will take no chances in doing this. While he wants to appear 'reasonable' in compromising, he will make sure that any such meeting will take place in a place where his people can secretly cover the Team members in case they are assassins. To make his guests more comfortable, the Boss will suggest that they keep their pistols with them for the meeting.

Once in private the Boss will attempt to convince the Team Leaders that they should fight the "Green Caps". To do this, he will say anything that he thinks will get the Team on his side. If the Team says they are here to help 'The People', the Boss will say that the Green Caps are murdering "innocent people." If the Team talks about their recon mission, the Boss will try to convince them that the Green Caps are blocking the way. **Whatever** the team says, the Boss will claim that the Green Caps are against it, will stop it, or are The Enemy.

If the Team refuses to accept this, the Boss will probably try to get rid of them (since they are obviously a threat). This can take many forms. Now, while he's got them divided and away from the Ranger he will attack as the 'command group' is returning to the vehicle. Or, he may arrange an ambush outside the Freezone. To do this, he would probably arrange some delay while the ambush was set up. For example, he might invite the Team to eat with him and then have a banquet served. This would have the double purpose of lulling the Team into a false sense of security while giving his henchmen time to set up a deadfall for the Team.

If the Boss decides to allow the Team to contact anyone from the University, he will introduce them to Scott MacDonald (if he is around) or his equivalent from the Ginners. Any ambush plans would be coordinated with this person who would be presented to the Team as a guide.

Should the Team break out from the Freezone or leave without talking to the Boss or contacting the University, they will find themselves in hostile territory. Going through the City will slow them to a crawl and the ruins are alive with enemies.

If they make it back across the River, they will have to deal with the Clans who will treat them as invaders. It is even possible that

the Team could start a clan war by being chased from one clans turf to another.

All in all, if the Team manages to survive all of this and ends up at Ft. Morrow they will probably find themselves very relieved. After all, all that Captain Bauer has for them is questions.

4. Fort Morrow

Inspection of the P.D.'s map of Chicago will reveal that two of the "Freelanes" into the "Chicago Free State" border Ft. Morrow. It is therefore likely that the Recon Team G-12C will be passing close by at some time. It is intended that the team should visit Ft. Morrow sometime in the course of play. They may have heard of Ft. Morrow, in which case it is a near certainty that the team will want to go there, whether they suspect a trap or not. If the team is just "passing by," they may be intrigued by the obvious order and prosperity of this "clan." Perhaps the team will encounter one of the Snake Eaters in the course of their wanderings. Something should be arranged by the P.D. to lure the team to Ft. Morrow.

A. P.D.'s should use their own judgement with regard to SF/MP interaction. Some things should be kept in mind.

A. It is a little known fact but true that Special Forces Teams are specifically trained to support, work with, and live with locals. This is as much part of the mission of SF as the more popularly known fighting functions. For long term viability, "going native" is far more important than fighting skills. All of the SFers know this.

B. It is therefore true, under these circumstances, that the Snake Eaters are doing the job of the Morrow Project without knowing it. The Ft. Morrow personnel are also doing a better job of it than the majority of MP teams could manage. They are professionals, the MP teams are amateurs. The players should be made to feel this difference.

C. Should the Team find themselves at Ft. Morrow, the Captain will separate them from their vehicle, disarm them (be assured, gentle reader, that the Captain of a Special Forces A Team will have convinced the Team that attacking them would be a **serious** mistake), and then question them one at a time.

Ft. Morrow was named, in part, to lure MP teams to the S.E.'s. The SF captain will be deeply interested in questioning MP personnel. He wants to know what, exactly, TMP is, its numbers, aims, philosophy, chain of command, etc, etc, are. The Captain also wants to know these things about the **individuals** who make up the team; what do they think, want, plan, etc.? The P.D. is advised to question each player privately. During play testing this technique wreaked havoc among players, as stories **NEVER** matched and the Captain was never satisfied. The P.D. is **NOT** advised to kill the team off for such a failure.

D. The Snake Eaters are very violent men who prefer to be more violent whenever possible. They know that they are mortal, can and will die. They prefer not to die just yet. They are, therefore, past masters of the arts of mayhem. Ambush, raid and patrol are stocks in trade. Morrow personnel are unlikely to take these men on and live, particularly on this, their own turf. The P.D. should convey a feeling for this to the Team.

E. The Snake Eaters are extremely unlikely to "team up" with the players on their own accord, but all efforts in this direction sponsored by the players are up to the P.D. to decide. It is one of the most ironic aspects of this module that the Snake Eaters, an

outfit "hunting" the players, are the only NPC's who are likely to befriend the team and cooperate with them. They are the only people who can be trusted, on their word, as a matter of course.

F. Make no mistake, these men will brook **NO** interference with their people or community. Help will be cheerfully accepted, a takeover is a complete impossibility.

G. The Snake Eaters will give advice to the team regarding terrain and politics. They are unaware of much which goes on in the Machine or at NU. Ft. Morrow's political "pull" with these groups is small to non-existent. As a result of last year's "war" the Machine is deathly afraid that Ft. Morrow will interdict the Freelanes into Machine territory. The Snake Eaters are aware of this and approve of this healthy fear, but for the moment have no plans of cutting their routes.

G. The Ft. Morrow community is confident. Each year brings more people and greater prosperity. They know that in years to come they will be Chicago.

H. The Snake Eaters are likely to be miffed with the team regarding a part of their uniforms: The Morrow issue green berets. The Snake Eaters regard this as a personal affront (though not a killing offense). It takes a long time, hard work, gallons of sweat, personal abuse and frequently blood and pain to earn the Green Beret of Special Forces. It is their opinion that "Morrow People" sure as hell do not deserve to wear one. There are no other similarities in uniform. The Snake Eaters wear camouflaged jungle fatigues, army web gear, Special Forces patches, their army awards and name tapes. Each has **U.S. ARMY** clearly visible above the left breast pocket of his uniform. There are no similarities between this rig and Morrow issue, save that both are mostly green.

I. It is possible that, in the long run, Ft. Morrow may cooperate with The Project. They will not, at any time in the foreseeable future, accept Project leadership. For today the United States, its Constitution, its heritage, is defended and kept alive by this lone Special Forces unit.

J. It is conceivable that if Capt. Bauer is unhappy with the Teams answers, he may let them go without their vehicle or its contents. Or he may simply, "request" that the Team stay and help the work at Ft. Morrow while any wounded the Team brought with them recover. This will give the Captain time to evaluate the Team and make a decision base on their actions.

5. The University

If the Team manages to make it to the University, they will be faced with an almost impossible factional fight. Neither side will allow the team free reign to wander around and 'recon' the campus. Both sides will be suspicious of them.

However, a good team can make friends. They have more than enough experience, information and equipment to interest both the Ginners and the Leebationists. The hard part is bridging the gap between the two.

Since the the main point of contention lies in the University Library, the best way to get both groups to cooperate is by repairing the computer that holds the library catalogs. The Cray V computer (or what is left of it) is still in the Vogelbeck computing center in Ginner territory. While the computer itself is only 7 feet tall and about 3 feet across, the 'things' attached to it take up most

of the rest of Vogelbeck. These 'things' include the disk storage, printers, communications equipment, and all of the other auxillary machines that go into a modern 'computer system'.

