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Into the Fire
By
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Introduction

Instead of being awoken by the signal sent by prime base, Recon team COR 1 wakes up to find themselves facing a group of heavily armed, survivalists. All their weapons, equipment, and vehicles are in the hands of these people. The team will be taken captive. They will then be taken to the survivalists base camp.

Things will go from bad to worse. While prisoners at the base camp, they will end up fleeing for their lives as their captors are themselves attacked by a better armed, better trained attack force sent by the Breeders.

With the teams equipment, vehicle, and the autonav in enemy hands, will it spell doom for the facility and team still in cold sleep?

Will the team offer to help the survivalists fight the Breeders, or the other way around. Or, will the team simply try to escape from both groups.

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1. Situation: Pre-War

With the Rocky Mountains running directly through the state from north to south, Colorado was both a rugged and a beautiful state. Winters were not that harsh, while the summers were pleasant, with temperature hovering in the mid to high seventies.

Interstate 70 was the main artery running east to west from Kansas through Colorado into Utah. It travels straight through Denver. Because of this, it was heavily traveled all year round.

The towns settled alongside the interstate relied on travelers and tourists. Forestry and mining also contributed to the area's economy. Ski resorts attracted a huge number of tourist from all over the United States, Canada and Europe.

2. Situation: The War

When the war broke out, Two cities in Colorado were hit heavily by Russian nukes. Denver was all but erased from the map as two Russian nukes mirv's (8 warheads, for a combined total of 3.2 mega tons), and a single SS-N-8 (2 megatons) warhead detonated in the city. A Russian SS-N-17 exploded over the state capital building, another, SS-17 ground impacted the Lowry AFB. Finally, the SS-N-8 single warhead exploded high above the Rocky Mountain Arsenal. In a microsecond, hundreds of thousands of lives were snuffed out. Not a single soul survived the nuclear holocaust. Nothing remained of the once proud city of Denver.

To the south, the area around and including Colorado Springs was hit almost as badly. A single SS-N-8 missile with a 2 megaton warhead destroyed the USAF academy to the north of the city, and a SS-19, 6 MIRV (1.8 megatons combined) unleashed its nuclear death to the south of the city when the missiles detonated on Fort Carson. The combined effect of these weapons destroyed the city, and wiped out Peterson AFB.

Those few who managed to survive in Colorado Springs soon succumbed to their injuries and radiation poisoning.

3. Situation: Post-War

The mountains protected many of the small towns and resorts dotting Interstate 70 from the nuclear blast. Because of the weather pattern, the fallout was far worse on the eastern side of the mountains than in the west.

These towns were soon overrun with refugees, suffering from radiation sickness, injuries and the like. In a matter of a few days, all food contained in these towns were consumed. Fear of starvation lead to those with food to hoard what little they did have remaining. These people would do what ever was necessary to protect their supplies, including killing anyone who tried to

take away their only means of survival. To make matters worse, the war took place at the beginning of the winter. Long term survival prospects looked grim indeed.

Over the next few months, the population along Interstate 70 dwindled, as many died from starvation, exposure, wounds, and the constant battle for food and shelter. Many more left the mountains, heading west, hoping that the climate in Utah would be a bit more hospitable.

Those that remained continued to fight over the what was left of the towns, sending out hunting parties to scour the ruins for any food or useful equipment. These hardy survivors eventually set up small territories, which they strictly enforced. No trespassing allowed. No hunting, no fishing, nothing. Any outsiders caught were usually killed on sight.

By the time spring finally arrived, less than five percent of the pre-war population along this stretch of the interstate remained.

It was at this time that a large band of survivalists made their presence known. They seemed to appear out of nowhere, hunting through the abandoned towns and taking what ever goods they fancied, be it vehicles, spare parts, clothing, tools, or live stock that somehow survived the fallout.

Of course, as fate would have it, they eventually crossed into private territory and were attacked. The survivalists, being heavily armed and prepared to fight, beat off the attackers with only a few casualties. Thus, the feud between the townsfolk and the survivalist clan began.

For several years the survivalist clan and the townspeople fought over the ruins that dotted the mountains. The townspeople suffered heavy losses during these turbulent times. The survivalists faired quite a bit better. After five long years the fighting finally came to an end. The ruins had been picked clean, territories had been established.

Weary from years of nearly continuous hit and run battles, and the hideous loss of life suffered by the townsfolk, both sides finally declared a cease fire so they could come together and hammer out a peace agreement.

Oddly enough, it was the survivalists who first approached the towns people with the offer. They had little to gain from this, as they had secured their own territory and had more than enough food and equipment to last for many years to come. Simply put, J.T. Rook was sick of the loss of life, considering the millions who perished in the initial nuclear exchange, and the millions more who died during the long winters after the war ended.

Both sides agreed to meet in the township of Lawson and hammer out not only a cease fire, but also a long term peace treaty. For several months they met on and off, finally coming to an agreement that was mutually beneficial to both groups. This peace has lasted now for the past 145 years.

Terrain and Environment

One hundred and fifty years of neglect, rain, snow and ice, and minor earth tremors have taken their toll on the Interstate and the small towns and resorts located on this stretch of the Rockies.

In many areas, the Interstate is buried below tons of rock and gravel from avalanches and rock slides. In other areas, the road is so badly cracked and broken it is all but impassable. The Eisenhower tunnel has collapsed completely. Still, in other areas, the interstate is in good condition and can be easily traveled for several kilometers. Most of the bridges along this stretch of the Interstate have vanished, leaving gaping holes in the roadway.

PD NOTE: For every kilometer traveled, there is a 75% chance that the interstate has been rendered impassable due to rock slides, wash outs, rusted out vehicles, etc. For every bridge or tunnel encountered, there is a 60% chance that it has either collapsed, washed out, become structurally unsound, and so forth.

The majority of the towns and resorts are simply gone. Many were lost due to natural causes, such as mentioned above. Many more were destroyed during the first terrible years, as the survivors fought each other and stripped the towns of everything useful. For many of the

towns, all that is left are burnt out husks, and foundations. Occasionally, the flooring above a basement will collapse, revealing a hole filled with stagnant water.

Still, a few communities did survive, and that is where small groups make their homes.

Without the modern conveniences to help, winters are incredibly harsh, while the spring and fall seasons tend to be cool and experience frequent snowfalls. Summers are mild and pleasant, with rain falling sporadically. The mountain people use these months to prepare for the next winter.

Recon Team COR-1

1. General

Recon teams make up the vast majority of the personal in the project. They are the eyes and ears, scouting out problem areas, contacting the locals, and are invaluable in the location and activation of certain morrow facilities. Recon Team COR -1's function is rather unique in the project. They were to inspect Colorado's Interstate highways, then locate and activate the RM-4 facility.

Colorado Recon team one was frozen of January 16, 1987. This is the only Recon team to have been frozen in the Central portion of the state. They know that several other MP teams are asleep throughout the state, but for security reasons they don't know the location, type, or makeup of these other teams, except for one base, the RM-4 Facility. The Team is fully aware of the RM-4 facility, but doesn't know its location. They also know that this facility is manned, but the team members do not personally know any of the personnel who make up the staff of the facility. As for the location of RM-4, they will have to rely on the Autonav to find it.

2. Team Personnel

COR-1 is unusual for a Recon team. They have a total of twelve members, as their primary mission requires a lot of personnel. The team members have spent just over a year together in training and are known to each other. They are of course all volunteers, and all come from various backgrounds. They have no knowledge of the area and people they are to work with.

The team consists of a single team leader, one EMT, two drivers for the MPV's, two RTO's, and two weapons officers (for firing the MPV weapon systems). The rest of the members are all skilled surveyors. Each team member is trained in the use of the ATV's that were provided.

The team personnel are familiar with all the equipment and the vehicle provided for their mission.

PD NOTE: Because of the nature of the mission, contact, and engineering skills were emphasized, while combat skills were taught almost as an after thought. The team can fight, but they were not expected to.

Recommended loads for the team are as follows: 1, 3, 6, 7, 9 and 10. Once again, due to the teams mission objectives, combat was not to be expected.

3. Team Equipment

The teams equipment, and personal gear are in perfect condition. The teams Vehicle, and its internal stores, are also in perfect condition. The MPV's internal fusion plant is also fully charged and ready to run.

All the ammunition of the MPV's are in sealed ammo containers stored on the floor of the bolthole near the vehicle. Personal gear, weapons, backpacks etc. are all neatly stored away in lockers below the cryotubes. The only way to gain access to this gear is via the MP id card stored inside the tube itself. Of course, the team knows this.

The only exception to this are the items stored in the four emergency equipment lockers located on the walls of the bolthole. These lockers contain the following items:

8 shovels	2 ration packs
4 crowbars	2 large med. kits
4 picks	2 HP-35
2 axes	6 magazines and 2 boxes of ammo

This equipment is ready to be grabbed in the case of an emergency bug out. The med. kits batteries are fully charged and the tools and packs hang from pegs, waiting to be grabbed. This equipment is for emergency use only, such as the team being forced to abandon the bolthole in a hurry. Like the rest of the equipment present, it is in perfect shape.

The Bolt Hole

This is the standard storage and freezing facility mentioned so often in TM 1-1. The biggest difference is that this particular bolt hole is larger than normal. It has to be to accommodate two team vehicles, two quad ATV's, and the entire team itself. The top level contains the vehicles, while the lower level contains the cryo tubes.

The bolt hole is buried in a valley just off Interstate 70 near the town of Dillon. The blue river runs approximately two hundred meters to the east of the bolt holes location. No sign of the bolt hole can be seen, just a slight mound.

Layout

The Bolt hole walls are solid, re-enforced concrete, one meter thick. Each level measures twelve meters by twelve meters and three meters high.

Level one is where the teams vehicles are stored. 2 M548 APC's and two Quad ATV's. The two APC's are facing the doors, while the two ATV's are parked side by side along one wall. Both ATV's are placed up on concrete blocks in order to take the weight off the tires, preventing damage.

In one corner sits an open shaft that leads to the second level. A ladder of steel rungs placed into the wall allows for easy access to both levels.

Near the teams personnel exit is the standard periscope package. This periscope is designed to view the immediate area above the bolt hole and is equipped with gear to monitor the levels of radiation in the area as well as the presence of any chemical or biological hazards. A radio antenna completes the periscope package, and is designed to be hooked to a AN/PRC-70 radio (there is one in every MPV). The antenna allows the team to contact Prime Base after wake up, as well as permitting contact with other MP teams in the immediate area. The antenna contact point is located on the wall near the vehicles.

Level two is where the teams cryotubes are located. Two rows of six tubes are lined up down the center of the chamber. Below each tube is a locker which contains the teams gear. The only way to access the locker is to insert the MPID in a slot beside the handle.

A single, 2 meter long by one meter wide metal 'picnic' style table sits near the ladder leading to level two. This table is used by the team to prep all their equipment, planning of travel routes, etc.

Set into the wall is the boltholes primary computer. Via internal sensors, the computer monitors the over pressure of the inert gas in the hole: should the pressure ever drop below a pre-determined level, the computer will conclude that the bolt hole has suffered a structural failure, and will sound the breach alarm siren, and then awaken the sleeping team immediately. It will also do this if water enters the bolt hole, or if lethal levels of radiation penetrate into the interior of the facility.

This computer also monitors each of the hibernating team members. In the rare occurrence that one of the cryotubes happens to fail or suffer some kind of malfunction, the computer will engage the emergency wake up code and will awaken the entire team to deal with the situation.

Finally, the computer keeps an electronic ear out for the recall code issued to this particular team, using an extremely low frequency radio antenna buried in the ground cover above

bolt hole. This installation is suitable only for receiving, and not for transmitting, but does allow the bolt hole to use a concealed antenna.

Upon receiving the code to awaken the team, the computer first evacuates all of the inert gas from the bolt hole by sucking it into a high pressure tank buried in the floor, exchanging the gas for a pre-bottled atmosphere mixture so that the team has something to breathe when they wake up. It then starts the wake up procedure.

After this is done, the computer then displays the teams orders, and shuts down the rest of the system permanently. The computer cannot be re-activated.

Exits

Both the primary (vehicle) and personnel exit are located on the vehicle level. Set into the wall beside two Solid metal doors is a MPID reader. Insertion of an MP id card will cause two huge hydraulic rams to push the large metal doors outwards. This will clear away the earth concealing the main exit. Considering how much noise opening the main doors will generate, it would be a good idea for the team to exit the bolt hole via the personnel exit or use the bolt holes periscope package to inspect the surrounding land first.

The teams personnel exit is a small, vertical concrete and steel shaft rising up to within a meter of the surface, which is located in the far rear corner of the top level. The shaft contains steel rungs set into the wall for ease of ascent and is designed to permit personnel to exit the bolt hole. Exit is simple: the team climbs up, inserts an MPID card into the slot, retracts the bolts and swings the stainless steel hatch downward into the shaft. This exposes the ground cover above, which then must be hacked through with shovels before the team can reach the surface.

The bolt hole has been provided with an emergency exit. This is located on the same level as the teams cryotubes. This exit is a corrugated steel shaft identical to the personnel exit mentioned above, but it is sealed at both ends with a barred manhole cover and is completely filled with sand to ensure that this exit remains intact even if the other two exits are somehow crushed or collapsed by blast or other outside forces. This exit should only be used when it is impossible to open or use either the primary (vehicle) exit, or the personnel exit.

The emergency tool and supply lockers are stored by both the personnel exit and the emergency exit. One complete set of tools and supplies on each level.

Team Vehicle

The team has a total of four vehicles at their disposal. Two M548 Tracked Cargo Carriers, and two Quad ATV's. All four vehicles are in perfect condition. The M548's are raised off the floor via hydraulic Jacks in order to take the pressure off the tracks. The Quads rest on simple cement blocks, again, to remove pressure from the tires.

Both M548 Carriers have been modified to run on fusion power plants. The Quads, however, were designed to be multi-fueled. They can run on Gasoline, kerosene, alcohol, etc. Two 55 gallon drums of kerosene are stored in the bolt hole next to the quads.

Team Caches

The team has been supplied with a standard six caches. These are typical Morrow re-supply facilities and are located through the use of the teams Auto Nav aboard the MPV. Since the cache locations exist on the map displayed by the auto nav, the MPV can simply be driven to the point on the map and a search for the cache may begin.

All six of the teams caches were placed within 250 meters of Interstate 70. They were also spaced along the entire length of the Interstate as it passed through the mountains.

Two of the six caches are all but impossible to locate, as they are buried under no less than forty meters of rock and gravel. If the team has the time, and the equipment, eventually they will be able to dig the caches out from these rock slides, but it will take a very long time.

The other four are still easily found, as long as the team can reach them. One of these four caches happens to be located in an area where the Interstate no longer exists, so the team will be forced to travel on foot to reach it.

RM -4

As mentioned beforehand, the team also has the location of RM-4 maintenance facility programmed into their autonav. It is located on the western side of the mountain range near the ruins of De Beque.

This facility was intended to be used to repair, maintain, and re-supply MPV's. It is also fully manned with a eighteen man maintenance team. These people are trained in the maintenance and repair of all MP vehicles. Several support vehicles are stored here, as well as a huge stock of spare parts and tools.

The facility was built below a Interstate maintenance yard located five hundred meters off the highway to the north. The above ground buildings housed the plows and other heavy equipment that the highway maintenance crews were to utilize during the winter months. A pair of fuel pumps connected to a single five thousand liter storage tank provided the diesel necessary to keep the snowplows on the road.

PD NOTE: The fuel tank was drained of all its diesel during the first year following the war. Over the years, the storage tank lost its integrity and finally collapsed. It is unsalvageable.

Below ground, rests the facility itself. For full layout and description, see Pg. 16-26.

The Mission

Interstates are the arteries for the country. These super highways allow massive amounts of goods and people to travel from state to state, city to city and from one end of the country to the other. Even with the damage sustained during the war, the Interstate would still be vital to both the project and the survivors.

Recon team COR-1 has four main mission objectives on top of the standard orders issued to all teams.

The primary mission was to locate and activate the RM-4 Facility, so it could be used by all the teams located in Colorado.

The secondary mission objective was to scout out Interstate 70 along its entire route through the Rocky mountains. They were to make note of where the interstate was impassable due to rock slides, accidents, washouts, and the like. If the impassable area could not be easily repaired, an alternate route was to be found.

The third mission objective was to find out how the small towns and ski resorts fared over the years since the war. If any survivors needed assistance, the team would contact prime base and report the situation. Prime Base would then send recall signals to any appropriate teams located within Colorado.

The fourth and final mission objective was for the team to find alternative routes around the blasted and radioactive ruins of Denver, since Interstate 70 ran right through the heart of the city, and it will be impassable after the war.

Damocles

Due to the unusual way the team is woken up, Damocles will not play a factor in this module. However, If in the PD's world, Damocles is in the hands of the project, he may allow the team to contact Damocles if they were able to escape, and were able to get their hands on a transmitter.

Prime Base

Unlike previous modules, Prime base will play a role in this adventure (as long as the PD running this adventure has activated prime base in his / her world). Once the players have managed to escape and get their hands on a transmitter, or use the transmitter located in the RM-4 facility, they can attempt to contact prime base. If the teams contact attempt is successful, they can report on the situation. If prime base feels the situation is warranted, they can activate a near by MARS team to provide support in the invasion and capture of AREA 27. If the situation is dire enough, they may even send the phoenix team armed with a fusion charge into the compound to destroy the base if it cannot be taken over. Be very careful on how you handle this.

The People of the land

1. The Townsfolk

Those who still call the Rocky Mountains home are a hard working, rugged breed. One hundred and fifty years of hard winters have taught them that they have to be, as this land is incredibly unforgiving. These mountain folk work from sun up to sun down, from first thaw straight through to the first snow. During this time, they tend small crops, stock wood and fuels, hunt and fish, and care for their small herds of sheep and cattle. This is done in preparation for the upcoming winter. Those who fail to prepare, die. It is as simple as that.

The early years of constant fighting and starvation left its mark on these people. They have become very territorial, and do not look kindly on those who trespass on their land. Anyone caught hunting on their land will usually be attacked and killed. Theft is also dealt with in the same manner.

Even with the people being territorial, they know that without outside contact, and trade, they will die out. The various communities trade with one another for food, livestock and other goods. Some of the communities control mines that were in use before the war. They guard their mines constantly, even during the winter months, as the mines have made these communities rich by post holocaust standards. Many of these mines produce gold, and silver, so because of this, gold and silver is accepted as barter or for trade.

Most of the communities also harvest the plentiful forests for wood to be used in construction. Dead and dying trees are used as fuel for their fires during the winters. They respect the land. They constantly tend new trees and even plant saplings in deforested areas. This is not so much to 'renew the earth' as to ensure that the forests stay there, preventing erosion and protecting the lowland settlements from rock slides and avalanches.

Several Mail men have made this stretch of mountains their home. They travel year round on horseback and are greeted with enthusiasm by all communities. For a fee of food, clothing, and occasionally other goods, they will deliver small packages or messages to the community of your choice. They are also modern day bards, as they convey any news they hear for a hot meal and a place to sleep. Because of the terrain, the mailmen travel in groups of two or three, as an accident, even a minor one, can take a life. It is also for mutual protection from the mountain lions, wolves and other unpleasant creatures that also call the mountains their home.

Twice a year, during late spring (around Easter) and early fall (around the beginning of October) the various communities send out trading parties which meet in the town of Lawson, which is neutral to all parties. Here the people meet to trade goods, gossip, and the young men and women meet, in hopes of finding a potential mate. These affairs are loud, fairly wild parties, as the people wish to blow off steam from their hard work, or just are glad to be able to get out and travel after months of being snowed in.

During these festive periods, those traders who know the routes into the mountains come with wares from the lowlands. They trade manufactured tools and equipment for the region renowned ski's sleds, and snow boards. Raw and refined metals, and wood products, wool and natural hide clothing are also traded. The traders and the locals have made an unusual arrangement. During this period, the locals let the traders know of any special items they need, such as spare parts for snowmobiles, certain types of seed, and so on. The Traders do what ever they can to fill these special orders when they for the next trading festival.

The mailmen are always in attendance during this period. It is the best time they can pick up packages and messages to deliver, and they sometimes will hire themselves out as guides to lead any new traders, or travelers through the rugged terrain, east or west.

There is no official school in this area, and very few of the people can read or write. The communities look upon the individual families to make sure the young are taught all the necessary skills to survive in this harsh environment. Teaching is usually done only during the winter months.