This is exactly what Damocles wants. He wants a group to try and ask him how to rebuild the Cray V. While Damocles does not know if this is possible, he wants to have a computer that he can rebuild and use as a second view of the world.

While the Cray V will never be a Damocles, Damocles wants a computer that he can use as an 'advance warning system'. Damocles is extremely worried about the possibility that another computer will prove to be capable of evaluating 'real life' situations. By 'co-opting' the Cray V at Northwestern, Damocles is working to cover all bets. He is using the Team to ensure that the Cray V has not 'come alive'. At the same time he will use this relatively good computer to monitor radio frequencies and the other 'environmental' factors to detect other 'live' computers.

On the Ginner's side, the rebuilding of the Cray V would be supported by Asheeri Devi and Joanne Bartlett because of their interest in recovering lost knowledge. Scott MacDonald might cooperate with these people, but only if he thought he could gain another machine that he could 'tinker' with.

As for the Leebationists, Swenson and Margareet Welch would look at this as the answer to their prayers. The resurrection of the Cray V would not only restore the catalogs to Margareet's library, but, it would give Swenson a 'reason' for uniting with the Ginners.

Of course, this will be impossible given Melcome's attitude. But, given Swenson's ability at 'second guessing' the opposition, and the desire on the part of the most of the Ginners to get their hands on an 'ultimate machine', it might *just* be possible for an agreement to be reached between the groups.

Naturally, this would mean that Melcome would be 'in the way'. How the team deals with this 'problem' is entirely up to them. It is of course true that how the team deals with Melcome will also affect their, "future relationship with the University community".

It is also true that this is what the Morrow Project is all about.



DESIGNER'S NOTES

I. This scenario was designed for use as the final round in the Morrow Project competition at Origins '83. Because of this it was playtested in pieces as part of other scenarios. We feel that both players and Project Directors will find this the most challenging and satisfying scenario we have published to date.

II. A scenario must always provide the background for play. This should be enough that a gamemaster can make the world that the players have entered come alive.

The world of this module is the ruined city of Chicago. It is a place filled with mystery, foreboding, violence and fear that is built on the ghosts of the past. The Project Director must strive to communicate this sense of hauntedness. The very stones should breed doubt and danger. Played properly, a team will be jumpy before they've encountered their first real problem. To do this, the gamemaster must be the eyes and ears for the players. They must provide the feeling that a person would get by being there.

III. City fighting is perhaps the most difficult combat to survive. The very nature of urban combat fills it with weapons and dangers that can be used against an invader. The ruins of a city are if anything more deadly.

In *Chicago*, the inhabitants have had 150 years of almost constant fighting to sharpen these weapons. For motivation they have the constant fear of being dispossessed, of losing their "turf". As a result, they have a "shoot to kill" attitude towards strangers. Unlike previous modules the team is under constant danger from the population almost from the start. It is up to the Project Director to make this deadly situation playable.

While it would be very easy to turn *Chicago* into a Stalingrad where the players die in droves, the challenge is to make it possible for a good team, a team that *thinks* and backs each other up to win through the rubble.

This is not to say that a foolish team should escape unhurt, bad play will lead the team to a bad end. However, the art is to make it dangerous and difficult without being impossible.

IV. In travelling through the City, the team is likely to find their vehicle, the Commando Ranger, as much of a burden as a help. The rubble filled streets will mean that characters will have to dismount to clear a path for the vehicle. This means that a team of six in the Ranger may have as many as four people moving an obstacle and only two standing guard. In comparison, a team on foot would have six people watching at all times.

On the other hand, a team that chooses to abandon their vehicle will have to leave weapons and ammunition behind. All of the equipment in the Ranger cannot be carried by a team on foot. They must be careful where and when they do this of they may find their own weapons turned against them.

A good team can use the mobility of the Ranger to good effect and then leave it behind. For a bad team the vehicle will be a millstone that drags them down. Be sure that the clans would covet such a horseless wagon and the stores in it and that they would stop at nothing to get it.

V. This scenario will tax a team's negotiating powers to the limits. All of the groups in Chicago (except the Snake-eaters) will see the team as a means to reaching their goal. Usually this goal will

involve eliminating one of the other groups.

The team's goal will be to get these groups to cooperate. This will not be entirely possible but Chicago has great potential as a base for furthering the goals of the Project. The Snake-eaters provide a counterbalance to all of this. They may choose to help a team that is in trouble if that team has proved that they are capable of living up to what they say.

But Captain Bauer at Ft. Morrow will take a "talk is cheap, whiskey costs money" attitude. A violent or naive team may be left to stew in their own juices or they may even find Ft. Morrow aligned against them. The Project Director may find that the Snake-eaters are an effective flywheel to balance the actions of a team.

VI. It is important to remember that the survivors, particularly the survivors of Chicago are not stupid. The challenges of staying alive will eliminate the stupid as there are few second chances in their world.

Unfortunately, too many teams treat these people as if they are children or idiots. The exact opposite is actually the case. **They** have survived in situations where most team members would not. The survivors in Chicago will be wily, cunning, capable and greedy - greedy because they have so little. To them a team presents an opportunity for gaining almost undreamed of wealth and power. So, they will use all the guile, double-dealing and tricks they can muster to win over the team or at least take their weapons.

If the Team manages to befriend a clan, they may find that this is worse than having the clan as enemies. When they find themselves as the guests of honor at a cannibalistic dinner, they may suddenly realize that their appetites have disappeared. Worse, if wounded, they may discover that the rough and ready medicine used by the clans is worse than a slow, painful death. Naturally the P.D. should not warn them of any of this. Let the Team dig themselves a deep hole by "fraternizing with the natives" and then hand them a roast haunch of Fred (so to speak).

VII. Since this scenario was used in a competition, we at Timeline developed a method for judging play. While such judgements are highly subjective, we believe that the following items outline good play.

1. No unnecessary shooting. The Team is here to help the people, not blow them away.
2. Successful contact with locals. Establishing friendly relations so that the locals will seek look at the Team, and the Project as friends.
3. Fulfilling the basic principles of the Morrow Project. In particular, working to reunite, rebuild and generally improve the lot of the locals.
4. Team cooperation. While failing to cooperate will generally get a team killed, some teams insist on bickering. Not only does this detract from the game, but, it shows poor judgement. In a real-life situation such arguments can often get people very dead.
5. The ability to negotiate successfully. In this scenario this is vital, the main criteria for success of the mission is whether the Team can get the people at NU to cooperate. Rebuilding trust at the University after years of hate and fear is one of the greatest challenges we have ever set a team. Few people are up to the task.

VIII. After the team finishes their mission in Chicago, they will probably report in to Damocles. If their report is positive, part of the Science and Recon teams at Wittsend (see PF-02 *Damocles*) may travel to Chicago to continue the work.

Team G-12C would then be in a position to recon more of the Great Lakes area. With the Lakers that come to the Freezone, the team can travel to other communities and lay the foundations for a confederation of the entire Lake Michigan-Superior area. With the Freezone as a trading center, a variety of possibilities open up for the economic development of the Great Lakes area.

On the other hand, in rebuilding NU the team may enlist Damocles's help in restoring the Cray computer to operational condition. Damocles is expecting this to happen. By helping the Team to rebuild what is obviously a valuable asset, Damocles will be able to establish a link between the Cray V and himself. This will allow him to keep a watch on the Morrow Project in Chicago via the Cray V as well as providing a start to rebuilding his communications network.

All in all the possibilities are almost endless. Perhaps it is time for the Project to move away from the Lakes south into what was once the heartland of North America or west onto the Great Plains. Whatever the team chooses to do, we hope that this scenario will be a gateway to further adventure. Good Luck!



NEW EQUIPMENT

NAME:	Galil Rifle
Caliber:	5.56 x 45mm
E-Factor:	15
Weight (Empty):	3.85 Kg
Effective Range:	450m
Max. Range:	2,653m
Type of Fire:	Selective Fire
Rate of Fire:	40/650 rpm
Feed Device:	35 rd. Nylon Magazine
Feed Device Weight:	.35 Kg
Basic Load:	N/A
Load Weight:	N/A
Total Weight:	N/A

Additional comments:

The Galil rifle is an in-house produce of Israel, manufactured by Israeli Military Industries (IMI). Its external appearance resembles the Soviet AK47/AKM, and it has many things in common with these weapons. Internally, the Galil also uses parts based upon the M16A1, Stoner system, Valmet62, and possibly others.

This rifle is made in several configurations; long barrelled and short barrelled, heavy and light: some are chambered for the

7.62mm NATO round. The weapon presented above is the long-barrelled, "heavy" rifle.

The Galil has other innovations, or "points of interest." The rifle is equipped with an integral bipod that is designed to double as a wire cutter, for overcoming barbed wire obstacles. The underside of the forward hand grip conceals a bottle opener. This convenience was included in the weapon to allow Israeli troops a means for opening their ever present soda bottles. The troops had previously used the magazines to this end, which had occasionally caused weapon feeding malfunctions as the feed lips of the magazines were bent out of shape.

NAME:	Homemade crossbow
Caliber:	.40 cal. 12 in. quarrel
E-Factor:	12
Weight:	3.4 Kg
Effective Range:	300m
Max. Range:	1000m
Type of Fire:	Single Shot
Rate of Fire:	6 rpm
Feed Device:	None
Feed Device Weight:	N/A
Basic Load:	Varies
Load Weight:	Varies
Total Weight:	3.4 Kg and over

Additional comments:

This weapon should **NOT** be confused with the powerful military or hunting crossbows of medieval to modern times; it is instead a home-grown makeshift of indifferent quality. No two are alike, but they have some general things in common. The stock is usually of wood, with crude, handmade metal actions. The bow is most often made of band iron while the cord can be made of braided wire or gut (human or animal). Quarrels are usually of metal. A user might have any number of "rounds" with him, but rarely as many as twenty or more. Beyond the 300m range listed, E-factor drops off rapidly.



NAME:	M14 Rifle
Caliber:	7.62 x 51mm
E-Factor:	17
Weight: (EMPTY)	3.9 Kg
Effective Range:	600m
Max. Range:	3,725m
Type of Fire:	Selective Fire
Rate of Fire:	40/750 rpm
Feed Device:	20 rd. Nylon Magazine
Feed Device Weight:	.68 Kg
Basic Load:	N/A
Load Weight:	N/A
Total Weight:	4.58 Kg

Additional comments:

This weapon is the standard issue of the M21 rifle found on page 14 of the MPGB. It differs from that rifle in that it is less accurate...unless used by an expert. While not normally provided with telescopic sights, this rifle can accept them. The M14 also has a full auto capability.

Name:	Homemade Wrist Sling
Caliber:	.50 cal. Approx.
E-Factor:	5
Weight: (EMPTY)	1 Kg
Effective Range:	200m
Max. Range:	850m
Type of Fire:	Single Shot
Rate of Fire:	20 rpm
Feed Device:	None
Feed Device Weight:	N/A
Basic Load:	Varies
Load Weight:	Varies
Total Weight:	1 Kg. and up

Additional Comments:

This is a heavy "war" slingshot made and used by the clans. They are most often made of metal, the "string" being made of some elastic material; frequently shaved rubber from old tires.

The sling wraps around the wrist/forearm of the firer, providing greater power and stability, and thus, accuracy. The "rounds" for this weapon are usually smooth stones. A firer will always carry some and "reloads" are always available.

The E-factor of this weapon drops off quickly at ranges beyond 200m. This is by far the most common missile weapon of the clans.



NAME:	Charter Arms "Bulldog" .44
Caliber:	.44 Special
E-Factor:	11
Weight: (EMPTY)	.8 Kg
Effective Range:	20m
Max. Range:	1,910m
Type of Fire:	Single Shot Repeater
Rate of Fire:	24 rpm
Feed Device:	6 rd. cylinder
Feed Device Weight:	N/A
Basic Load:	N/A
Load Weight:	N/A
Total Weight:	N/A

Additional Comments:

This is a very powerful "belly gun", designed only for close-in personal defense with heavy "knock-down" power. The weapon is not noticeably accurate beyond fifty feet, but those things which are hit by the slugs tend to fall down and *not* get back up. The Bulldog is easily concealable.

Name:	Blowgun
Caliber:	N/A
E-Factor:	2
Weight: (EMPTY)	.5 Kg
Effective Range:	50m
Max. Range:	Approx. 100m
Type of Fire:	Single Shot
Rate of Fire:	12 rpm
Feed Device:	N/A
Feed Device Weight:	N/A
Basic Load:	N/A
Load Weight:	N/A
Total Weight:	N/A

Additional Comments:

This is a homemade blowgun, designed to take game by virtue of its poisoned darts. Some owners carry more 'rounds' than others, but a good average is about 10.

These weapons have the advantage of being mostly silent and the disadvantage of being largely ineffective against "large game" immediately.

ARMOR TABLES - COMMANDO RANGER

TABLE A1: FRONT

DIE ROLL	AREA HIT
01-15	Wheel
16-20	Axle
21-24	Winch
25-55	Engine Compartment
56-70	Upper Hull Right
71-85	Upper Hull Center
86-100	Upper Hull Left

TABLE A2: FRONT/SIDE

DIE ROLL	AREA HIT
01-10	Front Wheel
11-20	Rear Wheel
21-50	Engine Compartment
51-53	Winch
54-63	Upper Hull Right
64-73	Upper Hull Center
74-83	Upper Hull Left
84-90	Side Center
91-100	Side Rear

TABLE A3: SIDE

DIE ROLL	AREA HIT
01-10	Front Wheel
11-20	Rear Wheel
21-40	Engine Compartment
41-70	Side Center
71-100	Side Rear

TABLE A4: SIDE/REAR

DIE ROLL	AREA HIT
01-10	Front Wheel
11-20	Rear Wheel
21-30	Engine Compartment
31-45	Side Center
46-60	Side Rear
61-80	Left Rear
81-100	Right Rear

TABLE A5: REAR

DIE ROLL	AREA HIT
01-20	Wheel
21-30	Axle
31-65	Right Rear
66-100	Left Rear

TABLE B1

	WEAPON CLASS							
	A	B	C	D	E	F	G	FLAME
Chance of Penetration	49%	99%	99%	99%	80%	50%	01%	NO EFFECT

NOTE: Penetration by an A or B class weapon on a Commando Ranger automatically results in a "catastrophic kill". A catastrophic kill causes the total destruction of the vehicle, its contents and occupants.