Strangely enough, the people make sure that when it comes to pregnancy, they try to arrange it that children are born during the winter, as that is when the parents can spend their energy caring for the infants. The rest of the year they must work to prepare for the cold months, and every able bodied person is needed.

As for mutants, they are usually quietly destroyed shortly after birth. However, if the mutation is minor, or cosmetic in nature (such as minor skin discoloration, extra fingers or toes, etc.), the mutant is allowed to live and is accepted as a full member of the community.

One peculiar trait is the fact that every single person who lives in this area knows how to ski or use a snowboard, and in the majority of cases, both. The terrain demands it. The locals all have at least one pair of skis or a snowboard. Most people own two or more pairs, in the off chance that they lose or break a pair.

During the winter months, if any travel is necessary, they do so by horse drawn sleds, horse back, ski's, and snow shoes. In emergencies, they will sometimes use ancient, but well maintained snowmobiles and Quad ATV's which run on alcohol. Very few families possess these vehicles, as they are very expensive to maintain and run.

The people who live here know about the survivalists. They even are willing to trade with them, and occasionally hire them out for escort duty, hunting, or even bounty hunting, but other than that, they leave this heavily armed group alone. Memories of the battles fought against the survivalists during the first few years live on in stories handed down verbally from generation to generation.

Even with the unpleasant history between the clan and the communities, it is not uncommon for the young people from each group to meet during the trading festivals. It has happened several times that a couple would fall in love. When this happened, the member of the survivalist clan would bring his or her new mate back to the clans territory, where they would be welcomed in with open arms. Hell, even the survivalists know the importance of maintaining a healthy gene pool.

NPC's

Roger Whitefeather

Roger Whitefeather is one of the mailmen who make the mountains of Colorado his home. He is a tall, craggy faced man in his late forties. It is obvious from the first time meeting him that he is of Apache blood. He wears his black hair short, just to the shoulder and constantly wears a red bandanna.

Roger is a fairly loud, obnoxious man who enjoys his food and his 'firewater' as he jokingly likes to refer to the locally brewed alcohol. He has never been known to keep his opinions to himself, and is not in the least bit afraid to back up his statements with his fists. His crooked nose is testimony to this alone. Quick to anger, he is also quick to forgive and forget. One of the main reasons he is so well liked is the fact that once he has forgiven a slight, he will never bring it up again, and will ignore any references to it.

Roger travels the old Interstate 70 with his son Will. He is totally devoted to his son, and is eagerly waiting the day when his son will take a mate. He knows how his son will feel towards Sarah Anne Rook and is quite happy with it, even if it means that his son will no longer ply his trade of a mailman.

Roger travels through the mountains on horseback during the spring, summer and fall months. During the winter months he travels by either skis or snowshoes. At all times he is

carrying a rough map, scrap paper and charcoal which he uses to write messages or make corrections on his map of the interstate. He carries a pair of tomahawks, as well as a bow and a quiver filled with 40 barbed hunting arrows. On top of that, he carries an ancient survival blade that has been handed down from father to son since the war.

He knows how to read and write, and has an excellent memory. He will carry any package or message for a fee of either food, clothing, shelter, or even gold.

He dresses in deer hide pants, moccasins, and a vest during the summer time, and during the winter he wears heavy furs, a homespun cotton shirt, and fur lined boots.

Will Whitefeather

Will is a handsome young buck who has just recently turned twenty. He stands at an even 2 meters in height, and is built like a bear. Unlike his father, his heritage is not quite so obvious as his mother was a white woman who lived in New Mexico. She died shortly after his birth and he has been raised by his father ever since. He has piercing pale crystal blue eyes, which considering his heritage, may actually be a minor cosmetic mutation. He wears his hair shoulder length, tied up with a red bandanna, identical to his father. His hair is a deep, rich brown, not jet black.

Will seems to be an exact opposite of his father. He neither drinks, nor does he swear. He is usually soft spoken and is quick to smile. He has rarely ever had to fight because his size is usually more than an adequate deterrent. However, when he does fight, those who have started it live to regret it almost immediately.

Like his father, Will knows how to read and write, and surpasses his father's skill in map making. He also enjoys swimming and climbing. His mathematics skill needs quite a bit of work however.

A year ago, during the spring gathering Will met young Sarah Anne Rook. They became infatuated with each other, and ever since Will has used any excuse he could think of to head to the survivalists compound to see her. He thinks his father is not pleased with the arrangement, because his father always tries to talk him out of going to the compound. He is seriously thinking of asking Sarah to marry him, but is afraid that he will disappoint his father because he knows his father wants him to continue as a mailman.

He travels by horseback during the spring, summer and fall months, and by snow board and snowshoes during the winter. He is armed with a pair of tomahawks, a bow with a quiver full of 40 arrows, and a huge spear.

He dresses in the same manner as his father.

Martin Sheeves

Martin is the richest trader in Lawson. As the descendent of a trader who set up shop nearly eighty years ago. Now, his family and employee's control taken nearly an entire block along the main strip running through the town itself. Just about any type of good can be found in his stores. Every thing from seed, preserved meat, fish, and other foodstuffs all the way up to firearms, pre ruin luxury goods, glassware, and medical equipment.

He also controls the area's only bar and brothel. Here a trader can get a decent mountain ale, a warm friendly woman for the night, and even join in a friendly game of cards, or take a spin at the only roulette wheel around.

Martin Sheeves has an exclusive trade agreement with the breeders of AREA 27, though he doesn't know it. He trades high tech equipment he manages to get his hands on, as well as anyone he can secretly kidnap to sell into slavery, though this second practice he keeps very quiet and only practices it outside the mountains.

Martin is a man in his mid thirties. He is slight of build with thinning brown hair and light brown eyes. He has a full mustache but is otherwise clean shaven. His looks are at best plain, but with his money and power, finding female companionship is not at all difficult. Even then, he can use his 'working' girls in the brothel if he is so inclined.

He has the morals of a shark. Nothing is beyond him when it comes to obtaining items he needs or wants for trade. It is even rumored that he was behind the tragic death of his father when his horse was spooked by a grizzly bear (or so he said it was a bear, but no one has had the courage to confront him with it). If he was around during the time before the war, he would have been a successful lawyer or in prison.

He also keeps a close eye on the people who pass through the mountains. Any unusual types (as the project would be), or mutants, or heavily armed groups (again, the project). This information is leaked back to the 'colonel' in AREA 27. Of course Martin is richly rewarded if the tip pans out for the breeders. Only he knows just how many people and mutants he has sent into slavery in his unending quest for power and wealth.

Other than the survivalists, he is one of the few people who owns firearms. He always carries a derringer strapped to his right wrist. He also carries a single HP 35 in a holster on his hip. He also never goes anywhere without a contingent of at least four body guards.

He tries to dress in the best clothing possible, be it pre ruin suits, or home spun jeans and shirts. He wears pre ruin loafers when ever possible, and Kodiak boots during the winter months (he obtained a crate of these years before from the gypsy truckers).

Marie De Guan

Marie is a pretty, petite little creature. Marie stands at only 1.44 meters, and weighs 40 Kilograms soaking wet. Her deep brown eyes and mid back length jet black silky hair betray her Asian heritage.

She arrived with her husband Roberto from the west coast seven months ago. The only thing they ever mentioned was that they were facing an incredibly difficult life at the hands of the lords and warlords of the north coast.

Stopping in just as the winter was about to hit the mountains, she and her husband were forced to stay and try their best to survive. Both her and her husband were hired on by Martin Sheeves to work for him in exchange for room and board.

She is an excellent cook, and seamstress, but she doesn't know how to read or write.

Three months after their arrival, Roberto was killed in an avalanche, and his body was never recovered. Heartbroken, Marie was beside herself with grief. She didn't have a clue what to do. Sheeves offered to take her on as a cleaner for one of his many stores. She didn't know it at the time that he had ulterior motives. Though she cannot prove it, she suspects that Sheeves had her husband killed. Over the months here suspicions have been gaining ground as she overhears conversations with Sheeves men, and the other servants she works with.

Two months ago, Sheeves began to come into her room. At least once every three days, he rapes her. No one will do a thing, and the few times she tried to talk to anyone, or get help, Sheeves savagely beat her. Now, she is pretty much given in to her new life of virtual slavery, both physical and sexual. She will do just about anything she can to escape.

Marie would never dream of harming anyone, but she is now quite willing to kill Martin if it meant her escaping him.

She doesn't know it, but she is now six weeks pregnant with Sheeves child.

She wears a simple homespun dress that does nothing to hide her figure, and a pair of silk slippers. During the winter months, she wears heavy furs and has a pair of fur lined boots.

Daniel Brynn

Daniel Brynn is Sheeves right hand man, and primary body guard. Standing at only 1.65 meters tall, and weighing in at only 65.7 kilograms, you would think that he wouldn't be suited for such a task. Truth be known, he is the best shooter and martial artist this region has seen in many years.

He is not a unfriendly man, though his near constant smile rarely ever reaches his cold gray eyes. He has a full head of light blond hair, which makes him look at least 10 years younger than his age of 43.

No one really knows where he came from. About seven years ago, he arrived in the mountain town in the middle of the summer. He was carrying a M-16A1, and an MSG90 Sniper Rifle, plus a sack full of ammunition and empty magazines for both weapons. He never explained who he was or where he came from but his military bearing and mannerism soon caught Sheeves eye and he hired him on the spot. Since then, Daniel has climbed through the ranks and is now Sheeves closest advisor, and his personal body guard. He shows loyalty to Sheeves, but that is only a show.

In reality, Brynn is a member of AREA 27. His true allegiance lies with his fellow members of the facility. He was sent out by Tony Greci to act as his eyes and ears in the mountains, to report and findings and the location of any mutants. Using an AN/PRC 70 radio, he is able to report back to the base with weekly updates. The reason he is so good is simple. He was only 20 when the war occurred, and a new recruit just stationed at the facility. He was one of the few soldiers loyal to Tony Greci during the uprising. His loyalty was rewarded. He was given the anagathic drug which has allowed him to live far beyond his normal life span.

He wears army boots, faded but still wearable fatigues, and during the winter, he wears army issue winter clothing, and boots. He never goes anywhere without his M-16. Hidden amongst his fatigues are several knives, no less than four M26A1 grenades, and a garrote.

It is through Daniel that Tony learned about the survivalists.

2. The Survivalists

During the era of Anti Russian paranoia during the late seventies and eighties a many like minded individuals foresaw the advent of the most horrifying event ever to take place in mankind's history: Nuclear War. They planned to not only survive, but prosper after the bombs landed. All over the country, in remote area's away from any potential targets, these 'survivalists' as they had become known as, set up bomb shelters, stock piled weapons, ammunition, equipment, vehicles, and anything that they figured that they would need to survive the dark years to come. Some of these groups banded together to form large 'retreats' by pooling their cash and resources. This is about as close as they came to becoming an organized entity.

A professional soldier named J.T. Rook was one of these fanatics. He joined the Marines in early 1949. He saw action in the Korean conflict and quickly climbed the promotion ladder. By 1970, he had reached the rank of Colonel. It is then he joined the US Rangers. Throughout the years of fighting in the US forces he gained a reputation for being a very competent warrior, totally dedicated to his unit and to his country.

During the last few months of the Vietnam war, J.T. witnessed a mass killing of civilians by members of a black OP's team. Outraged at the atrocities, Rook personally executed each member of this team. Word leaked out to the upper echelons of the military brass and he was summarily court marshaled. J.T. was able to prove his innocence, and the charges were dropped, but his career in the US military was finished.

Rook tried to live the civilian life for the next few years. He found that he couldn't hack it. He then became a professional mercenary. From 1978 to 1985 he spent his time fighting in small bush wars all over the globe, hiring out his skills to the highest bidder. However, he never once worked for anyone who ignored basic human rights, or involved innocent civilians in the conflict. His reputation grew rapidly, as well did his personal bank account.

In the early part of 1986 Rook finally retired from the mercenary business. He then purchased a large ranch in the mountains of Colorado. It was here that he began to build his retreat. For the next two years he purchased the items he deemed necessary for survival once the balloons finally went up. By 1988, the construction was completed, and his compound was fully stocked, including several caches hidden in different locations on his land.

At this time he invited several of life long military friends (who also have long since retired) and their families to join him on his compound. They readily accepted, and constructed their own homes on his land.

He had three sons and one daughter. His eldest son a career soldier just like his father. The second eldest stayed on with his father to run the ranch. The youngest was a computer

programmer. The baby of the family was his daughter, who had just finished studying nursing. His Eldest son was lucky enough to be based at the Lowry AFB in Denver. As fate would have it, his youngest son worked for a software company based out of Denver. His eldest lived on the base, while his youngest son lived on the outskirts of the city, usually taking his family and spending the weekends on the Ranch.

Finally on November 18, 1989, the war occurred, just as J.T. new it always would. His eldest son got word that the missiles were in the air and on their way to the Soviet union. He called his brother at work, telling him to contact his family and have them head to the ranch immediately. He then stole and huey helicopter. This proved to be an interesting feat all on its own. He flew straight to where his brother worked. Landing on the employee parking lot, he and his brother and took to the air just as the American missiles were impacting on their targets on the other side of the globe. Pushing the old huey to its limits, they made it to the ranch just seconds before Denver was erased from the face of the planet.

The mountains proved to be the perfect protection from the nuclear blasts. The rest of the family arrived safe and sound two hours later.

Knowing that the worst was yet to come, the families set out to patrol their lands, wearing BDU's and carrying fully loaded M-16A2's and HK-MP5's. Trespassers were politely, but firmly asked to leave. Anyone foolish enough to push the point, or were armed and decided to attack, were summarily executed, and then the bullet ridden corpses were then hung from the fence as a warning to any other would be trespassers.

Within two months, the fallout from the nukes exploding was within tolerable levels. At this time, T.J. gathered a large number of his people together and sent them in two heavily armed convoys out into the new world. The first convoy was sent to the south and east to see how the cities of Denver and Colorado springs faired during the war. The second convoy was sent to explore the near by towns.

The first convoy was unable to get within one hundred kilometers of Denver due to the massive damage the interstate suffered during the war, and the closer they came to Denver, the higher the background radiation climbed. They skirted Denver by heading due south. Colorado Springs faired only slightly better and they had no intention of going anywhere near the NORAD headquarters, figuring it would be gone. During their travels, they discovered very few survivors. Most of those they encountered fled on sight. A few foolish individuals tried to attack and were easily beaten off. Their scouting mission complete, they returned to the ranch and reported their findings.

The second convoy discovered that most of the towns were uninhabited, the survivors having fled, or died from exposure, injuries, starvation, and so on. Some of the towns they came across, they discovered that people did survive after all. They found that these people shot first and asked questions later. Strangers were not even given a chance to explain themselves.

This being the case, the survivalists began to mark off a section of the mountains as their own territory (see below). They also claimed the old Argo mine as part of this territory. The other townsfolk took serious personal affront to this. It is at this time that the fighting between the two factions began.

As mentioned above, the fighting over territory lasted for several years. The townsfolk suffered far worse than the survivalists, as the towns folk's didn't have access to the weapons and armor that the survivalists had. Soon, all the best territory had been claimed by the various townspeople, and the ruins had been picked clean. Peace between the survivalists and the townsfolk was inevitable (see above).

The survivalists territory covers an area roughly rectangular starting from the ruins of Kremmling at the intersection of highway 40 and 9, east to the ruins of Silver Creek which is at the intersection of highway 40 and 125. Then south east to Interstate 70. West along interstate 70 to the ruins of Dillon and Silverthrone at the intersection of interstate 70 and highway 9. Finally, all the way up highway 9 to the ruins of Kremmling, completing the rectangle. They also control the Argo mills mining site, just to the south east of the intersection of interstate 70 and highway 125.

Because the Eisenhower tunnel has long since collapsed, the survivalists have found an alternate route on the old highway to the south of the tunnel. They patrol this area on a regular basis, usually on horseback. The only time they use their supply of vehicles is if they have had intruders, and wish to show these interlopers that they are not to be trifled with.

J.T. Rook died of Thyroid cancer eight years after the war. His family and friends fought hard, and fought well and carved out a sizable chunk of land for themselves. He died a happy man, knowing that those he loved would not only live, but prosper.

From a modest community of sixty seven souls, the compound has grown to just over two hundred and fifty men, women and children.

Ever since the death of J.T. Rook, the eldest Rook child assumed the mantle of leadership for the survivalist community. It has been this way ever since J.T.'s eldest son Nick, took over after his father died. As of the beginning of the adventure, the current leader of the Survivalist community is Sarah Anne Rook.

As with the towns folk, mutants were killed at birth. However, a good forty percent of the survivalists have a skin discoloration mutation which appears as a natural camouflage pattern. These mutants were not only allowed to live, but they were encouraged to breed, as it was in their eyes a gift from god, enhancing their survival skills.

Every member of the survivalist community are taught how to use many different types of firearms, everything from pistols, rifles, submachine guns, shotguns, and even in some cases, the few grenade launchers possessed by the clan. There is not a single person who cannot use a firearm.

Over the years the survivalists have hired out their guns for a fee for hunting purposes, trader convoy escort, and as body guards. On top of this, many of the survivalists have become bounty hunters, traveling all over Colorado and the surrounding states, bringing criminals, murderers, thieves, rapists, and other scum to justice or death.

The survivalists built quite a reputation for themselves as being not only tough, but highly dependable and trustworthy.

NPC's

Sarah Anne Rook

Sarah is the current leader of the survivalist clan. She took control when her father died of heart failure nearly a year previously. Still not much more than a girl, she relies heavily on her uncle to help her lead.

A pretty girl of 17 years, with long soft brown hair which reaches down to her slim waist. Her eyes are such a dark shade of brown they are nearly black. She is also one of the lucky members of the clan who possesses the clans trademark camouflage mutation.

She is bright, bubbly, and always full of good cheer. Some of the survivalists think she isn't cut out for the role of leader, but she just ignores them and turns to her Uncle for advice.

A year ago she met young Will Whitefeather, and fell head over heels in love with him. She fell so hard for him she is willing to give up her family and the mantle of leadership to follow him as his wife. Her clan would hear nothing of the sort, and she was prepared to elope when Will informed her that he would instead join her clan. She now sees him whenever they can come up with a good excuse for Will to visit.

She also lost her virginity to Will, and is careful not to let anyone know about this, as she fears (rightfully so) that her uncle would kill Will if he found out about it.

She dresses in the typical manner of her clan. She is always wearing homespun combat BDU's and combat boots (again, homemade as all the pre ruin boots have long since been used up). She carries an MP5 Submachine gun which she is very proficient with. She is also trained in the use of knives, and in martial arts. She is also able to read and write, and has learned a great deal about the history of her clan and the townsfolk who live in the mountains. Her mathematics skills are also quite good.

She possess a powerful sense of justice and would have become a bounty hunter for her clan if her father hadn't died and left her with the responsibility of leadership for the clan.

She is also pretty much the only friend the mutant Tamara has. Her and Tamara are best friends and have been since childhood.

Erik Rook

Erik Rook is Sarah's uncle. She may have the title of leader for the clan, but he wields the actual power until Sarah is able to handle the task totally on her own.

Erik is a 45 year old man who is of average build and height. He has a full head of light brown hair and only one blue eye. He wears a patch over his right eye (he lost it due to an accident while handloading ammunition). He also wears a full beard and mustache.

He misses his brother very much, but is doing everything in his power to teach and help Sarah grow in wisdom and leadership ability. He knows that she is a natural born leader and all she requires is proper guidance.

He always speaks his mind, but rarely insults anyone as he is very diplomatic. He can tell you to go to hell in such a way you will actually look forward to the trip! Because of this, he is in charge of trading during the trade meets twice a year.

Not only is he an expert negotiator and diplomat, he is an excellent hunter and fisher and is one of the best shots in the clan. His mathematical skills are second to only those in AREA 27.

He wears the standard homespun BDU's worn by his clan, and is always found with a M-16A1 or a SPAS 15 in his possession. For self defense he also carries a huge 18 inch survival knife.

He loves Sarah very much (in a paternal way), and doesn't want to see her hurt. He is suspicious of Will (as the survivalists tend to be towards outsiders), but he is willing to accept him into the clan for the sake of Sarah. If he ever finds out about what he has done to her, he will try to kill him for it. That is why Sarah and Will keep their affairs VERY secret.

Unlike Sarah, Erik didn't inherit the clans mutation. Even though, he is still well respected among the clan.