TABLE B2

AREA HIT	STRUCK BY		EFFECT
AP	HE		
Wheels and Axles	75%	90%	Vehicle Immobilized
Winch	80%	100%	Winch Destroyed
Engine Compartment	60%	80%	Fusion Plant Damaged; Vehicle Immobilized
	40%	50%	Drive Train Damaged; Vehicle Immobilized
	10%	50%	Engine ventilation system damaged. Power plant will shut down in 1D100 minutes, stay shut down for 1D100 minutes.
	30%	50%	Driving controls damaged
Upper Hull Right	30%	50%	Computer Destroyed
	25%	40%	Auto Nav damaged, will not track
	35%	55%	Radio damaged, will not operate
	30%	50%	RDF damaged, will not operate
	05%	20%	Laser Range finder destroyed
	10%	20%	Detonate Armbrusts
	70%	90%	Kill/Wound RTO
	40%	60%	Kill/Wound Driver
	30%	40%	Kill/Wound Gunner
	10%	20%	Kill/Wound Passengers
Upper Hull Center	40%	60%	Auto Nav Destroyed
	40%	60%	RDF Destroyed
	40%	60%	Radio Destroyed
	25%	40%	Computer damaged, will not function
	20%	30%	Driving Controls Damaged
	50%	70%	Kill/Wound RTO
	50%	70%	Kill/Wound Driver
	70%	90%	Kill/Wound Gunner
	20%	30%	Kill/Wound Passengers
Upper Hull Left	30%	50%	RDF Damaged. Will not function
	25%	40%	Auto Nav Damaged. Will not track
	35%	55%	Radio Damaged. Will not operate
	30%	40%	Driver's Controls Destroyed
	10%	20%	M21 Rifle Damaged
	10%	30%	AN/TVS-5 Binoculars Destroyed
	10%	30%	Small arms ammo (25 in drawing) Detonates
	70%	90%	Kill/Wound Driver
	40%	60%	Kill/Wound RTO
	30%	40%	Kill/Wound Gunner
	10%	20%	Kill/Wound Passengers
Right Side Center	30%	50%	Computer Destroyed
	25%	40%	Auto Nav Damaged
	25%	40%	Radio Damaged
	10%	30%	Detonate M26A1 Frag. Grenades
	10%	30%	Detonate Claymore mines
	20%	30%	Detonate Armbrusts
	10%	30%	Damage/Destroy Large medkit, Trade Pack, Ration Pack, Mountain Kit
	70%	90%	Kill/Wound RTO
	10%	30%	Kill/Wound Driver
	10%	30%	Kill/Wound Gunner
	40%	60%	Kill/Wound Passengers
Right Side Rear	10%	30%	Radio Destroyed
	20%	40%	Detonate .50 cal. Ammo
	40%	60%	Kill/Wound Passengers
	40%	60%	Kill/Wound Driver
	40%	50%	Jam Cupola, will not rotate

AREA HIT	STRUCK BY		EFFECT
	AP	HE	
Left Side Center	30%	50%	Driving Controls Destroyed
	25%	40%	Auto Nav Damaged
	25%	40%	Radio Damaged
	20%	40%	AN/TVS-5 Binoculars Destroyed
	20%	40%	M21 Rifle Destroyed
	10%	30%	Detonate Explosives Locker
	10%	30%	Detonate CS Grenades
	20%	40%	Detonate small arms ammo (25)
	10%	30%	Damage/Destroy Large medkit, Ration Pack, Trade Pack, Mountain Kit
	70%	90%	Kill/Wound Driver
	10%	30%	Kill/Wound RTO
	10%	30%	Kill/Wound Gunner
Left Side Rear	40%	60%	Kill/Wound Passengers
	10%	30%	Detonate WP Grenades
	20%	40%	Detonate .50 cal. Ammo
	40%	50%	Jam Cupola, will not rotate
	40%	60%	Kill/Wound Passengers
Left or Right Rear	40%	60%	Kill/Wound Gunner
	10%	30%	Detonate .50 cal. ammo
	60%	90%	Kill/Wound Passengers
	40%	60%	Kill/Wound Gunner

NOTES ON THE COMMANDO RANGER MPV:

The Ranger is as well armored as an MP Commando V-150. It is not as long or as wide as the 150, but it is "blockier" and taller; in other words, the Ranger makes a good target. This vehicle is a "low intensity" transport vehicle. Its pick-up truck appearance is intentional, a device to avoid undue alarm to a local populace. Of course, 150 years after the war, the appearance of any vehicle in the Chicago area is likely to cause some small sensation. The interior is roomy. The MP Ranger is designed to seat seven persons, but up to twelve people can ride in it. With the exception of the forward "windshield", all of the vision blocks are provided with firing ports. The front two windows have one firing port located directly between them. These ports are of such a size that they prevent anything other than small arms from being used. Only pistols, SMG's, shotguns, rifles and LMG's can be used. 40mm's, armbrusts, etc., cannot be fired from the ports. The position of the vision blocks relative to the firing ports prevents effective aiming: the sights of a weapon *cannot* be used. Firers are simply trying to "hose down" targets. Reduce the firer's chance to hit by one third.

The Commando Ranger is armed with an M2HB .50 cal. machine gun. This weapon is mounted on a rotating "cupola," allowing the weapon a full 360 degree traverse. The cupola is rotated by the man who is operating the weapon; by shifting body weight against the cupola and the weapon, he rotates the cupola by main force. It is easier to do than it sounds.

The weapon *cannot* be fired from inside of the vehicle; someone must expose himself to operate the weapon. No provision is made for firing this weapon from under cover. Given time and materials, the team could doubtless modify the cupola so as to include some protection for the gunner. An example of this would be the arrangements made on "cavalry" M113 APC's of the U.S. Army during the Vietnam era.

The M2HB is described on pages 15 and 16 of the MPGB. The PD might want to pay particular attention to the Additional Comments regarding this weapon.

THE MORROW PROJECT: Individual Personal Data File (copy as necessary for personal use)

SKILLS AND ABILITIES

DEGREES

COMBAT SKILLS

KNOWLEDGE SKILLS

Agriculture	_____
Biology	_____
Chemistry	_____
Engineering	_____
Botany	_____
Computer Science	_____
Dentistry	_____
Ecology	_____
Economics	_____
Forrestry	_____
Geology	_____
History	_____
Linguistics	_____
Mathematics	_____
Nursing	_____
Pharmacy	_____
Philosophy	_____
Physics	_____
Political Science	_____
Sociology	_____
Zoology	_____
Veterinary Medicine	_____
Medicine	_____

Hand Gun	_____
Shot Gun	_____
SMG	_____
Rifle	_____
Crew Served Weapons	_____
Special Weapons	_____
Bayonet	_____
Knife	_____

First Aid	_____
Map Making	_____
Treat Disease	_____
Treat Poison	_____
Tracking	_____
Oratory	_____
Camouflage	_____
Hide	_____
Listen	_____

TECH SKILLS

Drive MPV _____
Repair _____
Electrical _____
Mechanical _____

AGILITY SKILLS

Move Silently _____
Climb _____
Jump _____
Swim _____

BASIC LOAD (INDIVIDUAL) STANDARD ISSUE Wt. 18.69kg

```

1 pr Coveralls (AC=7)                1   KCB-70 Knife/Bayonet
1 pr Boots (AC=4)                     1   M17A1 Protective mask

Also in pockets of coveralls is:

1   Morrow Project ID card

1   Pocket knife w/2 blades, can & bottle opener, and screwdriver

1   M1 CBR Kit w/6 gas antidote loads
    * - * - * - * - * - * ---

1   AN/PRC-68 Personal communicator w/scrambler

1   Basic pack containing;

1   1 liter canteen w/cup              1   5 liter folding canteen
1   Mess kit                          1   Compass
1   Generator flashlight               3   Boxes matches (50 per box)
1   Waterproof poncho                 1   Sleeping bag
1   Toilet kit                       1   Weapons cleaning kit

1 pr Coveralls (AC=7)                2   Sets underwear

50m Nylon cord (50 kilogram breaking strength)

1   Web belt w/ammunition pouches and holster

14 days Rations

* - * - * - * - * - * - * - * - * ---

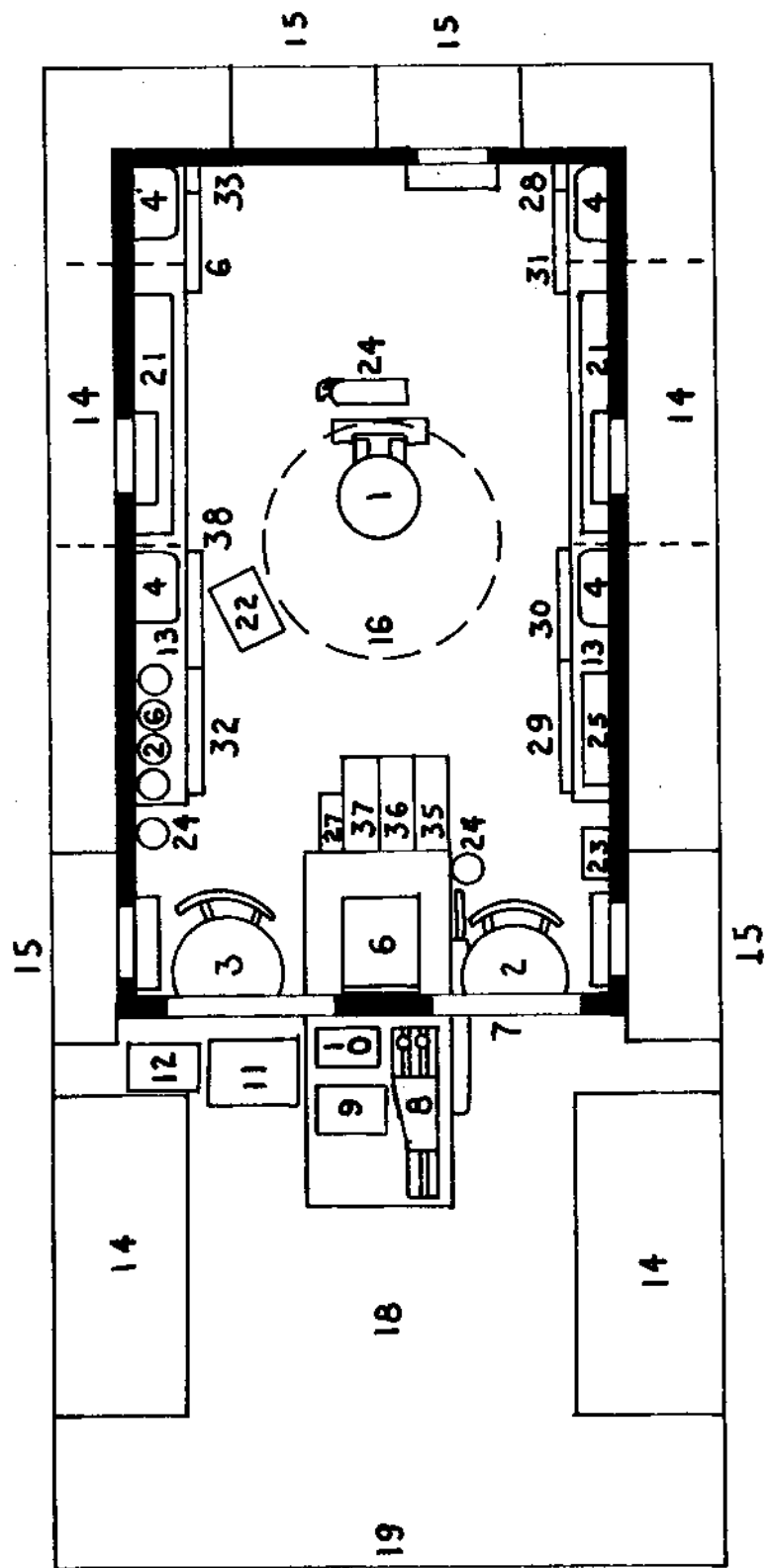
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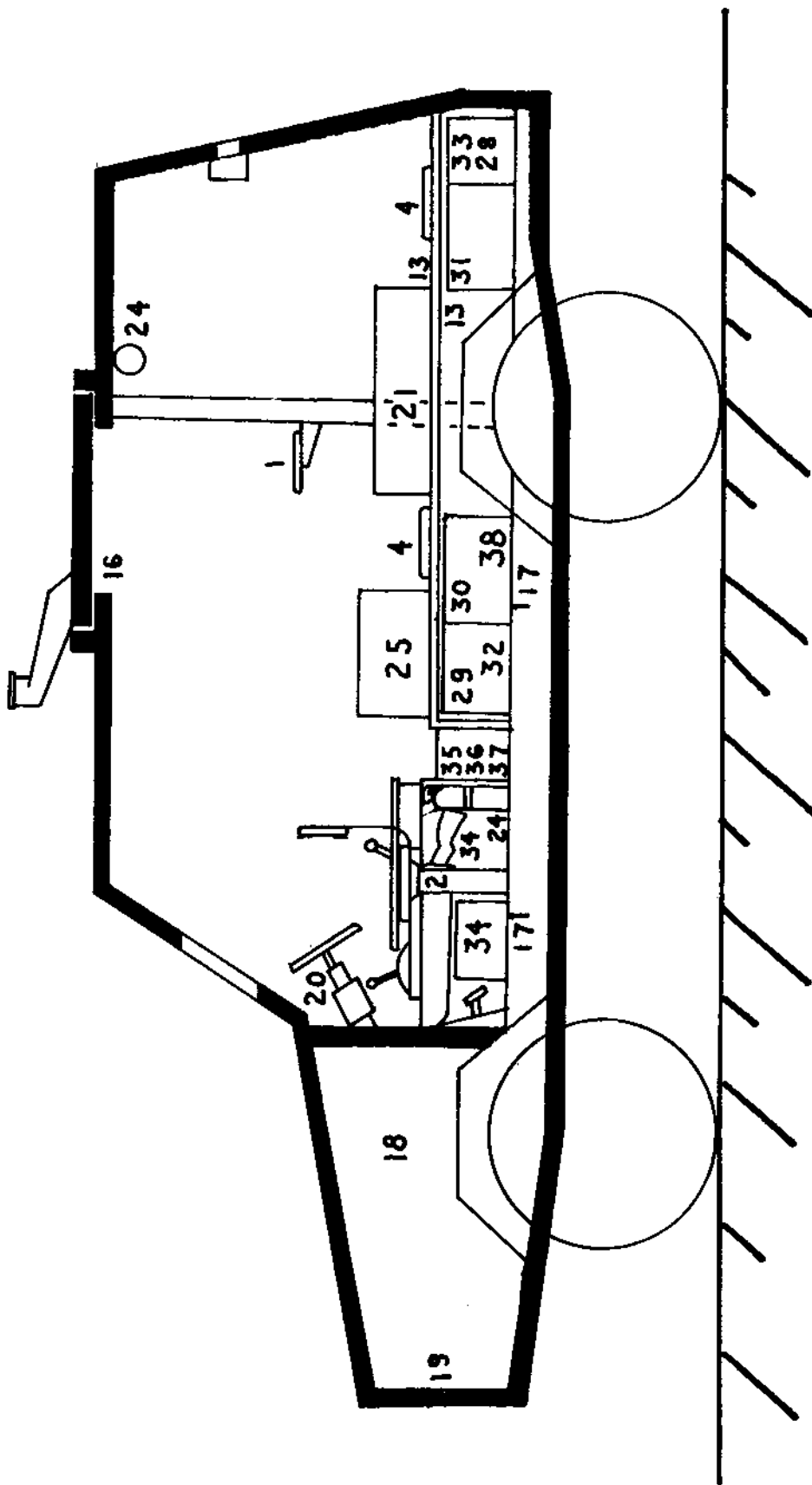
MedKit, 8 loads each of the following;