Carson 'Cougar' Smith

Carson is by far the best hunter / tracker in the entire clan. He is also the best bounty hunter and because of this is rarely found at the retreat.

Carson is average height, but weighs 90 kilograms, all of it muscle. He is in his late twenties and has a head full of dark brown, unruly hair, and piercing brown eyes. He likes to keep himself clean shaven, but tends to always sprout a five o'clock shadow. Many women find him very attractive, and has a lady friend in just about every community along the old interstate.

He is a rough, tough man who lives to fight and loves to live life to its fullest. He is an adrenaline junkie and goes out of his way to take chances. If he lived before the war, he would probably have invented the phrase 'Extreme Sports'. He drinks like a fish, and swears like a sailor.

The fact that Sarah has fallen for Will irritates Carson to no end. He was waiting until she was old enough (in his opinion) to begin to court her. Now he knows that it is far too late. Because of this, he is contemplating killing Will in order to free up Sarah so he can take her for his own.

He picked up the nickname 'Cougar' because of his habit of being totally wild and out of control, a total maverick among the survivalists.

He doesn't dress the way his fellow clan members do. He wears fatigue pants (homespun of course!), a buckskin jacket, buckskin boots, and a green beret. His favorite weapon to use is the SPAS 15 shotgun, and he keeps a pair of combat knives in sheathes in his boots.

As mentioned above, he is an excellent tracker. He is quite proficient with the shot gun, and is an excellent knife fighter. He can ski and snow board with the best of them, and loves to canoe the rapids rivers and streams of the mountains. Considering the amount of time he spends

in the wilderness, his survival skills are at their peak. As you might have suspected, his reading and writing skills are minimal at best. He was always far too busy trying to perfect his combat or sports skills to be bothered.

He has also built himself quite a reputation among the mountain folk as one of the best bounty hunters there is. He is seriously considering heading to the west of the mountains into Nevada and the desert region to ply his trade.

He is also one of the lucky ones with the camouflage mutation possessed by so many of the clan.

Tamara Raptor

Tamara is another important member of the survivalist clan. She is also a mutant. Not only does she possess the camouflage mutation many of her fellow members have, she is also unusually dexterous and agile.

She is incredibly tall, standing at 2.06 meters in height. She is also thin, weighing only 63.5 kilograms. She is rather attractive, in an alien sort of way. Her ears are slightly pointed, and her huge, bright green eyes are quite cat like in appearance (the advantage is that her night vision is incredible). She also possesses a 3 foot long prehensile tail. Her limbs, fingers, and toes are long and slender, and her fingers and toes have an extra joint and are clawed. She has shoulder length chestnut brown hair.

Normally young born with such obvious mutations such as Tamara are put to death. However, she was the only child born during a three year period, so she was allowed to live.

She is incredibly shy, and rarely interacts with anyone except her mother and her best friend Sarah (She is Sarah's senior by 5 years). She prefers to be left alone and will never start a conversation. There are two reasons for this. First is the fact that she is so obviously a mutant, and she feels as if she is a stranger among even her own clan. The second is purely genetic.

While on a hunting trip Tamara's mother was caught in a freak snow storm. Wandering blindly, she fell into one of the many fast flowing rivers scattered throughout the mountain range. She would have died if it wasn't for the efforts of one of the hidden tribes living deep in the mountain range. A lone male mutant found her clinging to life, caught up on a small debris jam in the river. He gathered her up and took her to his cave where he saved her life. Over a period of weeks he took care of her, fed her and nursed her back to health. During the entire time he never said a single word. Tamara's mother found herself attracted to this strange, silent, and handsome mutant. She repaid him the only way she could think of. Nine months later, Tamara was born. The clan wanted to put the baby to death, but her mother wouldn't allow it.

Thus, Tamara was accepted into the community without question.

She is more at home in the wild than she is in the community, and spends as much time as she can away from the clan so she can hunt, fish, and generally be at one with nature. Her secret wish is to find her father and his people so she can join them and find a mate of her own. She is attracted to many of the young men in the survivalist clan, but is far too shy and afraid of rejection to approach any of them. Needless to say, she is still a virgin.

She refuses to learn how to use any sort of weapon, as she can rely on her speed and agility to escape any potential danger. Her stealth and hide skills are phenomenal and she is the only one better than Smith when it comes to hunting and tracking (she has a superior sense of smell).

She wears the clan's homespun BDU's, and boots in the winter time. However, during the summer she goes bare foot and tends to wear very little.

PD NOTE: It is quite possible that Tamara's father may be the result of experiments performed by the research staff of AREA 27. It is up to the individual PD to decide what to do with this. If you wish to create the race, go right ahead. Her father may even be a criminal who was injected with the transmutation serum for a crime against the compound. Do with this as you wish. Why not make things even more interesting and have her fall for one of the team members?

RM-4 Description

General

This particular facility was built with two levels. Level one consists of the entrances, personnel cryogenic chambers, the team quarters, communication and computer gear, a mini medical facility, and the various shops and equipment storage used in maintaining the MPV's. Level two is made up entirely of storage for spare parts, raw material, and lubricants, and the access to the facilities fusion reactor.

The facility is constructed of one meter thick steel reinforced concrete walls. All pipes, wires and the like are located in these walls with access panels placed at every important junction for easy maintenance. A two meter space between level one and two contain more equipment, and is much easier to access to enact repairs.

Light is provided by large fluorescent strips on the ceiling of each level. The internal humidity and temperature are kept constant through environmental control equipment such as heating units, air conditioning, humidifiers, and dehumidifiers, etc. External contaminants such as chemical or biological hazards have very little chances of entering the facility, as the entrance is monitored by sensitive detection equipment. If any contamination is detected, the affected individual or vehicle goes through an extensive decontamination procedure (see below for details).

The facility is situated above a large, underground aquifer. This aquifer was analyzed before the War by Morrow Industries engineers and determined to be a reliable source of water for the facility. The depth of the water and the rock strata it runs through ensured that it was likely to remain free of contaminants from the War. A deep-shaft well from Level 2 leads down into the aquifer and a submersible pump (inserted into the shaft by the Ops. team after recall) will provide a dedicated supply of water into the facility's plumbing system."

The bases power supplies are met by fusion power plant buried some two hundred fifty meters below level two. Access to the reactor can be gained by either descending a ladder which runs the entire length of the shaft, or riding a small lift. The entire shaft is lined with lead, and the shaft is capped off by a one meter thick lead lined metal circular cap. The cap can be opened after insertion of a MPID card of Team leader level or higher.

In the event of a fire, each room has one or more smoke detectors. If a fire is detected, the facility's main computer will activate the automatic CO2 fire suppression system..

Also, the following rooms have both a first aid kit, and a large CO2 fire extinguisher. 1, 5, 6, 7, 8, 9, 12, 13, 14, 15, 19, 20, 21, 22.

PD Note: The first aid kits are simply that. All they contain are bandages, rubbing alcohol, iodine, and similar items. These are NOT the medi kits listed on pg. 27 of TM 1-1.

Facility Personnel

This facility is staffed by a total of 18 individuals. They have no team designation other than RM-4.

The team consists of a base commander, one doctor and an assistant, one RTO, a four man hazmat team, a weapon smith, an electrician, and eight drivers / mechanics. Each of the above mentioned personnel are cross trained in another field. For example, the RTO is also a mechanic, two of the mechanics are also trained in decontamination procedure's and can help the hazmat team if they need it.

Level One Description

This entire level measures 76.5 meters long, by 58.5 meters wide. Throughout most of the base (primarily in the work bays the ceiling is 5 meters in height. However, in rooms 6 to 11

and 15 to 18 the ceiling is only 2.5 meters in height. The space above rooms 9 to 11 hold both the water tanks and the detergent tanks for the decontamination procedure.

The tanks for the detergent and the decontamination chemicals can be refilled by lifting up metal access panels in the roof of the facility. Note that the only way to open these panels is to have them first unlocked by the computer located in room 9.

Above rooms 15 to 18 are located the CO2 storage tanks for the fire suppression system.

1. Hydraulic Elevator lift / decontamination chamber

This room measures 13.5 meters long by 12 meters wide. A large 6 meter by 7.5 meter hydraulic lift is centered in the room. It can be raised to the surface of the facility to load vehicles unable to move under their own power, or which need to be decontaminated..

The controls for the lift, the ceiling door, the main door, and the decontamination procedure are located on the left wall, near the entrance to the main facility. Access to the controls are gained after insertion of the MPID card into the reader built to the control panel. The card reader is protected by a plastic cover.. The control panel itself is covered by a clear plastic flexible membrane, designed to protect the internal electronics from the water and decontamination chemicals it would otherwise be exposed to during decontamination procedure.

The overhead ceiling doors slide open, retracting into the ceiling itself. It takes a full two minutes, thirty seconds for the overhead doors to open completely. Once open, the lift can be used. Raising and lowering the lift itself takes three minutes. The main door into the facility takes forty five seconds to open.

During decontamination, neither the doors or the lift can be activated, as the safety protocols built into the system will prevent it. Also, only one of the two doors can be open at any time, either the overhead or the main doors.

A series of sensors built into the walls and floor will automatically scan any vehicle or equipment brought into the chamber. Any chemical detected will be analyzed and the results compared to an extensive data base stored in the facility's main computer. If the concentration of chemical detected is greater than the recommended safe limit, the doors will automatically lock and the decontamination procedure will begin. A verbal warning will be issued, informing any personnel that they must remain inside their vehicle, or enter the personnel entrance. Sixty seconds later the decontamination procedure will begin.

Decontamination is conducted via a series of nozzles built into the walls, floor and ceiling of this chamber. They spray a powerful stream of water mixed with decontamination chemicals and detergents. The spray lasts for three minutes. After that the item being decontaminated is allowed to drip dry for five minutes. Then clean water will be pumped through the spray nozzles to rinse away any remaining detergent or chemicals. Rinsing lasts for two minutes. Once finished, the computer activates the sensors again. If any contamination is still present, it will, depending on the level of contamination remaining either begin the procedure again, or will allow a suited team to enter the chamber and physically wash the item down, using brushes and hand held high pressure 'wands' built into the wall of the chamber. All in all, the regular decontamination procedure lasts a total of ten minutes.

The fluids drain through a series of grates covering one meter deep pits. Here the fluids from the decontamination procedure drain away. Any dirt and Debris is collected in this pit and can be easily pumped by a hazmat team and disposed of. The fluids are then filtered through a series of pipes that lead to four five thousand liter underground storage containers. These containers can be emptied by pumps attached to special hazmat tanker trailers. The contaminated water can then be taken to a special morrow decontamination facility to be disposed of.

Each decontamination takes approximately four hundred liters of water, and fifty liters of decontamination detergent and chemicals. This is for one full procedure. The heavier the contamination, the more water and chemicals needed. Thus the base should be able to decontaminate a total of fifty vehicles before the storage tanks have to be emptied by a Hazmat team.

2. Personnel Entrance

A five meter long staircase leads up to the personnel entrance for the facility. The entrance consists of a heavy metal door which retracts into the ceiling. Upon insertion of the MPID card, the door will open in thirty seconds.

Light is provided via light strips built into the wall, just below the hand rail. As described above, a special sensor package is built into the walls. These sensors will automatically detect any chemical or biological contamination. If any is detected, the infected individual will be informed that they have to go through decontamination. The computer will tell the person to proceed into the next chamber and await further instructions.

Once the stairwell is clear, the computer will lock the doors and then hoses built into the walls will spray the entire room with decontamination fluids. This will last for exactly sixty seconds. Once the fluids have drained away the computer will once again activate the sensors. If the stairwell is free of contamination, the computer will unlock the doors and allow personnel to enter the base.

3. Disposal

If any contamination has been detected, the person will be informed that they must remove all clothing (unless they are wearing a hazmat suit) and place it in the disposal unit built into the east wall, then proceed to the shower chamber. If the individual is wearing a hazmat suit, they can proceed directly into chamber 4 for decontamination.

4. Shower

If contamination was detected, upon entering this chamber, both door will seal and the contaminated individual will be informed to close and cover their eyes. If the contamination was chemical or radioactive in nature, a powerful stream of water mixed with detergents and decontamination chemicals will begin and will last for three full minutes. Thirty seconds later, the shower will begin again, this time using clean, warm water. This rinse will last for a full minute.

The computer will scan the person again for contaminants. If none are detected, the computer will activate a large fan overhead which will blow warm, dry air over the individual. This will last for another 3 minutes. The computer then unlocks the doors and allow the person to continue into the facility.

However, if contaminants are still present, the procedure will be repeated until the contaminants are no longer present.

5. Coverall storage

This tiny chamber contains a set of lockers which hold spare MP coveralls, socks, underwear (both male and female), and boots, all in varying sizes.

6. Cryo chambers

This large, 19.5 meter long by 13.5 meter wide room contains eighteen cryotubes in which sleep the facility's personnel.

The two meter tall door to this room slides up into the ceiling and can be opened from either side after insertion of an MPID card into the slot located next to the door.

The cryo tubes are constantly monitored by the facility's main computer located in room 9.

Below each tube is a storage locker which contains that persons personal gear and weaponry. The lock is coded to open only upon insertion of that individuals ID card, or that of team leader or base commander. No other cards will open that chamber.

In the far northeast corner of the room is located an emergency exit, identical to that of the boltholes (described on Pg. 5). A pair of lockers beside the exit contain emergency equipment (see Pg. 4).

7. Communal Rest Room

This 7.5 meter by 6 meter room contains four toilet stalls, three shower stalls, and a dual sink. A towel rack is built into the wall to the left of the door. On the right of the door is a set of hooks for hanging clothing. A huge three meter long mirror sets above the sinks. A set of switches on the left of the door control the lights and the circulation fan.

8. Preparation / Communal Room

This room is the same size as the washroom described above. Located in this room are two 4.5 meter long by 2 meter wide metal picnic tables. The walls are lined with shelves for storing books, magazines, and other recreational equipment (hey, the saviors of humanity need to relax, right?).

Built into the wall is a large forty eight inch wide screen television set, and a video cassette recorder. On a shelf beside it sits a stereo system.

Each picnic table has a built in remote control for the entertainment equipment. These remotes are covered by a sturdy plastic panel to prevent accidental damage. To use the remotes, the flap must first be slid into the table.

Light is provided by either overhead fluorescent bulbs, or soft lights mounted in each corner. The soft lights were added to make the communal room seem less utilitarian, and more relaxed.

9. Operations

Entrance to the room is gained by insertion of an MPID card of Team leader (or higher security clearance) into the reader built into the wall to the right of the door.

This 6 meter square room houses the facility's communication and computer systems and the environmental sensor / and periscope package.

Upon activation of the base, a combination satellite dish / antenna package will be raised. This will link the RM facility to the Morrow communication net.

The dish and antenna are located six hundred meters to the northwest of the base, on a ridge. The entire package is buried below ground, in a special bolt hole. Once the facility has been activated, the RTO can send the command to this special bunker. When the command is received, hydraulic rams push the cover open and the entire array will be raised. The base then has its satellite link, and is now on the morrow communications net.

The environmental sensor package consists of a temperature gauge, wind direction and speed, humidity and barometric pressure sensor, and of course a radiation counter and chemical sensor.

The computer system is linked to the entire base. From here, the internal environment can be monitored and controlled, lights turned on and off, lifts, doors and so forth to be activated. Of course the computer also monitors the cryo tubes and the fusion power plant.

The computer has a huge library of data stored both on hard disk, and floppy disk. This data covers everything from all known chemical and biological contaminants, to medical treatments, to maintenance of all MP vehicles and equipment, to basic construction and basic engineering. All the technical disks are stored in a cabinet above the computer station.

The following rooms contain terminals linked to the computers database: 16, 20, 21, 22.

10. Quarters

A total of nine double occupancy rooms are available in this facility. The doors to each room are not locked. Each room measures 4.5 meters wide by 6 meters long.

Each room contains a double bunk, a toilet (with a curtain surrounding it for partial privacy), a shower stall and a sink. Above the sink is a small medicine cabinet with a mirror.

The room also contains a small desk and one chair, and shelves built along the walls and above the desk.

A pair of large metal lockers (for personal gear) are located next to the door. Each locker has a MPID reader built into it. The first time an MPID card is inserted, the reader automatically attunes itself to that card, so from that point on, no other card (other than a team leader or higher

clearance) will open that particular locker. The lockers are large enough to hold most of the persons gear and weapons.

Lighting is provided by an overhead fluorescent bulb, or a small lamp located on the desk. Small, low powered lights are located at the head of each bunk.

Curtains can be pulled down the entire length of the bunk to provide privacy. Also, small shelves are built into the wall beside the bunk for books or other items.

11. Laundry

This small 2 meter wide by 6 meter long room contains two pairs of industrial strength washing machines and two dryers. Two large sinks are available for hand washing or pre-washing.

A set of shelves and cabinets contain extra linen for the bunk beds, and extra items for the team personnel, such as socks and underwear.

Two thirty liter containers are built into the wall above the washing machines. These containers hold detergent. When the machine is activated, these containers automatically dispense the correct amount of detergent needed, depending on the size of the load of laundry, and the setting. Extra detergent is stored on level two.

12. Kitchen / Dining

This 9.75 meter long by 6 meter wide room contains a large double refrigerator, two stoves, a double sink, and two large tables with four chairs each. A large preparation counter with cupboards above and below is also located in this room.

The lower cupboards contain cups, plates, utensils, pots and pans, kettles and so forth. The cupboards above the preparation counter contain packages of MRE's, Freeze dried coffee, powdered milk, and other non perishable items such as salt and pepper.

At the time of activation, the refrigerators are empty, as they are supposed to be stocked with fresh food by the base personnel. The project planners expected the personnel based here to trade with the locals for fresh food, or to go out and hunt and fish, and weather permitting, grow gardens.

13. Repair and Maintenance

This is the largest room for level one. It spans the entire length of the facility (76.5 meters in length). Here the majority of the maintenance and repair work is conducted.

Sitting to the West of the entrance to room 1 is a weapons storage rack. Here anyone entering the base is to place any rifles or larger weapons such as anti tank weapons, squad support weapons and the like. The only weapons to be carried into the facility are personal side arms.

To the East of the entrance to room 1 is a Hazmat suit storage locker. There are four suits per locker, so a total of twenty four suits are stored here. The lockers also contain CBR kits and Geiger counters.

The east wing contains a total of eight regular lifts. Here vehicles the size of V-150's or smaller can be worked on. Beside each lift are the controls for raising and lowering it. Directly behind each lift are workbenches three meter long, by .75 meter wide. A tool box is built below the workbench. They contain the necessary tools for working on vehicles. Built into the wall above the benches are shelves.

Also located here are four small cranes, one for every two lifts. The arm on these cranes can be extended out up to four meters. The primary purpose of these cranes are to lift components, such as a damaged motor from a V-150, or remove a damaged 20mm turret assembly from a V-150 APC so the components can be repaired or replaced entirely. The controls are located directly on the cranes.

Located at the far east wall in the east wing is a huge one thousand liter tank. This tank is used to hold petroleum based products (such as brake or transmission fluid). This tank can be removed entirely for disposal or recycling purposes.

In the far south east corner of this wing are located the tools and equipment necessary for changing and patching damaged tires.

In the west wing are a total of four large lifts, identical in size to the lift in 1. These lifts are used to repair vehicles larger than the V-150. The controls are located directly on the lift. The middle of each lift can be removed allowing easy access to the bottom of any vehicle resting on the lift itself.

Located behind the lifts are work benches. These benches have built in tool chests as described above.

Also located in this wing is a stairwell leading to level two. Beside it is located a 6 by 6 meter elevator which also leads down to level two. The controls for raising and lowering are located on a small stand fixed to the southwest corner of the elevator. The controls are simple. One button for raising, one for lowering, and an emergency stop button.

At the foot of the ramp entrance is a half meter wide, .3 meter deep trench covered by a heavy metal grate. Any liquids coming from the outside (rain, melted snow, etc.) will drain into this trench, preventing unwanted flooding of the interior of the base. This runoff drain system is linked to the same system that handles the contaminated water from room 1.

At either end of the room is a fire suppression system, consisting of two forty meter long hoses. These hoses are connected to the facility's water supply. The hose in the west end of the room is located just to the south of the stairwell. The hose in the east end of the room is located four meters to the south of the oil storage tank.

Located just below the controls for each of the lifts is located a fire extinguisher, just in case.

14. Ramp Entrance

Before any vehicle is allowed to enter the base, Hazmat personnel use hand held CBR detectors to inspect the vehicle. If it is clean, the vehicle is allowed to enter.