```

Antitoxin * - * - * - * - * - * -
Antibiotic * - * - * - * - * - * -
Coagulant * - * - * - * - * - * -
Pain reliever * - * - * - * - * - *
Sleep inducer * - * - * - * - * - *
Stimulant * - * - * - * - * - * -

```







BASIC LOAD (VEHICULAR) COMMANDO RANGER

1 M2HB Machinegun, 105rd belt, Selective-fire, E=30, 20 belts,
Short burst=10rds, Medium burst=20rds, Long burst=30rds.

*****_*****_*****_*****_*****_
*****_*****_*****_*****_*****_
*****_*****_*****_*****_*****_
*****_*****_*****_*****_*****_---

* = Short burst

- = Reload

--- = Out of ammunition

INTERIOR KEY: COMMANDO RANGER

NO.	QTY.	DESCRIPTION
1	1	COMMANDERS/GUNNER's SEAT (FOLDING)
2	1	DRIVER's SEAT
3	1	RADIO OPERATOR's SEAT
4	4	PASSENGER SEATS (ON WHEEL WELL MOUNTING PLATES)
6	2	AN/PRC-70 RADIO
7	7	WINDOWS/VISION BLOCKS
8	1	DRIVER's CONTROLS
9	1	AUTO NAV NAVIGATION SYSTEM
10	1	"RDF" RADIO DIRECTION FINDER (VEHICLE MOUNTED)
11	1	COMPUTER
12	1	CRT AND KEY BOARD FOR ITEM 11
13	4	WHEEL WELL
14	2	MOUNTING PLATES/BENCHES (ATTACHED TO REAR WHEEL WELLS)
15	3	DOORS
16	1	CUPOLA RING
17	1	FLOOR LEVEL
18	1	ENGINE COMPARTMENT
19	1	VENTILATION FOR ENGINE COMPARTMENT
20	1	STEERING WHEEL
21	20	.50 cal. AMMO BOXES (105 ROUNDS EACH)
22	1	LASER RANGE FINDER (MOUNTED ON UNDERSIDE OF CEILING)
23	1	AN/TVS-5 BINNOCULARS
24	3	FIRE EXTINGUISHERS
25	1	ONE CASE EACH: 12 GAUGE MAGNUM 00 BUCKSHOT, 5.56mm BALL, 7.62 BALL, 9mm BALL
26	4	ARMBRUST 300
27	1	LARGE MEDKIT
28	1	TOOL KIT
29	1	EXPLOSIVES LOCKER
30	1	CASE: M7A3 CS GAS GRENADES
31	1	CASE: M34 WHITE PHOSPHOROUS GRENADES
32	1	CASE: M26A1 FRAGMENTATION GRENADES
33	1	ONE EACH: AX, SLEDGE HAMMER, MACHETE, SHOVEL, TRIPOD
34	1	M21 RIFLE, 12 MAGAZINES
35	1	MOUNTAIN KIT
36	1	TRADE PACK
37	2	RATION PACK
38	1	CASE: M18A1 CLAYMORE MINES

BASIC LOAD (VEHICULAR) STANDARD ISSUE)

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1 pr. AN/TVS-5.Binoculars
1 Laser Rangefinder
1 AutoNav navigation system
1 AN/PRC-70
1 Radio Direction Finder
1 Large MedKit
1 Ax
1 Sledgehammer
1 Mountain Kit containing;
2-33m coils 11mm nylon rope (breaking strength 1.700kg)
1 Folding grappling hook
20 Pitons * * * * *
30 Snaplinks * * * * *
* * * * *
6 M688 40mm Rocket shells (to launch grappling hook from M79)
* * * * *
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 * * * *
6 Comb and brush sets * * * *
6 250g packs Tobacco * * * *
Various toilet articles
1 Machete
20m Tow chain (breaking strength 5.25 metric tons)
3 Fire extinguishers
Tool kit
1 Shovel
1 Tripod (M122 or .50 Cal.)
2 Ration packs
*****
4 Mirrors * * * *
6 Hunting knives * * * *
6 packs Candy * * * *
6 Fishing kits * * * *

```

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

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

1 case M34 White Phosphorus Grenades (18)

1 case M26A1 Fragmentation Grenades (30)

1 case M7A3 CS Gas Grenades (16)

1 M183 Demolition charge (16 M112 C4 blocks)

1 roll Primercord (152m)