This room contains a ramp which leads to the surface of the facility. As with the hydraulic lift, the door covering the ramp slides into the ceiling allowing entrance.

Sensors built into the walls of the chamber function exactly the same manner as in the hydraulic lift. If any contamination is detected, the main gate into the facility will lock and the vehicle will not be allowed in until after decontamination has taken place. This means the vehicle will have to back out and head over to the hydraulic lift entrance.

This should not happen very often, as the hazmat teams should catch it before the vehicle enters. However, if contamination is present, after the vehicle backs out, the hazmat teams must come in and clean the room by hand. The contaminated water drains through the grates located at the base of the ramp.

Of course, if no contaminants are detected, the vehicle is allowed to proceed into the facility.

Controls for the main entrance and the overhead door are located at the bottom of the ramp on the west wall, and inside the base itself to the east of the entrance.

15. Diagnostic Equipment

This 9.75 meter long by 7.5 meter wide chamber contains mobile trolleys upon which sit various diagnostic equipment, extra tools, portable cranes, and containers of all shapes and sizes.

16. Emergency Medical Facility

This special room is 9.75 meter long by 10.5 meter wide. Three doors can be seen along the south wall. A single, 6.25 meter long counter runs along the north wall. Here a pair of sinks are located. Above and below the counter are shelves and cabinets for storing medical equipment and supplies.

Two 3 meter long by 1.5 meter tables dominate the center of this room. These tables serve the dual purpose of examination tables / surgery suits. Two adjustable lights are attached to the ceiling, one above each table.

Each table has a swing out trays placed around the edges. Their purpose is for handling both examination equipment and surgical instruments.

Along the west wall sits a 3 meter long by .75 meter wide table. Again, above and below the table are cupboards for storing medical supplies and equipment. Sitting on the table are various pieces of medical equipment such as a sterilization unit, EKG monitor, defibrillator and the like.

Located on the above mentioned table is a computer terminal. This terminal is linked to the facility's main computer database. It can be used to access data on common diseases, and medical ailments. The data can be used to not only diagnose but to treat and hopefully cure.

17. Medicine / Equipment Storage

A MPID card reader is built into the door itself. It will only allow MP medical personnel or any individual with a team leader rating or higher clearance to enter.

Here mobile crash carts, defibrillators, and other equipment is stored. A long, 4.5 meter long metal storage locker is built into the west wall. Several metal doors open to reveal medical drugs. Approximately thirty percent of this locker is refrigerated for safe storing of blood and other perishable medical supplies.

18. Recovery / Isolation Rooms

These two small 4.5 meter long by 3.75 meter wide rooms are used to isolate sick individuals or allow privacy for a patient recovering from an injury or sickness. The door can be locked from the outside, just in case.

Here the facility's medical staff can monitor the sick or recovering patient. If need be, the patient can be hooked up to monitoring equipment that will alert the doctor or nurse on duty if something goes wrong.

Each room contains a single bed, a sink and one chair. A small cabinet for storing supplies and equipment is also located here. A shelving unit located above the bed will hold any monitoring equipment that is needed.

19. Vehicle Storage

This large room is 18.75 meters long by 20.5 meters wide. Stored inside are four V-150 Armored Recovery Vehicles (see pg. 29 of PF R-005 'The Starnaman Incident' for complete details). This chamber also contains two mobile pallet movers, and two small enclosed trailers. The trailers are designed to carry tools, spare parts, and ammunition.

It is intended that V-150 ARV's are to be 'borrowed' by teams to recover their own damaged vehicles if the personnel are busy with repairs.

The V-150's rest on small hydraulic lifts whose only purpose is to take pressure off the wheels and axle. They can be lowered by accessing the control panel located near the entrance to this room. Unlike the lifts located in boltholes, these lifts can be used can be re-used, adding an additional four work stations if needed, or if the facility has to re-enter cryo sleep.

This chamber has two entrances, one small one meter wide entrance which leads to the medical and diagnostic equipment rooms, and one large 6.75 meter long sliding door which when opened, will allow vehicles to enter or exit.

The large exit which is set on rollers can be opened either manually by hand, or automatically by using the controls located on either side of the door.

Located on the south wall of this room, just behind the V-150's is a high pressure air pump. The purpose of this pump is for filling tires, and using certain tools.

20. Machine Shop

This room measures 17.25 meters wide by 18 meters long. Entrance is gained by opening a 4.5 meter door resting on rollers which slides into the west wall.

It is filled with all kinds of equipment for machining, repairing and forging metal. Presses, lathes, drills, fusion forges, and similar equipment sits here waiting to be used.

Each wall is lined with shelves for storing parts and raw material. Several 3 meter long by 1 meter wide work tables are set about the room, in-between the equipment.

Located on one of the work benches is located a computer terminal. It is linked to the facility's main computer. Here the blue prints for the various parts in each of the projects vehicles can be accessed.

Finally, two 4.5 meter long doors located on the east wall of this room allow entrance to the Electrical and Weapon shops.

21. Electrical Shop

This 13.5 meter long by 10.5 meter wide room is dedicated solely to the repair and maintenance of electrical equipment. Entrance is gained to this room via a 4.5 meter doorway.

Three of its four walls are lined with shelving units filled with all manner of electrical diagnostic and repair equipment. Also stored on these shelves are coils of wire and solder, circuit boards, transistors and the like.

A number of 2 meter long by 1 meter wide work tables are set about this room. Everything from personal electronics to vehicle electrical systems can be repaired and maintained in this room.

Resting on one of the shelves is a computer terminal. This terminal is linked to the bases main computer data base. Here the Information on maintaining and repairing all the electrical equipment used by the project can be accessed.

22. Weapon Smith Shop

This room is identical in size to the Electrical shop.

The doorway is large enough to bring in vehicle mounted weapons by either a forklift, or a portable crane.

This shop contains all the tools and equipment necessary for the repair and maintenance of personal weaponry and vehicle or crew served weapon systems. Everything from pistols and rifles, all the way up to mortars, chain guns, and cannons can be repaired here. Several 2 meter long by 1 meter wide work benches are located all throughout the room.

On the west end of the room a small section of the .75 meter thick wall separates a 1.5 meter wide strip from the rest of the room. This separated section is a mini firing range, for testing out repaired or modified personal fire arms. Larger fire arms such as vehicle mounted systems, or squad support weapons have to be tested outside the base.

This room also contains all the necessary equipment for hand-loading ammunition for all the caliber's used by the project.

Finally, located in the far, southeast corner is a single table upon which sits a computer terminal. As above, this terminal is linked to the bases main computer system. The data on all the projects weapon systems is stored here for easy access.

Level Two Description

This entire level measures 76.5 meters long, by 58.5 meters wide, by 3 meters in height. This entire level is dedicated to the storage of spare parts and raw material for repairing damaged equipment. From here, the tunnel leading to the fusion power chamber can be accessed.

Also located here are the tunnels which lead to the ammunition storage chambers (which are stored well away from the facility to prevent the destruction of the base in the event of a major catastrophe).

Lighting is provided by over head fluorescent light bars, and as above, smoke detectors are located throughout the level. If fire is detected, the base computer will alert the personnel and then activate the fire suppression system (sprinklers).

1. Elevator

This is the elevator to level one. For full details, see the description for room number 13, pg. 21.

2. Stairwell

For full details, see the description for room number 13 on pg. 21.

Attached to the south wall is a large fire extinguisher.

3. Inventory Computer

Located on this 3.5 meter long by .75 meter wide table is a computer terminal. It is linked to the facility's main computer on level one. Here a complete list of all the parts, equipment, raw material, and ammunition is stored.

Every time a part or other item is removed from storage, it has to be entered into the computer system. The computer will then automatically track how many items are left. If a certain item is getting low, the computer will automatically inform the base commander. At this time it is up to the base commander to contact the nearest regional supply base, or Prime base to order replacements.

4. Forklifts

Stored at this location are a total of four forklifts which are to be used on this level.

Located on the south wall is a forty meter long fire hose which is coiled up neatly on a rack. As with the fire hoses on the first level, this hose is connected to the bases water supply.

5. Lubricant Storage

This room is walled off from the rest of the level. It measures 11.25 meters long, by 12 meters wide. The walls are a full 1.5 meters thick, and are reinforced with metal. The reason for this is in case of fire. If any of the lubricants in this chamber catch fire, the two sliding doors will automatically seal. The lack of oxygen, combined with an advanced water/chemical foam fire suppression system should be enough to put out any fire. The thick, metal reinforced walls should provide adequate protection in the case of an explosion.

Here, everything from axle grease, transmission fluid, break fluid, to motor oils, gun oils and the like are stored in cases or containers on shelving units for easy access.

6. Janitorial

This 4.5 meter wide by 7.5 meter long chamber houses the facility's cleaning material. Push buckets, brooms, mops, cleaning towels, boxes of oil absorbing material, and other such janitorial materials are stored. Along the South East part of the room are three large sinks.

Even with world war three having broken out is no excuse to let a facility get all messed up.

7. Raw Material Storage

This portion of the level is dedicated to the storing of raw material. Here stacks of refined metal plates are stacked side by side on wooden pallets. Rolls of wire and blocks of plastic are also available. It is intended that with the raw material for the base to build its own parts if they run low and have to wait for a significant length of time to receive a shipment from the nearest regional supply base.

8. Tire Racks

These three 15 meter long, by .75 meter wide, by 3 meter high racks contain a total of 180 spare tires per rack. Two racks are for spare tires for V-150's, while the third rack holds spare tires for the other vehicles used by the project, such as the commando scout, the XR-311, and so on.

9. Storage Shelves

This portion of the facility houses a total of thirteen 15 meter long by 3 meter wide, by 3 meter tall shelves. Here all manner of spare parts for the vehicles, weapons, and other gear are

stored. A distance of 4.5 meters is kept between each shelf, for easy access by the facility's forklifts. A single, 7.5 meter long, by 3 meters wide, by 3 meters tall shelving unit is located in the far South East corner.

Enough spare parts are stored on the shelves to repair a total of forty V-150's, forty XR-311's, four SK-5 hovercrafts, ten airscouts, twenty Commando Scouts, and twenty Commando Rangers.

On the west side of each second shelving unit are located both a large fire extinguisher and a first aid kit.

On the east wall, just to the north of the magazine door is located a large, one hundred meter fire hose, coiled and waiting to be used. As with the other fire hoses, this one is connected to the bases water supply.

10. Access to the Fusion Plant

This 6.75 meter long by 7.5 meter wide chamber is the access to the facility's Fusion power plant, located at the bottom of a 250 meter deep shaft.

Great care was taken to ensure that the fusion plant was buried well away from the underground aquifer to prevent both potential contamination or damage. It turned out that this was not a problem considering the aquifer is nearly a kilometer below the chamber.

Access to the room can only be gained by insertion of an MPID card into the reader located to the west of the door. Only cards of Base Commander or higher will be granted access.

The shaft is lit by a series of bulbs located every ten meters. A metal ladder and a small 1.5 meter square lift are the only ways to reach the control chamber. The controls for the lift are located right on the lift itself.

A huge, .75 meter thick, lead lined cap stands on the edge of the shaft. In the unlikely event of a meltdown, the cap will lower over the shaft, forming an airtight seal to prevent the contamination of the base itself. Once the cap is closed, only a MPID card of Regional Commander level or higher will open it again.

At the bottom of the shaft rests a ten meter by ten meter chamber. Here all the necessary monitoring equipment for the reactor is located. The entire operation is automated, but if a problem does arise, the power plants computer which is linked to the bases computer will inform the Base Commander of the problem, and this will give the facility the time (hopefully) it needs to send down technicians to correct the fault.

Located in both the access room and the control room are medi kits and large fire extinguishers.

11. Hazmat suit Storage

Along the South East wall, just to the north of room 10 are located a set of nine lockers. Each locker contains a single Hazmat suit, and one personal CBR detector kit, and a Geiger counter. These suits are to be used by the technicians if they are to head down to the Reactor chamber.

12. Entrances to the Ammunition Magazines

A total of three doors are located on this level. One on each of the North, South and East walls. These doors open to reveal a 250 meter long tunnel which gradually curve downwards. The tunnels lead to the bases three ammunition storage magazines.

Located every fifty meters is a one meter thick blast door and a ninety degree turn. As a forklift travels down the tunnel, sensors detect it and automatically raise the blast doors ahead of the vehicle, as well as lower the door once past.

This built in safety feature is to protect the base in the off chance that something should set off the ammunition stored here. Having blast doors every fifty meters and the ninety degree turn will ensure that such an accident will not destroy the base.

Magazine number one, located to the East of the base is a twenty meter by twenty meter room. This room contains 1000 cases of 12.7x99mm linked ammunition, 1000 cases of 20mm

ammunition (of various types such as HE, Incendiary, etc.), 1500 cases of 7.62x51 mm linked. This chamber also contains a total of 50 cases for each type of small arms ammunition used by the project.

Magazine number two, located to the north is the same size as magazine one. This magazine contains 500 cases of each type of 40mm grenade used by the project (for a total of 3500 cases in total). Also stored in this chamber are a total of 50 cases for each type of small arms ammunition used by the project.

Magazine number three, located to the south of the base is the same size as the other two magazines. This chamber contains 750 cases of each type of 81mm ammunition used by the project. This chamber also stores a total of 100 TOW missiles, and 200 M 72 LAW rockets.

AREA 27

History

In 1973 the US government began construction of a top secret genetic research laboratory in the Medicine Bow mountains, in northern Colorado. This facility was designated Area 27. The facility consists of Thirty eight primary structures spread out throughout a valley. The site was constructed well away from any roads or trails. Because of this, all the construction material and equipment had to be flown in using large transport helicopters.

The support buildings were completed first, as the construction crew would need a place to stay, for years at a time. Construction of the support facilities took just over three years. Construction of the laboratory began.

The government dug deep into the earth to construct the multi leveled research facility. A Tunnel one kilometer long was constructed first. From here the laboratory was dug out. This construction took five years to complete.

In 1980, it was decided that a roadway should be built, connecting the facility to highway 10, the nearest road. The road was constructed to resemble nothing more than a logging access. In fact, that is all it was. The main reason it was constructed was in the event that for some reason or another they had no access to the bases helicopters.

The construction was finally completed in late fall 1981.

The site itself was surrounded by a triple layer of 5 meter tall, electrified fences. Mines were laid between each fence. For added security seismic sensors, low light video cameras, and microphones were placed out to two kilometers away from the compound. These sensors were monitored from the facility. If intruders were detected, Armed guards were dispatched to intercept. The intruders were then politely but firmly turned away. Considering how far off any hiking trail the facility was located, this happened only a handful of times over the years leading up to the war. Each time an intruder was sent away, they were told that they were trespassing on government owned land, and that they were in potential danger because at the time several military units were engaged in mountain combat and survival training programs.

Area 27 delved into all aspects of genetic research. DNA mapping, gene splicing, genetic manipulation, elimination of genetic defects, cloning, regeneration, biological warfare agents, AIDS research, virus and bacterial research.

A great deal of the research done at this laboratory made its way into the medical community, creating new types of drugs and medical treatments. However, some of the most lethal viruses and other biological weapons were created at the same time.

The entire staff (researchers, soldiers, maintenance and support) lived in communal housing built on the grounds of the facility itself.

Although the base was re-supplied monthly by cargo helicopter, it was realized that an accident at the site could release a viral agent into the immediate environment, which would then be spread by the next re-supply flight. For that reason the Government decided to stockpile a large amount of food and research material at the site, so that if there was a containment failure, the site could be totally isolated for a year or more while the team on-site worked round-the-clock

to contain the virus. The entire base was built to be self sufficient. After the base opened, it was decided to put whatever unused rations and overstocks that occurred into the warehouse as an added bonus against the unthinkable.

As a matter of fact, the only communication the facility had with the outside world other than the monthly re-supply helicopters were a series of satellite dishes set up near the communications building. All communication was sent via a secure satellite uplink.

When the war exploded, the facility was completely untouched. The entire staff survived unscathed. With the huge stockpiles of food and goods, the facility was ensured survival for at least several years.

Due to the fact that there were military targets not that far away which were sure to have been hit, and the bleak, bitter cold of the nuclear winter that came upon the facility, they decided to hole up and wait until the snow melted before venturing outside of their safe haven. In the meantime, since they had nothing better to do, they went back to work. Their work was the only thing they had left to sustain them now.

At the time the war occurred, the head of Area 27 was a doctor named Samuel Archer. As soon as the long winters ended, he proposed that it would be in the best interests of the compound to send out armed parties. These parties would hunt game for fresh meat, and at the same time were to scout the near by towns to see how the people fared the war. They waited for nearly three years before finally sending out the first scouting parties.

These scouts discovered that the nearby mountain towns Glendevey, Gould, and Walden totally deserted. Without having to worry about people 'resisting' the confiscation of needed goods, they looted to their hearts content.

The scouting parties that ventured outside the mountains brought back reports of moldering skeletons, highways clogged with abandoned vehicles, scenes of violence where survivor had fought survivor, of stripped corpses left to rot. The world beyond the mountain was not a pleasant one anymore--it was a dangerous one, full of death that still stalked the land. To leave the facility now might well amount to suicide.

These scouting parties stayed exclusively on the eastern side of the Rockies. The reason for that was the fact that the first scouts to cross the Rockies and head west towards Utah soon after the War ran into scenes of horror. Salt Lake City and the surrounding military sites had all been bombed, including an Army Depot containing biological weapons. The scouting parties accidentally managed to contaminate themselves while exploring these areas. Their last radio reports as they lie dying of the plague proved to be enough to convince the staff to restrict their searches to the eastern side of the Rockies.

A vote was taken, and in the end the Scientists decided that there was little hope in scattering to the four corners of the country trying to find loved ones most likely now dead. It was then that Archer suggested that they should begin to take samples of genetically pure humans, to preserve the species. After all, he explained, the sheer numbers of nuclear weapons exploding, combined with the chemical and biological agents, would produce a huge number of mutations in both the human race and the animals. If they left now, all the knowledge these men and women carried in their heads would be lost--but if they stayed, and carried out a new project, they might just become the saviors of Mankind.

After only a few weeks of debate, this plan was agreed upon. Then the scientists donated samples of their own genetic material, as, of course, they were uncontaminated.

There was also a far darker agenda to his plan. Sam Archer was a racist. He didn't openly express his beliefs, but he harbored a unreasoning hatred for non whites. The few minorities on his staff who donated samples of genetic material, he secretly destroyed them. He took Hitler's view of a pure, Aryan race in which minorities had no place. Few people on his staff knew about these feelings.

To insure that his plan worked, over the years, 'accidents' occurred to the various minorities on the staff. People had their suspicions, but never voiced them. These minorities, realizing that something was up quietly slipped away one night, taking with them research equipment, notes, and a small number of the support staff and soldiers. This group headed north

into Wyoming to create a new life away from Archer and his people. Area 27 lost fifteen percent of its staff.

Archer wasn't in the least bit upset when the exodus was discovered. Quite the opposite. As a matter of fact he was ecstatic! The only thing that upset him was, In his eyes, the theft of equipment and personnel. He decided that to track down and retrieve the equipment would be to much of a waste of valuable resources. Archer decided simply to cut the losses and continue on as if nothing happened.

Eight years later when the nuclear winter finally released its icy grip on the earth. Archer and his staff made two important decisions about the future of the facility. The first decision that they came to was that even with hydroponics and gardens inside the base, and the hunting carried out by the base's military staff, it would not provide enough food in the future, as the staff increased its size with children. The second decision was that they should begin to search the country side for anyone who may have survived the long winters. When survivors were discovered, they were to be captured and brought back to Area 27 to be studied. He wanted to see how hard radiation affected the survivors of the war. These 'subjects' would then be kept as permanent 'guests'. After all, they would have to have people to replace those who died of old age, disease, and injuries, and they would also need a large gene pool.

He asked for volunteers to head out into the wilderness to the east to search out and take over any farms they found intact. This would not only provide food for the base, but would also act as 'outposts'. These volunteers were provided vehicles (which were looted from the nearby towns), weapons, medical equipment and drugs, tools, communication gear, and finally with genetically engineered grain seed that would thrive in the most harsh environment.

At the same time, Archer sent out his security teams to try and locate livestock. They succeeded. Just before the volunteers left the base, the security forces returned with a small herd of cattle, several dozen sheep and pigs, a small herd of horses, and a flock of chickens. The compound now had breeding stock to provide the base with fresh meat and poultry.