10 M2A1 Detonators (8 second delay)

2 M1 Timers

2 M18A1 Claymore mines

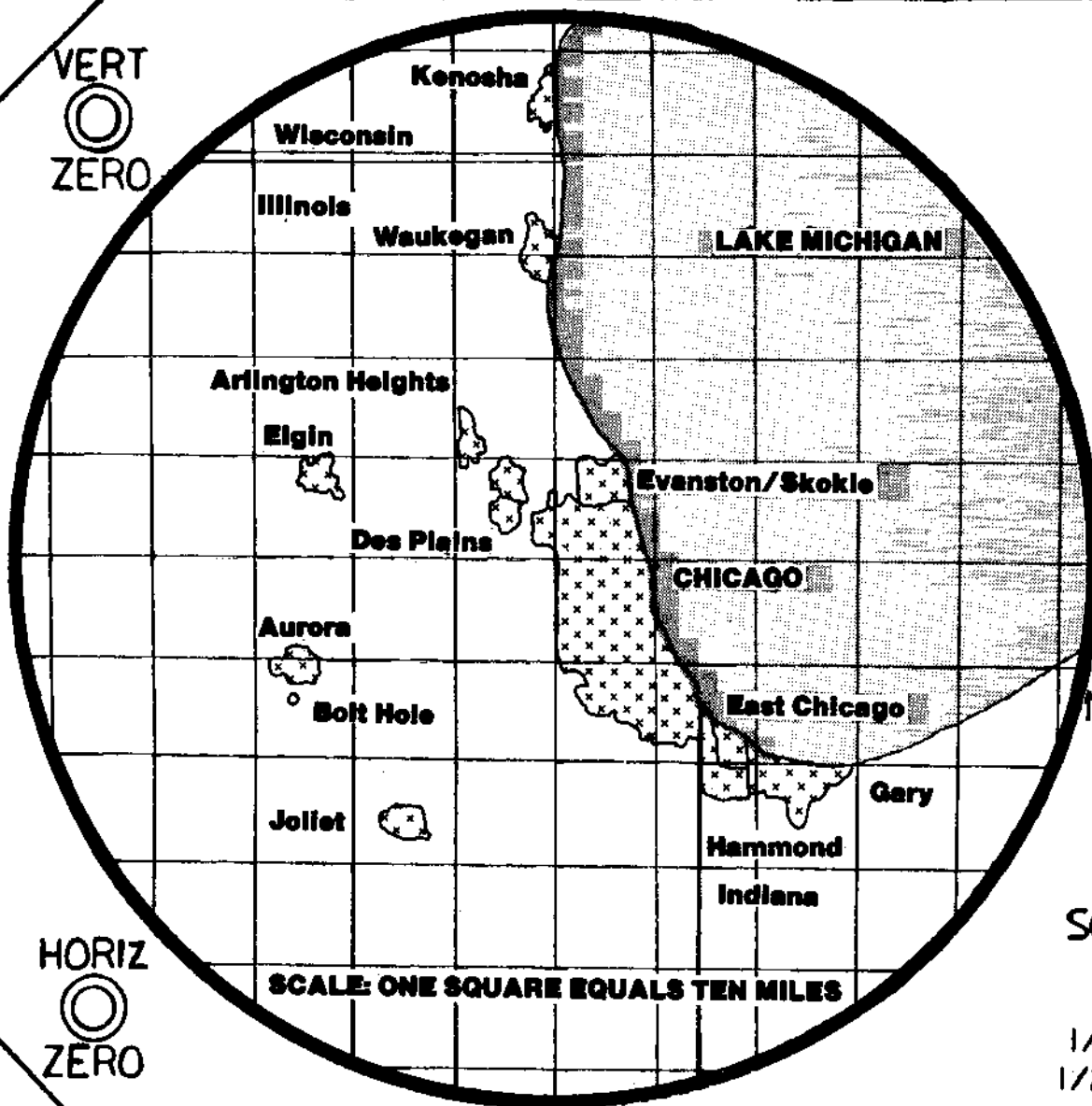
1 case 9x19mm Ball (2880 rds)

1 case 7.62x51mm Ball (920 rds)

I case 5.56x45mm Ball (1640 rds)

1 case 12 gauge magnum 00 buckshot (500 rds)

VERT
○
ZERO



HORIZ
○
ZERO

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) on display screen.

MAG; Allows magnetic sensor (if available) on display screen.

RADAR; Allows radar set (if available to AutoNav) on display screen.

CACHE LOCATION; Shows all assigned cache locations.

LIBRARY; Reads out all available maps on the system.

VINDUSTRIES
 QIT, MICHIGAN
ITONAV
 MODEL A18

DESTRUCT

ARM



KEY BOARD

1	ABC	DEF
2	3	
GHI	JKL	MNO
4	5	6
PQR	STU	VWX
7	8	9
YZ	.	CLR
0		
ENTER		
A	B	C

GUN SYSTEM SELECT

MI59C	AGM-65D	M85C	MI74E3
☐	☐	☐	☐
AIM-9D	M29A1	RH202	

**CARD
SLOT**

AMMO SELECT

HE	API	ILLUM
☐	☐	☐
WP	HEI	BALL

TARGET DATA

RANGE

AZIMUTH

**CACHE
LOCATION**

LIBRARY

☐
☐
☐
☐

DISPLAY

TGT

LOC

**SENSOR SYSTEM
SELECT**

GUN LAY

RDF ☐ MAG ☐ RADAR ☐

MAN ☐ AUTO ☐

ECT

**IM
/2.5M
(5M)**

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

es when depressed.

splay 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.

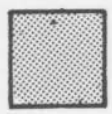
AZIMUTH; Allows input of data for Gun Lay system.

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.