In the spring of that year, these few hardy volunteers left Area 27 to carry out their mission. A total of four groups (ten people in each group) set out. By the summer, three of the four groups not only found prime farmland, but had even managed to capture huge herds of cattle, horses, sheep, goats, pigs, chickens and other animals. What happened to the forth group was never discovered. By the fall of the following year, the first crops were brought in and all but what the farmers needed were sent to Area 27.

As the volunteers were searching for farm land, several teams were sent out to hunt for survivors. Several months later, a hunting party returned with the 'research subjects' he requested.

These 'test subjects' were examined down to the genetic level. During these examinations more was learned about the effects of hard radiation on the human body in a matter of a couple of years than was learned over decades by the government.

On top of this, many new diseases which were the result of the war were discovered. These disease's were isolated and studied. Area 27's scientists were able to create vaccines or cures for many of these diseases.

Once the examinations were complete, these people were treated quite well and were eventually accepted into the community. The only down side was that they were never allowed to leave.

This continued for over twenty years. Each year Area 27 would send out several parties who scoured the country side looking for people. They were more interested in capturing and bringing back any children they happened to find, as the children would show the most obvious signs of genetic mutation due to radiation or other contaminants. Again, any of these people who proved to be uncontaminated were accepted into the community. However, anyone who proved to have even a minor mutation in their genetic code were kept as research subjects. Each and every one of these unfortunate souls died on the examination table.

The farms also proved to be very useful in helping Area 27 'acquire' subjects. Anytime people were encountered, the farmers would judge whether or not they would make suitable

subjects for the facility. If yes, they would send an encoded message to the base. A team would be dispatched and they would capture the subjects.

It was also during this period that Area 27 learned of the Gypsy truckers, and the Slavers that appeared on the scene,. With a lot of their high tech equipment beginning to wear out, and their supply of replacement parts nearly exhausted, Archer came to the conclusion that it would be a wise decision to open up trade with both of these groups. The Gypsy truckers would be able to provide the equipment and electronics they need, where as the slavers would prove to be an excellent source for test subjects.

In return for the subjects and the equipment Area 27 would provide medical drugs and vaccinations for many of the known diseases that existed before the war, and many that came into existence after the war.

The biggest advantage is that the only time they would have to send teams into the field would be to the farms. These teams would bring along trade goods and a list of the equipment they required, and they would be able to bring back any subjects and equipment that was brought to them.

In order to prevent anyone discovering the location of Area 27 only a part of the trade team would leave and head back to the base. Several of the bases military personnel would remain behind to discourage anyone following the trade team. Another team would lay in wait on the route the traders took. Anyone foolish enough to follow the traders this far would be ambushed and wiped out.

This trade agreement with the Gypsy truckers worked fine for several years, but as the ruins were picked over, the equipment and parts Area 27 needed became more and more scarce. They needed to find another supplier as quickly as possible.

Their salvation came from an unlikely source. The slavers. Through the slavers they learned about a large organization that had a strong industrial base, based in what used to be the state of Kentucky.

Archer ordered the bases communications officers to scan the airwaves for any transmissions originating in Kentucky. Only a couple of days passed before contact with the government of KFS was established. An agreement was reached that an envoy would be sent from Area 27 to Danville (which would later be renamed New Manhattan see pg. 6 PF-009 'Bullets and Bluegrass'). This envoy would bring samples of medical drugs they created, and both the cures and vaccines for several of the more persistent and deadly diseases.

The envoy was sent with a small contingent of body guards and traveled with a group of slavers who were heading to Kentucky with a fresh batch of slaves to be sold. Upon arrival, the envoy was at first greeted with skepticism. However, when the drugs proved effective, a trade agreement was immediately established between both groups. In exchange for the medical drugs and vaccinations, KFS agreed to provide spare parts or total replacements for the equipment used by the staff of Area 27.

In order to make sure a steady supply of goods were received by both groups, the ruling body of the KFS asked for and received the right to establish a small airfield in the ruined town of Briggsdale.

In late May of the facility's twenty third year, Archer suffered a massive stroke. He died instantly. For the first time in Area 27's history, it was leaderless. Archer never named a successor, so the staff was at a loss on who should take over his position.

For months they continued as normal, but slowly the scientists began to form separate groups who had the same ideas. It took nearly an entire year, but by the anniversary of Archers death, a total of three factions had formed. All three were vying for control of Area 27.

Doctor Michael Castings was the leader of one of these factions. He proposed that they continue with the original plan set up by Archer, no matter what the cost. He also lead the most successful team of researchers who responsible for many discoveries and breakthroughs.

The second faction was lead a woman named Judith Harris. She argued that the research subjects who showed signs of mutations shouldn't be killed during the examinations. They should be allowed to not only survive, but breed under controlled conditions to see how the

various mutations would be passed onto the next generation. She also proposed that any beneficial mutations should be studied extensively and isolated in order to be introduced into mainstream humanity. After all, humans are the end result of millions of years of evolution, and evolution is nothing more than random mutations that increase the survivability and adaptability of the species.

The third and final faction was lead by a doctor Tony Greci. He disagreed totally with Judith Harris's argument. His was the belief that humanity has reached its pinnacle in evolution. It was his belief that all mutations should be destroyed, be it humanoid or animal. Mutations were a blight and it was Area 27's mission to eradicate this curse upon the land.

Tired of the constant bickering, Castings decided to take matters into his own hands. One morning, out of the blue, he announced to the entire facility that he had assumed leadership of Area 27. This did not bode well with either Harris or Greci.

Harris immediately attacked Castings. A huge battle ensued between all three factions. The fighting lasted for only a few days, but many of the buildings in Area 27 were devastated, and nearly a third of the bases personnel were killed. Years of research were lost forever.

Within a week, Castings and his followers were forced off the compound. They barely escaped with their lives. In the rush to escape, they managed to gather up several vehicles and a huge amount of weapons and other goods. The only thing they were unable to take with them were the research notes and high tech medical equipment. This faction fled west into Nevada. Over the years this group devolved into the barbarians known as the Syen (see Pg. 5 of R-007: 'Desert search').

With the exodus of Castings group, both Harris and Greci ordered an end to the fighting. Harris offered to take her followers and leave the compound, taking only what they need and their own research notes. Since Harris's faction was so small, Greci reluctantly agreed to this, knowing that to continue the fighting would cause far more damage than the loss of a few researchers and some equipment. Harris left Area 27 and headed northeast into Nebraska, hoping to find a suitable location to set up a new research laboratory and continue working.

With the rival factions gone, Greci took inventory of the remaining personnel, supplies and equipment. Only forty percent of the staff remained. Those who remained set about repairing the damage done to Area 27, and tried to salvage what ever equipment and research material remained. It took many years for Area 27 to recover from the internal strife, as so much was lost. Even with the reduced strength in skilled scientists and vital equipment, research continued, though breakthroughs and discoveries were far less common.

Since Greci held the view that mutations were to be sought out and destroyed. The research completed over the years was to eventually lead to this goal. Greci continued to use the slavers to find any mutated life-forms. The standing orders were to capture one or two specimens and make sure they are brought to the farm. From here the subjects would be brought back to Area 27 for research purposes. As for the rest, they were to be destroyed. It has continued this way over the years up to the current date.

In November of the facilities thirtieth year, Greci's scientists stumbled upon a special serum that proved itself capable of completely arresting the aging process that caused human cells to break down and fail. A 35-year-old man treated with the serum would remain 35 years of age, physically. The serum (which had to be injected twice a day over the course of a week) contained a powerful mutagenic compound developed in the labs, which (during that hideously painful week of bone-racking agony) bonded with, and soon changed, the patient's DNA. This alteration arrested the aging factor completely.

The result was that the recipient could still get sick, could still die from a gunshot wound, could still asphyxiate, or choke, or freeze to death, but they did not age. It was, in a sense, a form of immortality. It of course sterilized the patient, but that was a small price to pay for a chance to never grow old! It was incredibly difficult to synthesize the serum (enough to "change" just one individual required extensive work, as they could only produce so much of the prime chemical agent) but with it, the scientists at Area 27 could live on to continue their work. 30 years after the war the original staff ranged in age from 57 to 81 years of age; once they were treated with the

serum, they would remain that age for as long as they could keep from being killed by something. As difficult as it was to create the serum, it would allow the scientists to live on, and pass on their knowledge to "lesser ones" among their number who could become trained assistants and the like. For when it came to immortality, no price was too high.

Tony decided to share this discovery with the leaders of the KFS. Skeptical at first, the leaders agreed to purchase this new 'anagathic' drug from the compound. They were not disappointed. The drug turned out to do exactly what the scientists claimed it would. Many of the leaders of the KFS paid entire fortunes to obtain it. The compound grew rich, and more and more high tech equipment was delivered as payment. One of the first deliveries made to the compound were a total of 8 fully armed and functional Bradley AFV's.

It was not until 97 years after the War that a decision was made to send a scouting party out to see what lay to the west, since it could be assumed that the bioweapon plagues, even the most long-lived, would have long since died out. So a team of scouts made their way west, with orders to reach the ruins of Salt Lake City and see if they could find any survivors.

What they found, instead, was that the land was empty, completely devoid of human life. Salt Lake City itself was now inundated by a greatly expanded Great Salt Lake that had risen far out of its normal lake bed and was on its way to filling the prehistoric lake bed of Great Lake Bonneville. (Bonneville, which had existed as an inland sea some 14,000 years ago, was once the size of Lake Michigan. When it dried up, all it left behind were the Bonneville salt flats...and the Great Salt Lake. Now, due to the nuclear winter and the heavy snowfall in the Wabash Mountains, Bonneville was becoming a reality again.) For more information, see pg. XX of PF-011 'American Outback'.

It was deemed too risky to forge on across the surrounding mountains against which the rising lake water now lapped, in order to find human test subjects. In fact, the only thing they did discover was that there were fish in the new, huge lake. Still, fish were an edible commodity! So when they returned with a report of an empty land and this new huge lake with fish in it, Greci decided that it would be a good idea to set up an outpost on its shores. For the first time in almost one hundred years, a call went out to the base's staff for volunteers who would man this "fish-farm". Volunteers established a brand new outpost, and began to provide Area 27 with fresh fish for the first time in its history.

Today, Area 27 has no knowledge concerning what happened to the other four factions that left so many years before. Their scouts have heard rumors about the Syens in Nevada, and the atrocities they commit. They have their suspicions, but that is all.

NPC's

Dr. Tony Greci

Tony is the current head of the research compound known as AREA 27. He has ruled the compound with an iron fist for well over a century.

He is a man in his late 50's though he looks to be no older than forty. He has lost all of his hair, but wears a full black beard and mustache. He has deep brown eyes which shine with a fanatical light.

Tony Joined the AREA 27 project in his mid twenties as a geneticist right out of university. His radical ideas and theories won him a great deal of respect among his peers. He was personally responsible for many important breakthroughs and cures for several different genetic disorders.

He always had an overpowering ego, and all this recognition went straight to his head. At one time he was annoying in his arrogance. Over the past century he has become totally insufferable. He is god to the people of AREA 27, and he knows it. People live and die at his whim. Any orders he gives are carried out immediately. If not, the transgressor has to deal with Tony's right hand man, the 'Colonel'.

The years of absolute power have corrupted Tony. The fact that he has lived well over 17 decades has caused him to become a little mentally unstable. His great crusade for the past

twenty years has been the perfection of a tailored virus that will actively seek out, infect, and kill anyone with mutated genes that do not match the specific code he and his staff have put together. Finally, after all these years of research, earlier in the year they finally perfected the virus. They have spent the past two months producing the virus to infect, and capturing mutants to infect so they can spread the virus throughout the world, hoping to rid the planet of mutant kind.

Even though many of his researchers pointed out the danger of this act, he chose to ignore them and continue on the research. Many of these researchers realize that there is not a single person on the face of the planet who has the genetic code the virus is programmed to ignore. Once the virus is released, it will spell doom for all human and mutant life on the face of the planet.

Talking to Tony is all but impossible. He is sure he is right and will not listen to the contrary. Rumor has it he has even taken several of his most vocal opponents and is in the process of turning them into mutants, or has had them killed outright, as they have not been seen since they first spoke their minds.

Greci is an incredibly dangerous man, as he is quite mad, but still highly intelligent.

He can be found wearing a pair of dress pants, a shirt and tie, and a pair of black wing tip shoes he has had imported from the KFS, and a lab coat. He carries a MP5 PDW, and two needles filled with the virus which will cause the victim to transform gradually into a ghoul. Of course these needles are kept in a small metal case to prevent breakage.

He rarely goes anywhere without his entourage of no less than 4 soldiers to act as body guards.

The 'Colonel'

This man has been head of the military contingent stationed at the base since before the war occurred. He has never revealed his real name to anyone, not even Dr. Greci. It is rumored that he doesn't even remember his own name.

The colonel is a man of average height and weight. He is considered downright homely by most people, but he doesn't care in the slightest. He has a full head of salt and pepper hair and appears to be in his late sixties. His blue eyes are reminiscent of a sharks... totally soulless.

He dresses in perfect combat fatigues at all times. They appear to be brand new. His boots are always perfectly polished. The only decoration on his uniform are his colonel insignia. As for weapons, all he carries is his personal .45 automatic (pg. 32 of R-001 'Liberation at Riverton').

He is loud. As loud as a drill sergeant and twice as mean. He is not afraid to raise his hand to lash out at stupidity, or improperly executed training maneuvers. As Tony runs the compound with an iron fist, the 'Colonel' controls his soldiers with an even heavier hand. He has been known to send soldiers to the laboratory to be experiment on for dereliction of duty and showing cowardice in the face of combat. His men are terrified of him.

You would think that a man who wields the power he does would have overthrown Tony many, many years ago. But he hasn't. He is loyal to the United States Government, and as far as he knows, they are the only remaining bastion of the pre-war government left in the country. So he is satisfied with protecting the base from all threats, external and internal.

He has no use for women and hasn't been with a woman for nearly a century. He is not gay, he just doesn't feel the need. This is more than satisfactory to the women who live inside the compound.

Dr. Dan Springfield

This man is the head of the Pharmaceutical level of the laboratory facility. He is yet another member of the staff who has been around since the war.

Dan appears to be in his mid fifties. He is 1.73 meters in height, and he is also quite fat. Springfield is always out of breath and sweating, even during the winter months. He has thinning slate gray hair, deeply sunk watery blue eyes, and is clean shaven.

His only true joy in life is the creation of new pharmaceuticals, be it for medical reasons, combat drugs, interrogation purposes or the like.

He is in every sense of the word, a toady, right down to the way he looks. Anything Greci asks for, he will provide. Anything! He is highly intelligent, but always talks far too fast for most people to understand him. And his high pitched voice tends to grate on the listeners nerves. To make matters worse, he is a total coward and is petrified of pain. He hates the colonel, and knows that the feeling is mutual. He also knows that the colonel will not harm him because he is quite valuable to the base.

As unlikely as it seems, he will never use any of the drugs he helps create, except in the case of medicine.

He is dressed in ratty homespun clothing, and his lab coat seems to attract dirt like a magnet attracts metal. He wears moccasins all the time, including during the winter time (as he rarely ever goes outside except to come to the laboratory).

It has never been proven, but it seems that he has a taste for young boys. He has been known to visit the holding level every time mutant children are brought in. It is said that he bribes the guards on duty with drugs so they will turn a blind eye. This has never been proven though, because if it was, he'd be dead, and the guards responsible would be roaming the wasteland as ghouls, maggots, or something just as bad.

The one and only time in the past 10 years he decided to 'visit' a young boy, news got back to the head teacher, Lee Charnock. Lee entered the research laboratory and beat him within an inch of his life, and even cut off his manhood. He spent several weeks in the hospital level and had to undergo regeneration therapy. Much to his dismay, the 'Colonel' refused to do anything about it. He and Lee hate each other, and he is deathly afraid of Lee. Because he has taken the regime, he knows its only a matter of time before he can extract his revenge on Charnock's children.

He is never armed, and is afraid of weapons.

Felicity Barns

Ms. Barns is the head librarian for the entire compound. She is a woman in her mid sixties. She has been around since the beginning. Her photographic memory is the only reason she was allowed to take the anagathic regiment. She knows exactly what book or manual is, how many copies exist on the base, and who borrowed it, and how long they have had it.

She stands at 1.52 meters in height, and weighs 52 kilograms. Her black hair is tied in a loose pony tail. She still has an impressive figure for a woman her age (as she enjoys working out with 'the boys' in the weight room). Because of the doctors and gene therapy treatments, she looks like she is no older than say forty.

Ms. Barns has never been married, and isn't interested. She loves books because they are always there for her, never show up late, never break promises, and would never cheat on her (one too many bad experiences over the years). And the fact that she has taken the anagathics regime, she is now sterile, though she has considered having herself cloned so she can have a daughter.

When she isn't taking care of her books in the library, she is down in the laboratory facility, checking over the records to make sure everything is where it should be, or going after scientists and their assistants if they forgot to return anything. Normally, she is a quite, soft spoken woman, but if she catches someone mishandling a book, look out! Hell hath no fury...

She dresses in homespun pants and shirts, and wears imported fur lined boots during the winter time. In the summer she is prone to wear thin, loose, summer dresses which show off her still impressive figure.

She is also trained as a nurse, and a midwife. Whenever she is needed she acts as the head nurse for the hospital level. Nearly every child born to the community over the past decades were brought into the world with her help.

Her loyalty lies with her books and records. As for Tony Greci and the other leaders of the compound, she has no love for any of them, as she has watched the power go straight to their heads.

Dr. Wanda Richter

Wanda is the head of the Cloning research laboratory. She started out life as Walter Richter. As with the other heads of departments, he took the anagathics regime to extend his life span. Walter was also gay as they come. Once the transmutation virus was perfected, he demanded that a specially tailored virus was created for him. Taking it, he began to mutate into a woman over the next seven months. Once the transformation was completed, he changed his name to Wanda and began his life as a woman.

Wanda is as brilliant as she is sick. She is personally responsible for no less than 90% of all the discoveries involving cloning. However, many a person was sacrificed to her experiments over the years in the name of science. After all, what is the point of seeing if a cloned appendage will be rejected unless it is first grafted onto the donor. Many a man or woman has lost an arm, or leg, or organ and had a replacement cloned then attached to see if the graft would take. In her most horrifying experiment, she had a man nearly burned to death, and then cloned his skin and had it grafted on. He survived the experience, but the pain of the experiment drove him over the edge into blissful insanity.

Wanda stands 1.83 meters tall, and weights 72.6 kilograms. She is in her late fifties, but appears to be only about 35 (as she has insisted on plastic surgery and other methods to keep herself appearing young). She has long blond hair that she wears long and in a pony tail. Her deep blue eyes shine with a predatory gleam. She is considered beautiful (as Walter was a handsome man).

She likes to wear lots of leather and lace, even while on duty. It is not uncommon for Wanda to be working in the cloning laboratory wearing a lacy see through bra and a leather G-string.

Tony tolerates her behavior only because of her mind. If he could find someone as brilliant as she is, he would have her killed in an instant, or he might subject her to another transformation virus, to see just what the effects of a second transformation would be like.

She uses her power to force many of the bases younger men into her bed each and every night. It is not uncommon for those who have spent the night with her to need medical attention, or possibly even regeneration once she is through with them. She has yet to kill anyone. Imagine Satan taking the form of a Rhine maiden and you have described Wanda to a tee.

Dr. Jason Ross

Dr. Jason Ross is the head researcher for the transformation virus's. He is a man who appears to be in his mid twenties, but in reality is nearly a century old. He was born in the compound nearly thirty years after the war broke out. From his earliest days, he proved to be highly intelligent, and was chosen to be trained as a doctor. Not only did he prove that he could do it, he soon surpassed his teacher. By the time he turned twenty five, he was a full fledged member of the research team.

Jason is an unimposing man standing 1.8 meters in height, and weights 77.1 kilograms. He has light brown hair and hazel eyes. He is plain to look at. No distinguishing features what so ever. He wears simple homespun clothing under his lab coat.

As with the majority of his peers, he has been subjected to the anagathic regime to expand his life span. Unlike the majority of his peers, he isn't a power hungry psychopath. He lives in the communal buildings, dates the girls who live on the base, and tries to stay out of peoples way. His true love is virus's and he was the man who perfected the transformation virus. He is also quite aware of the fact that once Tony releases his virus upon the land, it will spell the end of humanity. He is also smart enough to realize that if he says anything, he will learn first hand what it is like to undergo the transformation.

So, he has been working in secret, trying to come up with a cure for the virus that Tony created. He is very close. A few weeks of uninterrupted research and he will be able to eliminate the virus, thus saving humanity.

He hates most of his co-workers but again, is more than smart enough to keep his thoughts to himself. He secretly wishes to learn what happened to the splinter groups. If he can find out where they are, he will gladly leave the power mad, totally insane leaders of the compound. If given a chance, he will gladly join the team to help overthrow the leaders of AREA 27.

Lee G. Charnock

Lee is the head teacher for the compound. He stands 1.83 meters in height, weighs 79.4 kilograms and has light blue eyes and dirty blond hair. He has one major distinguishing feature, a scar above his left eyebrow. He is in his late twenties and is considered a damned good catch by the majority of the single ladies living on the base.

He is genuinely friendly, rarely having a harsh word for anyone. Always quick with a smile, always ready to help people out in a moments notice. His greatest trait is the fact that he loves children (and not the way you think you sick people!) and they love him back.

He drinks, he smokes, and he loves to party it up with the soldiers and the support staff. He only deals with the scientists when he is forced to. He doesn't like what they do and would love to see the base change command.

Because of his love for children, he has gladly taken the job as head teacher on the base. He is personally responsible for the educating of the base children for the past 9 years (he began teaching just after his 20th birthday). He has been known to go out of his way and personally tutor a youngster who is having difficulties in learning. He is incredibly popular with the kids, and with many of the adults on the base.

Because of his connections, he has been lucky enough to avoid being Wanda Richter's plaything, much to his relief. He currently married (much to the dismay of many of the bases young ladies) his long term girl friend Tammy. They have two children, a 5 year old boy and a 8 month old daughter.

He is more than content with his life, and is not interested in ever taking the anagathic regime to extend his life span. However, when it comes to the children in his charge, he will defend them to the death! Anyone harming a child, and he gets wind of it, are in for the beating of their life! He once found out about Dr. Springfield molesting one of his young students. Dr. Springfield spent nearly two weeks in the hospital level recovering from the beating. He actually required regeneration. The 'Colonel' refused to press charges against Lee, and ever since, Lee and Springfield have had a mutual hatred for each other.

Dr. Peter Tyrus

This man is responsible for all the research into psionic abilities. He is one of the few doctors that was born on the compound.

He is a tall, thin man in his late thirties. He has thinning black hair and light brown eyes, his skin so pale, it almost appears to be translucent. He is so painfully thin he appears to be more skeletal than human, even though he eats like a horse. He is not an attractive man. His physical appearance hides a razor sharp mind.

He is not an unkind man, but he has to follow orders from Tony. Besides, he is so fascinated by these Psionic abilities that they have discovered, he wants to learn every thing he possibly can about them. When it comes to his 'subjects', he makes sure that they never suffer during his experiments, whether it means that they have to be sedated, or terminated as painlessly as possible. He is responsible for the deaths of many, but not one died in pain.

Some of his fellow scientists look down upon him because of this, be he doesn't care, and he considers most of his peers to be nothing more than savages in their treatment of their subjects. He has earned the nickname, 'The Skeleton' because of his appearance.

His frightening appearance is offset by a wicked sense of humor, and a constant smile (which is more than enough to frighten most of the compound's children). He always speaks his mind, and tries to 'talk like a layman', so those around him will be able to understand what he is trying to say. The fact of the matter is he is very much alone, and very lonely, as the women of the base are either afraid of him because of his appearance, or they have listened to too many rumors spread about him by his peers.

Because of his breakthrough's in helping create the Psionic drugs, Greci has offered to allow him to take the anagathic regime to extend his life-span. He hasn't accepted the offer, because he doesn't want to live without a woman by his side. If he can ever find a mate, then he will accept Tony's offer.

He lives in a small, one room log cabin built near the north wall of the compound. He refuses to live in the scientists quarters because of the way they treat him.

He dresses in simple homespun pants and shirts, and is rarely found without his lab coat, pen, and notebook. He doesn't carry any weapons.

The compound

1. Security

As mentioned in HISTORY, AREA 27 is nestled inside a valley located on the Eastern edge of the Medicine Bow mountain range. The compound is still protected by the original, elaborate security system consisting of a series of seismic sensors, infrared and low light cameras, and sensitive microphones. This security net encircles the entire compound out to a distance of two thousand meters from the outermost fence line.

Any object weighing more than twenty five kilograms will be detected by the seismic sensor net. This will send an alert to the security building located inside the compound. From this building, the guards can then activate surviving infrared or low light cameras, and the microphones located in the vicinity of the disturbance. If the disturbance turns out to be an animal, the computer automatically disregards any more disturbances that match its weight and configuration. However, if the disturbance turns out to be a human or a vehicle, a security team will be dispatched to intercept and turn them away.

The compound's second line of defense are a series of remotely controlled anti-personnel and anti tank mines buried within two hundred and fifty meters of the fence line. These mines can only be detonated by a signal sent from the security building, the guard towers, the guard shack located at the entrance of the compound, or the perimeter guards.

The third and final defense for the compound is a triple layer of electrified fences. These fences are exactly five meters in height, and are topped by razor wire. The electricity can be shut off from either the guard towers or the security building. A space of fifty meters separate the fences. Spread throughout this space are more mines. These are always active and can be set off by anything which weighs twenty kilograms or more.

Over the past 150 years approximately forty percent of the cameras and microphones have become irreparable and have created holes in the sensor net. The staff have tried to fill these gaps in by sending out foot patrols. However, not once since the war occurred have the security forces encountered a human. Because of this, security has really slacked off to the point that patrols are sent out only once a day.

It is quite likely that someone, with a little effort, could easily evade a patrol. If the patrols encountered someone, they would likely be too surprised to act initially. Once the patrol recovered from its initial surprise and shock, they would shoot first and ask questions later.

A vehicle would send the patrol in a panicked rush back to the compound to get Anti Tank weapons, leaving the vehicle to do as it pleases while the patrol is gone.

PD NOTE: As the party attempts to infiltrate the compound, the PD should roll a percentile dice every two hundred fifty meters. On a forty or less, they slip past undetected. However, on a forty one or higher, they have activated the seismic sensors.

When this occurs the guards on duty will attempt to active either the cameras or the microphones. There is a forty percent chance that one or both of the sensors are inactive. If that is the case, a security team will be dispatched to investigate. It will take this security team exactly five minutes to reach the perimeter of the compound, and then one minute per one hundred meters of travel from the gate to the area of the disturbance. If multiple disturbances are detected, multiple teams will be sent out. Remember, these people may be complacent, but they are not stupid. If a pattern is detected in the disturbances, they will send out teams to the most likely point of interception.

Approximately seventy percent of the mines are defective due to age. If intruders are detected within two hundred fifty meters of the perimeter fence line, the guards will attempt to activate the mines located in that area.

PD NOTE: If the guards attempt to detonate mines by remote, roll percentile dice. On a roll of one to thirty, the mine fails to detonate completely. On a roll of thirty one to fifty, the mine detonates, but the blast is only twenty five percent of its normal strength. If the roll is fifty one to seventy, the mine detonates at fifty percent its normal strength. Seventy and above the mine detonates as it was designed to. This roll is to be made every fifty meters up to the fence line.

Since it hasn't been needed, the personnel of AREA 27 have long since de-activated the power to the fences. They figured that anyone that could make it that far would then be stopped by either the mines located between the fences, or by the compounds security forces. Besides, the security forces got tired of cleaning up the cooked carcasses of animals who accidentally wandered into the fence.

As above, approximately seventy percent of the mines located between the fence lines have become defective. The same rules apply as noted in the above PD NOTE, except the check is made once every ten meters.

2. Internal grounds

The compound itself covers an area of 270,000 square meters which, as already noted, are enclosed by a triple layer of fences. Four guard towers rise thirty five meters above the ground, one located in each corner of the base. A total of 38 primary buildings are located inside the fence line (these have all been detailed)

PD NOTE: It is up to the individual PD to add extra buildings such as private houses, extra storage, and so forth.

Originally, the grounds inside the fence line consisted of well maintained lawns. Concrete paths linked all the buildings together. For security purposes, trees were not allowed to grow within the compound itself..

Today, 150 years after the war, the grounds look far different from what they did at one time. The lawns still exist, but only around the buildings themselves. Huge portions of the grounds were cultivated into gardens in order to remove some of the burden from the compound's hydroponics.

About seventy years after the war, a small stream began to cut its way through the compound, entering sixty meters from the west end of the north fence of the compound, and exiting the compound one hundred and ten meters south of the north fence, along the eastern fence. Try as they might, they were unable to divert this streams path. Over the years, the stream has grown into a small river, measuring only eight meters at its widest point with it averaging three to six meters in width. Its average depth is only one meter, but can be as deep as two and a half meters where the river is widest. The only thing the staff of Area 27 were able to do was to keep this river from destroying any of the compounds buildings. Now, the river provides

a convenient source of water for the irrigation of the gardens, and a water source for the compound's livestock.

PD NOTE: This small river that cuts through the compound is its greatest weakness. Not only has the river cut a channel through the fence lines, but it has also washed away the mines between the fence lines. Two meters on either side of the river are considered safe to travel because of this. This area is patrolled by the security personnel, but a clever team should have little trouble in bypassing these patrols.

Several new buildings have been constructed over the years. The personnel of Area 27 used both salvaged building material from the ruined towns nearby, and also did what their distant ancestors did when they first arrived in the new world. They used the resources available to them. The trees and rocks covering the surrounding land were turned into log and stone buildings.

These new buildings include private houses for several of the staff members, a garage for the bases vehicles, barns and chicken coops, several storage bins for vegetables and grain, and other miscellaneous structures.

PD NOTE: It is up to the PD to detail the houses and buildings if he or she so wishes.

Buildings: General Information

All the buildings used overhead fluorescent light tubes, but over the years, most of these lights burned out. Now, the buildings and rooms use either natural light from windows, or they use smokeless oil lamps. There are exceptions to this. The laboratory's, the bases various library rooms (because of the fire hazard the oil lamps would create, and these books and texts are now priceless in the post holocaust world), and a few select rooms which will be detailed in each building. The staff of Area 27 trade with KFS for these light strips.

Also, each room at one time had a smoke detector. All the smoke detectors were removed from all but the laboratory and a few select rooms throughout the base. These smoke detectors were stored away and are used to replace any that finally break down and cannot be refurbished or repaired. To conserve their supply of smoke detectors, they import new detectors along with batteries from the KFS.

The batteries in these smoke detectors are inspected once every six months religiously. If the batteries are low on power, they are replaced.

Each room that at one time contained a CO2 fire extinguisher, but now these have been replaced by old fashioned water extinguishers. The CO2 models dried up many years ago. The only exception to this are the fire extinguishers located in the laboratory levels themselves.

The buildings are all heated by electrical base board heaters, and the hallways get their heat from furnaces. Since the natural gas has been used up, the furnaces now sit dormant until the staff can find a reliable source. The halls get mighty cold during the winter months.

Unless otherwise noted, all the doors are unlocked. Those that are locked will be detailed in the room description. Note that all the doors, again unless otherwise noted, are constructed of wood which is only 6 Centimeters thick. It has a stopping power of only 2! In order to break a door down completely, it is necessary to inflict at least 15 points of damage. A blast or two from a shotgun should be sufficient enough.

Scientist Living Quarters

This unusually shaped building consists of three 27 meter wide by 66 meter long buildings connected by a three meter wide corridor which runs down the center of the buildings. Entrance is gained at either end of this corridor. A pair of two level buildings were constructed on the base providing a total of eighty eight single quarters.

Access to the second floor and the basement via a one meter wide stairwell. This stairwell is located directly beside the first level storage room.

The scientists and the facilities top personnel were given these quarters. The rest of the bases staff had to settle with either barracks (for the military, or dual accommodation quarters).

The suites measure 10.5 meters by 12 meters by 2.5 meters in height and contain a total of four rooms. Each room is secured by a padlock. The only people who have the keys for the rooms are the owners and security.

Finally located in the northern end of each building is located a one hundred meter long fire suppression hose connected to the bases water system.

Single Occupancy Quarters

1. Living Room

This room measures 7.5 meters by 6 meters. The room contains a single desk upon which sits a computer terminal and a book shelf. It also contains a single couch, coffee table, two end tables, and a shelving unit which has a small television built into it.

One door leads into the suits bedroom. A 1.5 meter opening in the wall leads to the suites tiny kitchen.

Light is provided by either by the lamps located on the desk and end tables, or the overhead fluorescent lights. Of course these have now been replaced by oil lamps.

A telephone is located on the wall right beside the entrance. This phone is connected to the bases telecommunication system.

Finally a smoke detector is located on the ceiling of this room. This is one of the few places where the smoke detectors are kept. The scientists insisted on this.

2. Kitchen

This room measures 3 meters wide by six meters long. It contains a stove, refrigerator, a counter with built in cupboards both above and below the counter. On the Built into the top of the counter is a pair of sinks. Each room also has a coffee maker, and a microwave.

The cupboards contain dishes, cups, pots and pans and eating utensils.

A small water fire extinguisher is located on the wall near the entrance to the living room.

PD NOTE: The microwaves and coffee makers have long since been removed in 80% of the suites. Most of the dishes and cooking pots have long since been replaced by salvaged items.

3. Bedroom

This room contains a single bed, a dresser, night stand, a single chair, and a large closet. A lamp and alarm clock is located on the night stand. Extra light is provided from a single overhead fluorescent light strip. Except in a few cases, the lamps have been replaced by oil lamps. The rooms use natural light from the large windows during the daytime.

A single door leads into the suites bathroom.

4. Bathroom

This room contains a toilet, sink and bathtub. A mirror over the sink hides a medicine cabinet, and a towel rack. A hook is on the rear of the door for hanging clothing or towels.

5. Storage Room.

This small 3.75 meter wide by 1.5 meter long room is used simply as storage for the suites occupant. Here items not being used that the owner didn't trust to place in the buildings store room would be kept safely locked away.

PD NOTE: There is a 80% chance that 1D3 people will be present during the night time, and only a 25% chance that 1D2 people will be present during the daytime hours. Those

present during the night will be the research scientists and their spouses or children. During the daytime, only the spouses and children will be present.

Laundry room

Each level contains a single laundry room. Each room contains five washing machines five dryers, two folding tables, three sinks for pre-rinsing, and a soap dispenser. The room measures 10.5 meters wide by 7.5 meters wide.

As the washers and dryers wore out to the point of being irreparable they were replaced by salvaged units that the personnel took from the nearby ruins and kept in storage. In the several decades, as their stock of salvaged units dwindled, Area 27 began to import newly manufactured models from the KFS.

The light is provided by oil lamps.

There is a 25% chance that 1D8 people will be present during the daytime, and a 60% chance that 1D12 people will be here during the nighttime. These will be people doing laundry.

Storage room

This room contains unused furniture, bedding, pots, pans, dishes, light bulbs, and other similar items. The room measures 10.5 meters wide by 7.5 meters wide.

The lights do not work in this room since it is used only on the rare occasion. Anyone entering this room is expected to bring a light source with them. However, due to the nature of this room, a smoke detector has been placed inside. Also, sitting next to the entrance is a large water based fire extinguisher.

Basement

The basement has only two rooms. One large room is used strictly for storage, the second room contains the buildings furnace. The storage room measures 15 meters wide by 9 meters long. The furnace room is a 6 by 6 meter room. It contains both the buildings furnace and hot water heater.

A stairwell leads up to the first level.

Only the furnace room has fluorescent lights. The rest of the rooms are unlighted. See the description of the storage room above for more information.

Double Occupancy Quarters

This building is shaped like a cross. Each building is two levels tall and contain a total of forty double quarters. Unlike the suites building, the laundry room and communal storage room are located in the basement.

There are two entrances to this building, located on the Northern and Southern arms of the cross. A stairwell leading to the basement and the second level is located on the Eastern arm of the building.

As with the suites building, the overhead fluorescent bulbs in the hallways and the rooms have long since been replaced by oil lamps. Unlike the suites building, all the fluorescent bulbs have been removed and the people are now using oil lamps instead. After all, purchasing oil for the lamps is far cheaper than buying the fluorescent bulbs.

Again, as with the suites, the rooms are secured by a lock. The only people who have the keys to the rooms are the occupants and security.

Finally each hallway contains a smoke detector. In the unlikely event of a fire, a one hundred meter long fire hose is located in the Western wing of the cross. This hose is connected to the bases water supply.

Each room measures 10.5 meters wide, by 9 meters long, by 2.5 meters in height.

Double Occupancy Quarters

1. Living Room

This room contains a single couch, two desks upon which sit a computer terminal and a book shelf. One chair is located at each desk. A small coffee table is located directly in front of the couch, and an end table sits beside the couch. A television is built into the wall.

Four doors are located in this room. Two of these doors lead to separate bedrooms. Another door leads to a small storage closet, and the final door leads to the bathroom.

A kitchen was not built into these rooms as the occupants were expected to eat in the communal dining hall located on the base grounds. Only the upper brass were allowed the luxury of a private kitchen.

A phone is placed on the wall next to the door. This phone is connected to the bases telecommunication system.

The room measures 6 meters by 6 meters square.

2. Bedroom

This small 4.5 meter by 4.5 meter square room contains a single bed, night stand, dresser and closet. As mentioned above, the electrical lamp has long since been replaced by a oil lamp. Natural light from the windows are used during the daytime.

3. Washroom

This small 4.5 meter wide by 3 meter long room contains a single shower stall, toilet and a sink. Above the sink is located a mirror. Behind the mirror is located a small medicine cabinet. A small towel rack is also provided on the back of the door.

4. Storage Room

This small 1.5 meter wide by 3 meter long room is used for storing items the owners don't trust to place in the buildings communal storage room located in the basement.

PD NOTE: There is a 30% chance that 1D3 people will be present during the daytime. At night there is a 85% chance that 1D6 people will be present. These quarters are occupied by families.

Basement

The basement of the building contains a huge store room, a janitorial room, two laundry rooms, and the buildings furnace room.

Laundry room

The two laundry rooms are identical to the laundry room described above in the suites building.

There is a 25% chance that 1D8 people will be present during the daytime, and a 60% chance that 1D12 people will be here during the nighttime. These will be people doing laundry.

Storage Room

The storage room is 19.5 meters long, and 18 meters wide. All the useless items are such as the burnt out lamps, the useless televisions, furniture, linen, old clothing and other items of similar nature. For more information on lighting, fire extinguishers, and smoke detectors, see the description on the storage room above.

Janitorial room

This small 1.5 meter wide by 7.5 meter long room is where the mops, brooms, buckets, vacuum cleaners and the such are located. A single large sink is located at the far end of the room.

Furnace room

This small room contains the buildings furnace and hot water heater. Again, this room has fluorescent light strips, a small water fire extinguisher, and a smoke detector.

Recreational Facility

This buildings sole purpose is to provide the staff of Area 27 with much needed rest and relaxation. Again, all the overhead lights have been replaced with oil lamps. The building is neither locked or guarded.

Unless otherwise mentioned, each room has a 50% chance of containing 1D4 people.

All the rooms are exactly 3 meters in height.

1. Weight Room

This is the largest room in the building. It measures 19.5 meters long by 22.5 meters wide. The room itself is shaped like a 'T'. Entrance can be gained through two door located in the Southern section of the room. Two other doors lead to the male and female change and shower rooms.

The central portion of the room is used exclusively for weight lifting equipment such as free weights, dumbbells a machines.

The Northern 'T' portion of the room is dedicated to specialized equipment, such as stair climbers, rowing machines, stationary bikes and the like.

All the equipment is in excellent shape. Lets face it. Free weights cannot be damaged except by rust or on purpose. The specialized exercise equipment is still in fine condition, as they are easily maintained by the bases staff.

Unlike the other buildings, this room is still lit by overhead fluorescent bulbs. The room is simply too large to be lit properly by oil lamps.

Located next to the Eastern door is a small first aid kit.

There is a 40% chance that 1D8 people will be in here at any time, day or night.

2. Female Change / Shower Room

This room is six meters wide by 15 meters long. The room is divided into three sections. The northern portion of the room contains lockers and benches. The South Western portion of the room contains a communal shower room, and the South Eastern portion contains toilets and wash sinks.

The northern portion of the chamber contains a total of twelve lockers which are situated in the center of the room. Two 4.5 meter long benches are located on East and West side of the lockers. This portion of the room measures 6 meters long by 7.5 meters wide.