NORTH

LAKE MICHIGAN



WATER



CLANS



FREE LANES

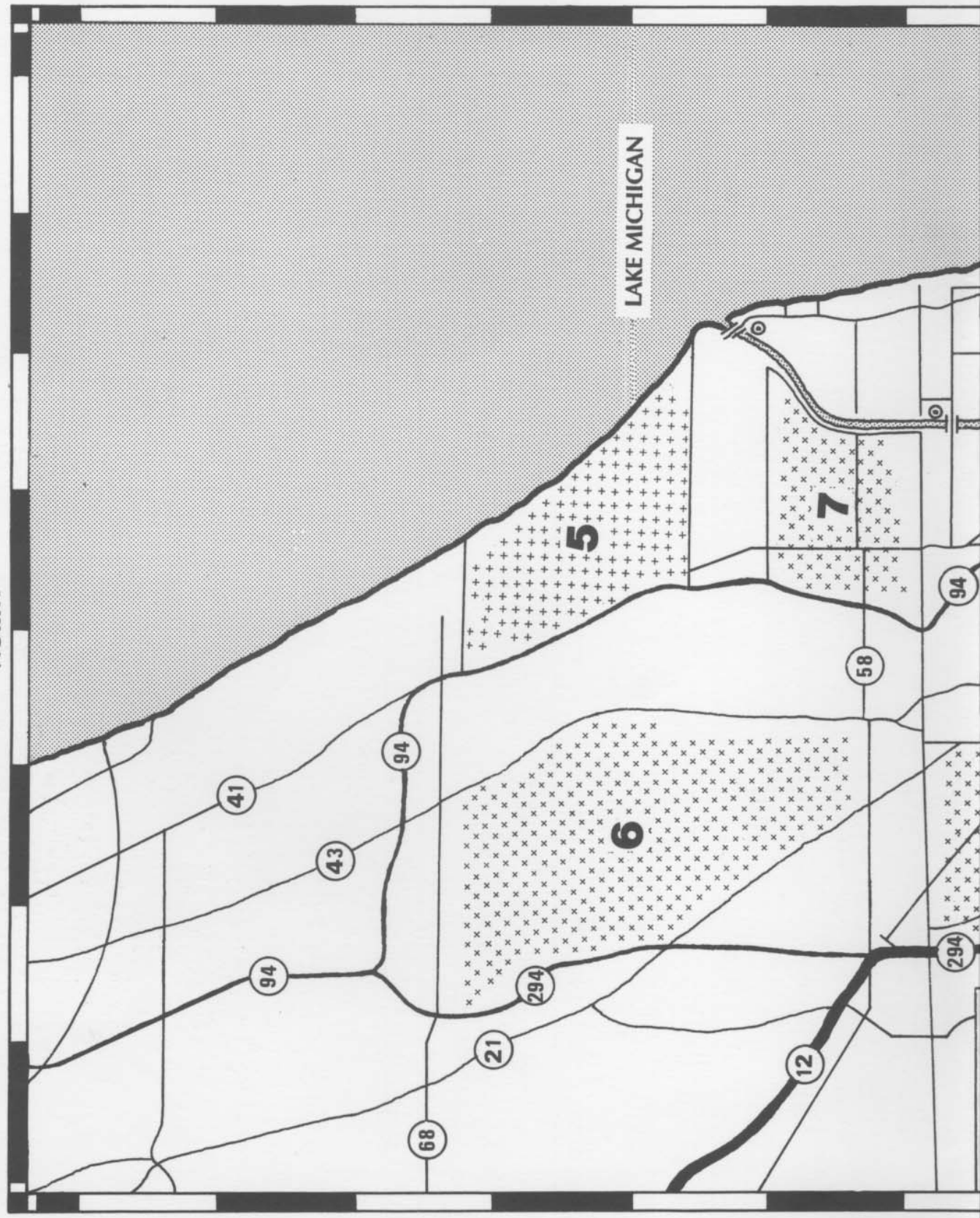
Frequently
used routes

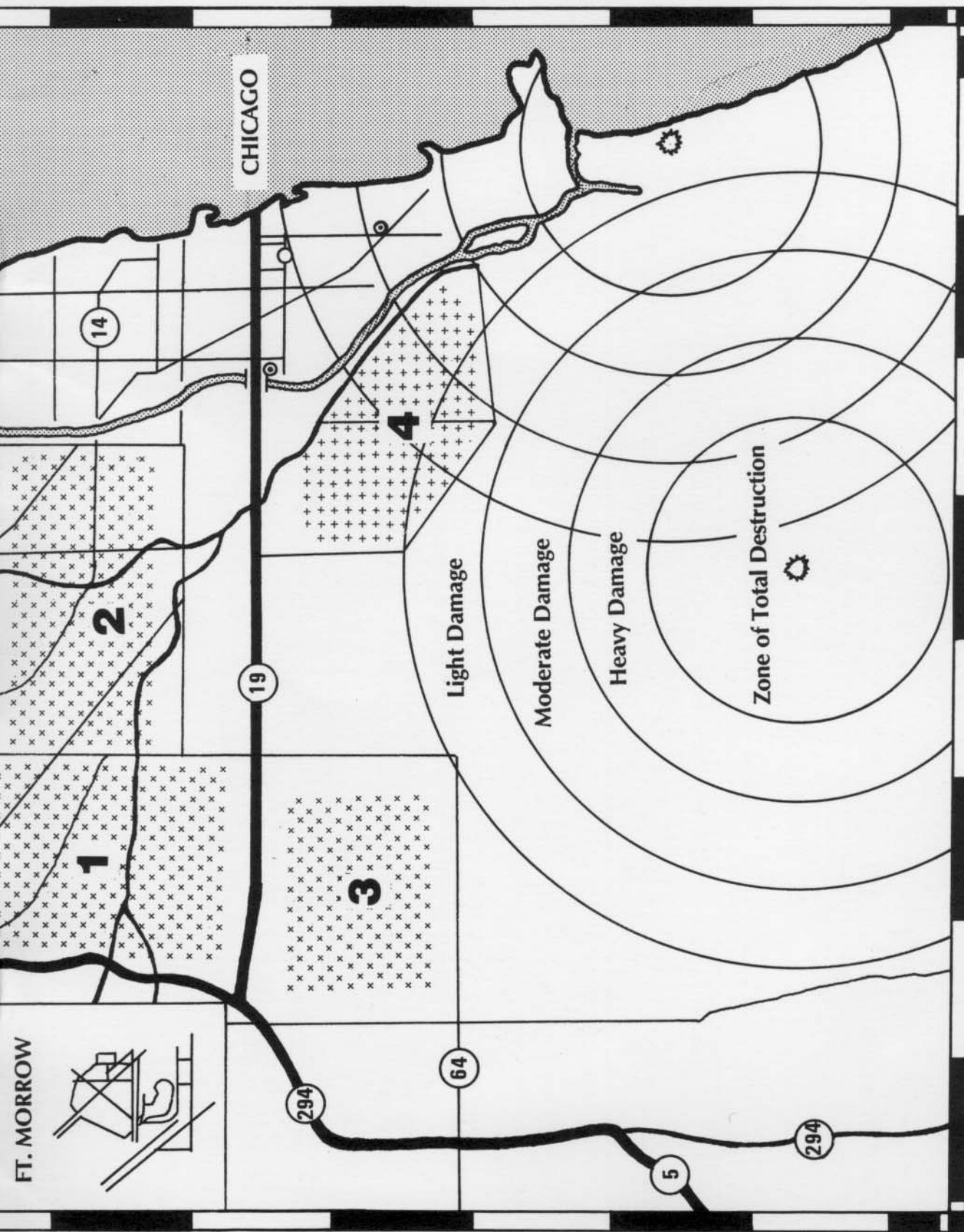
(78)

Former Route
Numbers



WRIGLEY FIELD





SCALE: ONE INCH EQUALS 3.5 KILOMETERS



Recon Team G-12C must enter the nightmare world of the ruins of Chicago in order to locate the remains of a once proud university. Within the wreckage of the university there may lie the accumulated knowledge of our world. But also within Chicago are cannibalistic clans; a City Machine; and the enigmatic Fort Morrow. And finally, Recon Team G-12C must stop a war.

This game package contains all of the information, maps and systems necessary for the Project Director to run this scenario. The package also includes information concerning new weapons, the interior of the Commando Ranger, city encounters for Chicago, and the deadly inhabitants of 22nd century Chicago.

**POSSESSION OF THE MORROW PROJECT GAME BOOK IS
NECESSARY FOR THE USE OF THIS GAME PACKAGE.**