The communal shower room is 3 meters wide by 7.5 meters long. It contains a total of ten shower nozzle's.

The South Eastern portion contains a total of five separate toilet stalls. Directly in front of the stalls is a single 7.5 meter long counter which contains a total of seven sinks. This room is identical in size to the shower room. A single door is located at the very end of this room. It leads to the hallway.

There is a 20% chance that there will by 1D3 women changing or showering.

3. Male Change / Shower Room

This chamber is identical to the Female change / shower room. The only difference is that the communal shower room and the toilets are switched.

There is a 20% chance that there will by 1D3 men changing or showering.

4. Game Room

This 6 meter wide by 9 meter long room is used by the base personnel for games. The room contains two pool tables, one table tennis table, and a total of ten coin operated video game machines. Several stools and two benches are in here.

The pool cues, balls and tennis table paddles have been replaced time and time again over the years.

As for the coin operated machines, they still work! Since the base continuously import new parts for their high tech medical machines, it is very easy for them to replace worn out or damaged parts in the video games. Of course the machines do not need quarters to be played.

5. Small Television Room

This room is 5.25 meters long by 6 meters wide. It contains two couches, several overstuffed chairs, and a wide screen television with a built in video cassette recorder.

This room also contains several long shelves which at one time held video tapes. Now the shelves contain nothing except for the occasional book.

The television is linked to the bases satellite system. The base personnel got free satellite television up until the war broke out.

Now these rooms are now used as meeting rooms since the television is no longer being used.

6. Small Television Room

This room is nearly identical to room 5. The only difference is that this room has a large window located on the east wall which provides the room with natural lighting.

7. Library

This is the second largest room in the building. It measures 12 meters long by 9 meters wide. Three entrances allow access to this room. The room is lit by overhead fluorescent bulbs. Of course a smoke detector is located in this room. Located next to the entrance is a large water fire extinguisher.

The room contains six long shelves lined with books, a magazine rack which now hold more books. Two 2 meter by 1.5 meter tables and a small round table with four chairs are located here.

The library contains nothing but fictional novels. All the technical books are located elsewhere in the base.

8. large Television Room

This room is identical to room 6 except for its size. This room measures 7.5 meters long by 6 meters wide. A pair of large windows located on the east wall provide natural lighting during the daytime.

9. Large Television Room

This room is identical to room 8.

10. Storage Room

This room is 12 meters long by 3 meters wide. It contains boxes of games, books, magazines, some furniture, extra weight lifting equipment, and the like.

Because of the books and magazines stored in this room a smoke detector is located here. And in the unlikely event of a fire a large water fire extinguisher is stored next to the door.

A series of small windows located on the south and west wall provide lighting for this room.

11. Janitorial / Furnace

This 7.5 meter long by 3 meter wide room contains the buildings furnace and hot water heater. This room also contains all the cleaning equipment such as vacuum cleaners, mops, brooms, buckets, pails, and the like. A large sink is located just south of the door.

No windows are located in this room. Light is provided by oil lamps.

Guard Towers

Area 27's compound is watched over by four 35 meter tall guard towers. One is located in each corner of the compound, just inside the last of the three protective fences.

The towers are constructed of thick, sturdy metal support beams. A five by five meter guard house on the top of the tower is constructed of metal reinforced wooden walls, and sturdy safety glass. The tower was designed to withstand the worst conditions mother nature could produce during the winter months. The fact that the towers are still standing 150 years after the war is testimony to their construction.

Entrance to the guard house is gained by climbing an enclosed ladder to the bottom of the house. Here a trap door (which can be locked from the inside of the room) can be opened to allow access to the guard room.

The interior of the guard room is fairly cramped with weapons and equipment. Located on the south wall of the tower is a small control panel. From here communications to the compound's security control can be maintained. This panel also controls the opening and closing of the windows, and a pair of powerful search lights of which one is mounted on the top of the guard house, the other below it.

Facing each of the four directions is a tripod on which can be placed the various weapons stored in the tower.

Each tower contains the following weapons:

- 2 M60 GPMG's (pg.15 TM 1-1)
- 2 MSG90 Sniper Rifles (see new equipment for details)
- 1 FIM 92A Stinger missile launcher with 4 missiles (pg. 18 TM 1-1)
- 1 Armbrust 300 Rocket launcher (pg. 17 TM 1-1)
- 6 cases 7.62x51mm Linked ammunition
- 8 20 round magazines of 7.62x51mm ammunition for the sniper rifles.

PD NOTE: All the weapons are serviced once every six weeks whether or not they have been used. This means that all the weapons are in perfect working condition. The Armbrust weapons are imported from the KFS, and they are replaced once every ten years to ensure that they still work.

Located in the northern corner of the room is a ladder that leads to a second trap door in the ceiling. From here, the base defenders can fire off the stinger missiles or the Armbrust without fear of suffering from the weapons backwash.

The following items are also stored in each of the towers at all times:

- 1 small fire extinguisher (water)
- 1 first aid kit
- 2 pairs of AN/PAS-7 Thermal viewers
- 2 pairs x20 binoculars

In the event the tower is attacked, the glass provides an armor class of 5 (after all, it is safety glass). The walls of the tower provide a bonus armor class of 8. The entire tower can be destroyed once it has sustained a total of 800 points of damage.

Map description

1. Control panel
2. Tripod mounts
3. Floor hatch
4. Ladder to roof
5. Binocular / Thermal imager locker
6. Stinger / Armbrust locker

7. Ammunition locker

The guard tower is manned 24 hours a day, 365 days a year by two soldiers. Even though throughout the compounds entire history they have never been attacked, guard tower duty is taken very seriously.

Not only do the towers provide protection from potential attacks, but they serve as lookouts for incoming patrols and trade parties, forest fire watch, and also provide extra eyes in the off chance that an 'experimental subject' manages to escape custody.

The tower is wired for electricity, and small space heaters are provided during the winter months so the soldiers on duty do not freeze to death.

Gate House

This small building plays a very important role in the defense of the compound. First and foremost it is the only 'safe' route to enter the base by land. Even then, any unauthorized vehicles can be disabled, if not destroyed by remote controlled M18A1 Claymore mines (pg. 20 TM 1-1) or M66 off route Anti Tank mines (see new equipment for details). These mines are hidden in the bush to the side of the roadway.

The guard stationed in the gate house can detonate these mines, and they can also be detonated by remote control from the security building.

A small camera is mounted on the front of the gate house. It is linked to the security building.

Set on top of the gate house is a powerful search light. It is set on a mobile mount and can be directed via remote control from inside the gate house.

The mines, searchlight, and camera are controlled from a small panel located at the front of the building. A telephone is also located here which links the guard tower to the security building.

A small locker to the rear of the building contains a single Armbrust 300 rocket launcher.

As with the guard towers, the gate house is manned 24 hours a day, 365 days a year by a single soldier.

The gate house is 2 meters long by 1 meter wide by 2.5 meters in height. During the winter months, a small space heater provides the guard stationed here with warmth.

The glass is a special bullet proof variety. It can withstand up to E-factor 16 before shattering. The gate house is constructed of steel reinforced layered brick. It provides armor class 16 to the guard stationed in it. The building can withstand 350 points of damage before it is destroyed.

Map Description

1. Control panel
2. Armbrust locker
3. Chair
4. Door

Garage

This is one of the few buildings that was constructed after the war. It was built to house all the Bradley AFV's, and all the other vehicles the staff of Area 27 collected from the ruins over the years. Even from a distance it is obvious it is a recent addition. The building is constructed of salvaged bricks and other building material scavenged from the ruins.

The building was wired into the compounds electrical grid, but over the years the electrical lights have been replaced by oil lamps.

Due to how difficult it would be to provide this building with heat, it was decided that they would use blower heaters salvaged from several garages. This eliminates the need for a furnace, and provides adequate heat during the coldest of winter days.

The building is 45.5 meters long by 10.5 meters wide by 5 meters in height. On either end of the building are two wings which jut out to the south. They are 12 meters wide by 19.5 meters long by 5 meters in height.

There is a 60% chance that 1D4 mechanics and 2D6 assistants will be present here during the daytime hours. This drops to only 20% at night.

1. Vehicle bays

This portion of the garage contains a total of five bays for storing vehicles the size of a large truck.

2. Maintenance and Tire Repair

This section of the garage is used to store maintenance tools and the equipment used to patched damaged tires.

Two large tool chests located on the northern wall contain a wide variety of tools. Everything from socket wrenches, to hammers to small diagnostic equipment is stored in these chests.

A Single 4.25 meter long by .75 meter wide work table is located on the west wall. Just north of this table is the equipment used for changing and patching damaged tires. A small cabinet located above this equipment contains rubber and plastic patches as well as the cement needed for bonding them to the damaged inner tubes.

3. Maintenance

This section of the garage contains a total of three 4.25 meter long by .75 meter wide work benches, two more tool chests, a 4.5 meter long by .75 meter wide mobile wall for hanging equipment, and a small portable crane which can be used for removing the engine or large heavy components out of a vehicle so they can be repaired, or replaced.

4. Western vehicle bay

The western arm of the building has room for a total of three truck sized vehicles.

5. Eastern vehicle bay

As with the western arm, the eastern arm has room to park a total of three truck sized vehicles.

PD NOTE: The walls of the three separate vehicle bays are lined with shelves which are filled hundreds of parts that were salvaged from the ruined vehicles over the years. Only the most commonly used parts are stored here. The rest of the spare parts are stored in a large warehouse.

6. Fuel and lubricant storage

This small , 6 meter long by 6 meter wide solid concrete building is located 10 meters due south of the garage. This building contains sixty 100 liter drums of diesel fuel. Also stored here are boxes of motor oil, transmission fluid, brake fluid and other petroleum based products.

These oils based products are obtained from the Gypsy Truckers who trade for medical supplies and ammunition. It is rumored that the truckers get their oil supplies from a powerful oil barony located somewhere in the far north.

Security

This unusually shaped building serves several different purposes. First and foremost it monitors the camera's located throughout the forest and hills in the two kilometer perimeter security zone around the base.

Secondly it houses the bases military force. Here several 'barracks' are located for the men. The soldiers are expected to live in this building (though several of the original soldiers now

occupy the suites in the scientist living quarters, and the 'Colonel' has his own house located on the base, but he uses one of the offices as his own (room 13). The security personnel are expected to eat in the bases mess hall with the rest of the support staff.

The building has a decent sized basement. Located here is a firing range, armory, ammunition bunker, storage rooms, interrogation rooms, holding cells, laundry facilities, and of course the ever present furnace room and janitorial supply room.

All the rooms in this building are 3 meters in height.

Because so many of the soldiers are on duty at all hours of the day, these bunks now accommodate two users.

Please note that the walls in this building are NOT sound proof. Any gunfire or explosions will be heard throughout the main level. The basement however is another story. Nothing short of a full fledged explosion can be heard while the doors are closed.

Unless otherwise noted, there is a flat 40% chance that 1D3 men will be present in any room, and this includes the basement.

Finally, unless otherwise noted, all the doors on both the main floor and the basement are locked.

Security: Main floor

1. Barracks

This 15 meter long by 9 meter wide room originally contained a total of 10 single beds, and personal lockers. Over the years, with the increase in the security personnel, the single beds were removed and replaced with bunks. So now, each room can house a total of twenty soldiers. By doubling up, the capacity can be increase to forty. The lockers have been modified to now contain two separate compartments. Each compartment contain personal effects such as clothing, trinkets and the like. Only the owner of the compartment knows the combination of the lock.

There are always 2D8 men in these rooms all hours of the day. Most of them will be sleeping. This goes for all the barracks located in this building.

Light is provided by either oil lamps, or windows that line the south and west wall.

The doors to the barracks are not locked.

2. Barracks

This room is identical to room one, except it only has windows on the west wall.

3. Male Washroom

A total of five urinals, ten toilets, ten shower stalls, and twelve sinks are located in this 15 meter wide by 9 meter long room. Light is provided by oil lamps and by windows located along the west wall. Two doors located on the east wall allow access to the rest of the building.

The doors for both washrooms are not locked.

4. Female Washroom

This chamber is identical in size to the male washroom. It has a total of fifteen toilets instead of ten (lets face it, would a woman need a urinal?). Windows line the west wall.

5. Ready Room

This 15 meter by 9 meter room contains eight 6 meter long benches. Located at the west end of the room is a stage that measures 9 meters in length and comes out 1.5 meters from the west wall. The stage rises above the floor half a meter. A single podium dominates the center of this stage.

Here duty assignments are passed out at exactly 0500 and 1700 hours each and every day. This room is also used for meetings and other important events.

This room has windows which are located along the west wall, and unlike the majority of this level, it uses fluorescent lights.

During the duty assignment, there are always 4D8 soldiers located in this room. The rest of the time there is a 70% chance that 1D4 soldiers will be here.

6. Armory

A heavy steel door is the only entrance to this room. A single camera is mounted on a bracket just above the doorway and continuously scans the corridor.

The door is locked at all times, and can be only opened by the guard posted inside the room, or by the key carried by the 'Colonel'.

PD NOTE: The door can withstand a total of 150 points of damage before being destroyed. However, if explosives are used, the results can only be described as spectacular, deadly and catastrophic!

The room itself measures 4.5 meter by 15 meters and is used to store part of the bases weaponry.

No windows are located in this room, and due to the nature of the items stored here, the rooms light is provided by overhead fluorescent bulbs.

In the unlikely event of a fire, a smoke detector was kept in this room as an extra safety precaution. If a fire does occur, large fire extinguisher (water) is kept near the entrance to the room.

Here is a list of the weapons stored in this room:

- 80 M16A1 Assault Rifles (pg. 14 TM 1-1)
- 12 MSG90 Sniper Rifles (see new equipment for details)
- 40 0.45 HK SOCOM Pistols (see new equipment for details)
- 20 MP5K PDW Sub Machine Guns (see new equipment for details)
- 6 M60 GPMG (pg. 15 TM 1-1)
- 10 M203 Grenade Launchers (pg. 16 TM 1-1)
- 10 M79 Grenade Launchers (pg. 16 TM 1-1)
- 40 M72A2 LAW Rockets (pg. 17 TM 1-1)
- 5 cases M26A1 Fragmentation Grenades (pg. 19 TM 1-1)
- 3 cases M34 White Phosphorus Grenades (pg. 19 TM 1-1)
- 12 cases 7.62x51mm Linked Ammunition
- 20 cases 7.62x51mm Ammunition
- 20 cases 5.56x45mm Ammunition
- 5 cases of .45 ACP Ammunition
- 5 cases of 9x19mm Parabellum Ammunition
- 5 cases of M381 40mm High explosive grenades (pg. 23 TM 1-1)
- 5 cases of M433 40mm High explosive dual purpose grenades (pg. 23 TM 1-1)

The number of personnel out on patrol, escorting caravans, posted throughout the laboratory, and so forth will reflect the number of weapons inside the armory.

For example, if the base has sent out four 5 man teams to hunt for food, one ten man specimen recovery team, one ten man escort team, and a total of sixteen soldiers putting in guard duty in the laboratory, 56 M16A1 rifles, 4 MSG90 sniper rifles, 30 of the SOCOM pistols, all of the MP5K SMG's, two M79 and two M203 grenade launchers, two M72A2 LAW rockets, and 3 grenades per man on the escort and recovery team.

PD NOTE: The weapons listed above are only a guide to what the breeders have. Feel free to modify this list to suit your campaign.

A guard is stationed in this room twenty four hours a day, 365 days a year. He has a direct link to both the monitoring station located directly down the hall, and the video camera mounted above the doorway.

7. Barracks

This room is identical to room one, except that the windows are located on the north wall

8. Barracks.

This room is identical to room 7.

9. Offices

A total of six 4.5 meter by 4.5 meter offices are located in this building. Each office contains a single metal desk, filing cabinet, and two chairs. These offices are used by the bases officers for paperwork, and other mundane duties which must be performed.

Only the offices on the north wall and the east wall have windows. The other two have to make due with oil lamps for lighting.

Each office has the name of the officer painted on the door. Although the furniture is the same in each office, the officer which occupies this room has added their own personal touches, such as pictures, weapons, trophies, and the such.

There is a 60% chance that 1D3 people will be present in these rooms at any time, day or night.

10. Small Storage Room

This 4.5 meter long by 1.5 meter wide room is used to store paper products, type writers, and other items not currently being used by the officers. The door is not locked.

11. Large Storage Room

This room measures 4.5 meters by 3 meters. It is used to store extra pieces of furniture and other larger items not currently being used by the buildings staff. This room is not locked.

12. Computer / Communications

This section of the building contains the compounds security computer which controls the main gates, locks, lights, remote cameras, remotely detonated mines, and the like.

This room also contains the communication equipment which allow the patrols, guard towers, and the gate house to be in contact at all times with the base. Here orders can be given, reinforcements dispatched, and so forth.

13. The Colonels Office

A single name tag with the name 'Colonel' is located at eye level in the center of the door.

This 4.5 meter by 4.5 meter office is where the colonel draws up the daily personnel assignments and missions.

The office contains a single desk upon which sits a computer terminal and printer. A pair of chairs sit directly in front of the desk. A filing cabinet sets in the far north east corner of the room.

The room is surprising barren. The only personal touches are frames located behind the desk. These frames hold a number of medals, including four purple hearts, six bronze stars, three silver stars, and several tour of duty pips.

Light is provided by overhead fluorescent lights.

The door is locked, and only the colonel has the key for it. There is a 40% chance that he will be present, and an additional 20% chance that 1D3 soldiers will be with him at that time.

14. Seismic Monitoring

This room is monitored 24 hours a day, 365 days a year. Monitoring of the seismic disturbance sensors can be handled by one man.

This 4.5 meter wide by 6 meter long chamber is where the seismic sensors that are buried are monitored. A .75 meter wide desk comes out from three of the four walls. On this desk are located the various recording devices, sensor interpretation equipment, printers and other similar items. A single chair is in this room.

The south wall has huge electronic map which shows the entire base and its surroundings. From this map it is possible to determine exactly where the disturbance is taking place. All the information can then be transferred to both the listening posts and the camera monitoring posts.

Light is provided by overhead fluorescent bulbs, and a small water based fire extinguisher is in a bracket on the east side of the entrance to this room.

15. Listening Post

This 6 meter by 6 meter chamber is monitored 24 hours a day, 365 days a year. It is lined with all manner of listening and recording devices. A huge map, identical to the one mentioned above in room 14 is located on the north wall. Any disturbances picked up by the seismic sensors will be sent to this map. Here the monitor on duty can pin point the location and activate the microphones located in that location. The sounds can then be identified and assessed for threat potential.

16. Video Camera Monitoring

This is the largest of the rooms in the monitoring station. It measures 7.5 meters wide by 15 meters long. The walls are lined with banks of monitors. As with room 14 and 15, a large electronic map of the compound is located on the west wall. Any disturbances detected by the seismic monitoring station will be forwarded to this chamber. Here the monitor on duty can punch up any camera's located in the location of the disturbance for identification and threat assessment purposes.

This chamber is monitored 24 hours a day, 365 days a year by two soldiers. More men can be brought in to watch the monitors if multiple disturbances are detected.

17. Stairwell

This staircase descends five meters down into the basement of the facility.

Security: Basement

1. Firing Range

This huge room measures 12 meters by 42 meters long. Entrance to this room is gained by a single unlocked doorway in the north wall. The walls are one meter thick constructed of metal reinforced concrete. This will prevent any ricochets from penetrating into the rest of the basement.

The far west portion of the range has a total of eight separate 1.5 meter wide by 3 meter deep booths. Each booth has a set of controls which run a pulley system for placement of targets at the far end of the range. It can be set to place the target down range in increments of five meters.

Light is provided by overhead fluorescent bulbs. Lets face it, it wouldn't be an effective method of training if you had to fire your weapons by the light of oil lamps.

There is a 45% chance that 1D6 soldiers will be present at any time, practicing their marksmanship.

The door to this room is not locked.

2. Storage Room

This room measures 6 meters wide by 9 meters long. This is where items such as extra furniture, damaged and unused items, extra clothing and linen, and other similar items are stored. There are no lights in this room. Light has to be provided by anyone entering the room. A smoke detector is attached to the ceiling in the center of the room, and a large water based fire extinguisher is stored in a metal bracket right beside the entrance.

The room isn't locked.

3. Furnace Room

This chamber is 6 meters by 6 meters. The buildings furnace, hot water heater, and circuit box are located here. The door isn't locked.

4. Small Storage Room

This chamber measures 6 meter wide by 3 meters long. As with room 2, it is filled with unused items. The door isn't locked.

5. Janitorial

This 4.5 meter by 4.5 meter room contains mops, brooms, buckets, dust pans, cleaning materials and rags. A large sink is located along the east wall. The room is lit by oil lamps. The door isn't locked.

6. Linen Storage

This 3 meter wide by 4.5 meter long chamber is lined with shelves. Here extra linen such as bed sheets, blankets, and pillow cases are stored after being washed. This room contains a smoke detector and a large water based fire extinguisher which is mounted on a bracket beside the door on the south wall. The door isn't locked.

7. Laundry Room

This 6 meter by 6 meter room contains a total of 5 industrial sized washing machines and dryers. Two 2 meter long by 1 meter wide folding tables dominate the center of the room.

The room is lit by oil lamps, and a large water based fire extinguisher is held in a metal bracket beside the entrance on the west wall. The door isn't locked.

8. Guard Station

This 4.5 meter wide by 6 meter long room is where a soldier is stationed when ever someone is in the prison holding cell. A bank of nine monitors are connected to cameras located on the outside of each cell. Another set of four monitors are linked to the interrogation rooms.

A panel built into the east wall controls the locks for all the prison cells and interrogation rooms.

This room also contains a single desk, two chairs and a couch. A weapon rack is located on the south right next to the entrance. Light is provided via over head fluorescent bulbs.

There is always a guard on duty here if anyone is being interrogated. One guard per 3 prisoners.

PD NOTE: At the time the adventure takes place, there are no prisoners being held for interrogation purposes. Feel free to chance this if you wish.

9. Main Interrogation Room

This 4.5 meter by 4.5 meter room contains a single chair which has straps on it for securing prisoners. A table is set against the north wall. Upon this table is a lie detector machine, blood pressure and heart monitor, a tape recorder and video camera for recording the interrogations. A small camera is mounted in the north west corner of the room and is linked to the security station.

The medical equipment is for monitoring the individual who would be under the influence of truth drugs such as sodium pentathol.

The room is locked from the outside but can also be opened from the security station.

The room is lit by over head fluorescent lamps. It is not a good idea to have oil lamps that could potentially be used as a weapon if a prisoner somehow manages to get loose.

10. Secondary Interrogation Rooms

These three 3 meter wide by 4.5 meter long rooms are extra interrogation rooms in the off chance that the base has captured more than one trespasser.

Each room contains a single chair with straps for securing a prisoner, and a single small table. The light is provided by overhead fluorescent bulbs. A small camera is mounted in the upper north east corner for monitoring of the interrogation.

The room is locked from the outside but can also be opened from the security station.

11. Prison Cells

There are a total of nine 3 meter by 3 meter cells here in the basement. Each cell has a single metal cot, a sink and a toilet. The cells are not lit, and the only light is provided by oil lamps which hang from the ceiling in the hallway.

12. Ammunition and Handloading

This huge chamber is 7.5 meters by 7.5 meters. Here ammunition is constantly being made with the handloading equipment supplies.

The west wall is lined with case after case of ammunition waiting to be used.

There are several work table located through out the room. The tables are covered with all types of handloading machines, molds for making the ammunition, weigh scales for the smokeless powder, smelters for the raw lead, cleaners for the used brass cases, and other similar items.

This room also contains the tools necessary for repairing and maintaining the weapons used by the bases soldiers.

Barrels of smokeless powder are stored here, as well as blocks of lead to be melted down and molded into rounds, and boxes of used brass casings waiting to be reloaded.

Due to the explosive nature of the items stored in this room, a smoke detector is located in the center of the room on the ceiling, and a total of four large water based fire extinguishers are stored about the room.

A total of twenty cases of each of the following types of ammunition are stored here:

- 7.62x51mm linked
- 7.62x51mm
- .45 ACP
- 9x19mm Parabellum
- 5.56x45mm

13. Weapon Storage

This chamber is 6 meters by 6 meters in diameter. It is filled with all kinds of civilian and military weapons, plus ammunition.

PD NOTE: Feel free to place as many different types of weapons and ammunition as you see fit.

Communications

This tiny buildings sole purpose is to handle all the incoming and outgoing messages for Area 27. It should go without saying that this buildings importance has been diminished since the

war, but it is still very useful, and thus is kept up and running. After all, they do need to keep in constant communication with the teams in the field.

The building itself is a single story structure measuring 10.5 meters long by 9 meters wide, by 3 meters in height.

The roof of the structure is covered in Antennas, Satellite dishes, microwave receivers and other similar communication devices.

Each room is lit by oil lamps, and there are no smoke detectors in this building.

For security purposes, this building has no windows, and all the doors are locked, with the exception of the furnace room and the washroom.

1. Satellite Uplink station

This small 4.5 meter by 4.5 meter chamber contains all the equipment for communication purposes, and the various decoders that were needed for linking to government satellites that were in orbit. Since the government ceased to exist 150 years ago, the satellites in orbit either ceased to function, were destroyed during the war, or had their orbit decay to a point they finally re-entered the atmosphere and burnt up.

Out of all the rooms in this building, this one is used the most. The communication counsel is monitored 24 hours a day, 365 days a year, because of the satellite communities set up, and the trade agreement with the KFS. Whenever a team is in the field, for purposes other than patrolling or hunting, they are linked to the base from this station.

2. Switchboard

This room is manned twenty four hours a day, 365 days a year. The room itself is 4.5 meters long by 3 meters wide. Here all the bases internal communications are handled. Any calls to other buildings are automatically switched through this station, and the identification of the caller and the recipient is automatically logged by the switch board operator on duty.

3. Encryption

This room measures 4.5 meters wide by 3 meters long. Here any messages received or that were to be sent were encrypted.

Any message received through the switchboard that was to be sent off the base was first sent here. The message would then be automatically encrypted, with a copy stored on computer tape drive. The message would then be sent to the satellite uplink room where it would be sent off.

Any encrypted messages that were received would be sent from the satellite uplink room and first stored on computer tape, then decrypted. From here the message would then be either printed out and sealed in an envelope, or would be sent to its recipients computer terminal. The only part of the message that would ever be seen by the encryption officer would be the name of the sender and the recipient.

Nowadays, the only time this room is used is when the base is in communication with the leaders of the KFS.

4. Storage

This tiny 1.5 by 1.5 meter room is used for storing items such as printer paper, envelopes, computer tapes, ink for the printers and the like.

5. Records

This 3 meter by 3 meter room is filled with shelves. Each shelf contains hundreds of computer tape backups and floppy disks. This is where the communication records are stored. The door to this room is locked and only the communication officer on duty, the 'Colonel' and Tony Greci have keys to this room.

6. Furnace Room

This small 3 meter long by 1.5 meter wide room contains the circuit breaker and the furnace for this building. This is where the janitorial supplies for the building are stored. Finally, a single large water based fire extinguisher is stored here.

7. Washroom

This tiny 1.5 meter wide by 3 meter long room contains a single toilet and a sink.

Helicopter Landing Pad and Hanger

This portion of the compound was dedicated to landing and storing supply and transport helicopters which would arrive once a month to bring relief personnel and supplies.

The building near the pad is large enough to house two Chinook helicopters (for both concealment purposes and to protect from the weather conditions).

The building also contains a single towing vehicle and a pair of trailers for loading and unloading cargo from the helicopters.

The building contains tools for minor maintenance that may be required to be performed on any of the landed helicopters.

A temporary barracks was set up on the second level of the building, in the off chance that a helicopter and its crew were forced to stay behind due to bad weather or a security breach.

Located near the building is a fuel pump station to top off the fuel tanks of the landed helicopters. The pump is connected to a five thousand liter AVGAS fuel tank.

The structure itself is 60 meters long by 40 meters wide by 10 meters tall.

Due to the sheer size of the building, only the work space and the temporary living quarters have heat. Light is provided by oil lamps only as the over head fluorescent bulbs were far too numerous to be replaced.

Since there has not been a helicopter landing at the base since the war, the building has been changed into a large barn.

1. Landing Pad

2. Helicopter Bay

This section of the building is large enough to store a Chinook. Now it has been rebuilt to hold a total sixty individual stalls for cattle and horses.

The rear of the room is stacked nearly to the ceiling with bales of hay imported from the farms to feed the live stock during the winter months.

Large windows are located near the top of this room on the west and north walls.

There is a 80% chance that there will be 1D6 people feeding the animals and cleaning the stables during the daytime hours

3. Helicopter Bay

This section of the building is large enough to store a Chinook helicopter. It has been converted into a horse stable, pig pen, and chicken coop. A total of thirty stalls have been constructed to hold the bases horses. A large six meter by six meter coop was constructed to house a flock of chickens. Near the front of the building is a large ten meter by ten meter pen designed to hold pigs.

To the rear of the building is a huge stack of hay and bags of oats and other grain to be used to feed the horses. As above the hay and grain are imported from the farmers.

Large windows are located near the top of the north wall of this room.

There is a 80% chance that there will be 1D6 people feeding the animals and cleaning the stables during the daytime hours

4. Maintenance / Vehicle Storage

This portion of the building is large enough to accommodate a pair of trailers, and a tow vehicle. Near the entrance is a large 3 meter long by 1.5 meter wide work bench. Next to the

bench is a huge tool chest which contains all manner of tools needed in the maintenance of helicopters. Most of the tools have long since been removed and taken to the garage, but the specific tools used in maintaining the helicopters were left behind, and they are useless to the staff now. The tow vehicle and the trailers are now stored in the garage.

This part of the building now houses a flock of sheep. A single stairwell leads upstairs into the temporary quarters. There is a 50% chance that there will be 1D3 people present here during the daytime.

Temporary Quarters

1. Control Room

This room measures 7.5 meters long by 4.5 meters wide. It contains radar, communication gear, a computer and a work table. One man is all that was necessary to run this station. Due to the nature of the base, before the war this control room was manned 24 hours a day, 365 days a year. Any aircraft flying too close to the base was first identified through the IFF (Identification friend or foe) computer. If the aircraft detected was not a re-supply helicopter it was warned away. If the aircraft refused to alter course, interceptors could be called in from the air force base in Denver. It was manned for several years after the war, but now it has been abandoned. This room is now used as a storage room.

A series of large windows line the south wall of this room.

2. Briefing Room

This room measures 6 meters by 9 meters. It was used before the war as a briefing room for the helicopter crews which brought in relief personnel and supplies to the base. It contains four 4.25 meter long benches which face a small podium at the north end of the room. A single door is located at the south end of the room.

The room is now used as a communal room for the herdsman that now live in this building. The benches have been placed along the east wall, and several couches and chairs have been brought in. A single long 2 meter by 1 meter table surrounded by chairs dominates the center of the room. Light is provided by oil lamps and windows located along the east wall of this room.

There is a 10% chance that 1D5 people will be present during the daytime. At night there is a 75% chance that 1D12 people will be present.

3. Restroom

This room contains four shower stalls, three toilets, and three sinks. It was used by any air crews that were forced to stay overnight at the base. A series of windows are located on the north and east wall of this room.

There is a 30% chance that 1D2 people will be present no matter the time of day.

4. Bunk room

Six double bunks and lockers are available for the helicopter and their crews forced to stay the night.

Now this room is used by the herdsman who take care of the cattle, horses, and other animals that are housed in the hangers.

There are windows located on the north and south walls of this room.

There is only a 5% chance that 1D2 people will be present during the daytime. At night there will be 4D6 people present, sleeping, reading, or talking quietly.

Mess Hall

This single story building measures 18 meters wide by 42 meters long by 3 meters in height. As the name implies, it is where the bases military and support staff come to eat their meals. The hall can accommodate up to 90 people at one time.

Light is provided by candles and oil lamps located on the walls and the tables.

There are always 3D10 people in here at various times during the day, except at 0500 hours, 1200 hours, and 1900 hours which are the primary meal times. At these times, there are 6D12 people present eating. People begin to file in half an hour before the meal times, and slowly trickle out over an hour and a half.

1. Main Dining Hall

This room contains a total of fifteen 3 meter long by 1.5 meter wide picnic style dining tables. Each of these tables can sit 6 comfortably.

There are a total of six doors in this room. The two doors in the center of the northern wall lead to the outside. To the right and left of these central doors are two more doors which lead to the male and female bathrooms. Two doors are located on the southern wall. These lead to the kitchen and prep area.

On the southern wall located between the two doors is a buffet table where the food that was prepared by the kitchen staff is placed for the diners to choose from.

On the west wall is an L shaped table on which the plates, cups and cutlery is placed. One table located on the east wall is where juice, water, and coffee machines are located.

Windows run down the length of the east and west walls.

2. Kitchen

This room contains four large refrigerators, one large grill, a deep fryer, five stoves, and a bread oven. At one time, this room had a series of microwave ovens, but over the years they broke down and have long since been removed.

Also located here are three food preparation counters, two long cupboards for storing spices and ingredients that do not have to be kept refrigerated. Located above the preparation counters are racks that hold pots and pans, and the utensils used in the preparation of the meals.

On the north wall located between the two doors leading to the dining area is a large counter. This counter has three sinks in it for washing dirty dishes. This counter is open to the dining hall. As the personnel finish their meals, they are expected to bring their dirty dishes to this counter, wash them, then place the clean dishes in drying racks located next to the sinks.

This room also contains three doors on the southern wall, as well as the two doors which lead into the dining room.

Windows are located on the west and east walls.

There is always one cook present for every ten people inside the dining hall.

3. Walk in Freezer

This large 4.5 meter by 4.5 meter chamber is where meat and other perishable food items are stored. Whole carcasses can be stored in this room.

4. Storage

This 3 meter wide by 4.5 meter long room is where the buildings furnace and hot water heater are located. This room is also used to store extra pots, pans, dishes, and utensils not currently in use.

5. Foodstuff storage

This room is where all non perishable foodstuff is stored. Here sacks of flour, bread, pasta, sugar and other similar items are stored.

6. Male Washroom

This room measures 4.5 meters wide by 6 meters long. It contains four toilets, 3 urinals, and 3 sinks. Light is provided by windows which are located on the north, east and west walls, and oil lamps.

There is a 50% chance of 1D4 people present at anytime other than meal time. At mealtime, there are 1D6 people present in this room. This goes as well for the female washroom (room 7).

7. Female Washroom

This room contains six toilets and two sinks. The room measures 4.5 meters wide by 6 meters long. Light is provided by a series of windows are located on the north, east and west walls, and oil lamps located on the walls.

Hydroponics

This series of buildings were originally constructed for the purposes of growing various specimens of plants that were used in the creation of medical drugs and for experimentation purposes.

Each structure measure 27.5 meters long, by 37.5 meters wide, by 4 meters in height.

The roof of the structure is constructed of glass to allow natural sunlight to filter in, providing the plants with a constant source of UV radiation which they need to grow.

A total of sixty three hydroponics tables are located in each of the buildings. Ultra violet lamps are located above each of the table (mainly used during the winter months when daylight hours are greatly reduced).

A total of four buildings were constructed. Each building is devoted to a different type of growing environment. Building one is dedicated to tropical rain forest plants. Building two is used for growing temperate plants. Building three is used for growing desert based plants. Building four is used for swamp based plants.

The hydroponics labs are still used in growing specialized plants, but now they are also provide the compound with coffee, tea, and fresh vegetables during the winter months.

There is a 45% chance that 1D4 people will be present in any of the rooms unless otherwise noted.

1. Entrance

This 4.5 meter long by 1.5 meter wide hall is the only entrance to the building.

2. Preparation / Seed storage

This 4.5 meter wide by 7.5 meter long room is where the harvested plants are bundled up to be sent to either the laboratory or to the kitchen. Here several 2 meter long by 1.5 meter wide tables are located. The eastern wall contains a long cupboard. Located in this cupboard are various gardening tools. Also located here are plant containers of every size and description.

Here the seeds of all the different plants are stored in special computer monitored filing cabinets. Spare seeds for the plants are stored in the laboratory itself.

Light is provided by oil lamps and windows which are located on the east wall.

3. Water and Fertilizer mixing

This room measures 4.5 meters wide by 12 meters long. Here large tanks are located. These tanks are filled with both water and chemical fertilizer. Here pipes travel from tank to tank where the fertilizer is mixed with water. This mixture is then shunted to the hydroponics tables.

A computer system controls the mixtures (depending on the type of plant being grown), the amount of water that is sent to each tables, and alerts the staff if they are running low on fertilizer or if a pipe happens to be plugged.

Light is provided by overhead fluorescent lamps. Windows are located on the east wall of this room.

4. Maintenance

This room measures 4.5 meters wide by 3 meters long (except for a little alcove located in the far southeast corner. The room is filled with tools, spare pipes, trolleys, UV lights, and all the

janitorial equipment needed in the building. Light is provided by oil lamps or the windows which are located on the east wall of the room

5. Washroom

This 3 meter wide by 1.5 meter long room contains a single sink and a toilet. The light is provided by oil lamps.

6. Monitoring

This 4.5 meter wide by 3 meter long room is where the hydroponics tables are monitored. The room contains a single desk with a chair, a filing cabinet, and a huge book shelf which takes up the entire south wall. Located on the desk is a computer system.

The computer system monitors the water level, temperature, chemical compound, and plant growth of each table. The computer has a vast data base which it constantly accesses during its monitoring.

The bookshelf is filled with books on various plants and hydroponics. The information here is invaluable to the project.

Light is provided by oil lamps and the windows line the south and east wall.

Storage, Maintenance, and Miscellaneous Buildings

The old storage and maintenance buildings are now used for many different purposes. Below are the various buildings, their sizes, and what they now contain. There is only a 15% chance that 1D4 people will be present at any time in any of the storage or maintenance buildings.

Maintenance Building One

This 20 meter long by 10 meter wide, by 3 meter high building is dedicated to the maintenance and care of the compounds lawns, gardens and trees. The room is filled with bags of fertilizer, and vegetable seed (for the summer growing months) several lawn mowers, dozens of spare parts for the lawnmowers, rakes, hoes, shovels, picks, tree pruner's, axes, push brooms, wheel barrels, buckets, watering buckets, and other similar items.

Windows are located on all four walls. A single two meter wide door allows access to the building. This door is located on the south face of the wall. Light is provided by oil lamps. The building is not heated during the winter months.

Maintenance Building Two.

This is the largest of the three maintenance buildings This building is 60 meters by 35 meters, by 3 meters tall. It contains several hundred meters of fencing, metal fencing posts, bags of cement, and all the tools needed in the repairing and maintaining of the compounds security fences.

The building is not lit, or heated during the winter months. Windows are located along the four walls. A single 2 meter wide door is located on the east wall. Located directly beside this is miscellaneous building 9.

Maintenance Building Three.

It measures 50 meters long by 30 meters wide by 3 meters high. It is dedicated to the maintenance of the compounds buildings.

Here all the tools need for construction and maintenance are stores. Hundreds of hammers, drills, hand saws, crowbars, power tools are stored on the walls and shelves. Various table saws, planers, drills and other similar items are here for the forming of building materials. This room also contains the tools needed for turning raw wood into lumber for the buildings.

Huge piles of lumber, nails, coils of wiring, metal and plastic pipe, lead, glass, bags of cement, fluorescent light tubes, and other building material.

The building is heated, and it is lit. Windows are located on all four walls. A two meter door is located in the center of all four walls.

Storage Building One

This huge 75 meter by 75 meter, 3 meter high building is used for storing literally tons of appliances (such as washing machines, stoves, refrigerators, microwave ovens, dryers etc.) which were salvaged from the nearby ruins, thousands of lamps, televisions, VCR's, camcorders, radios, computers, stereo systems and other electrical goods. They are all neatly stored on shelving units throughout the building. Each shelf has a log book hanging off a hook in which any items that are removed or placed are recorded. Needless to say, after 150 years, some of these record books are hundreds of pages long.

This is one of the buildings that was constructed after the war. The building is not heated. Light is provided by oil lamps or by the windows located on each wall. A single two meter wide door is located on the north wall of the building.

Storage Building Two

This building is 30 meters long by 25 meters wide. It is used to store food. The building has dozens of shelves upon which sit sack of vegetables, grain, preserved fruits and vegetables, smoked meat and fish and other food stuffs. There is enough food stored in this building to feed the entire base for eight months (without re-supply).

The building is temperature controlled, and has no windows. Light is provided by overhead fluorescent bulbs. It is also locked and can be opened by either the head cook in of the mess hall, the security commander, or by Tony Greci.

The building is inspected at least once a week to make sure that it is still structurally sound. If any deterioration is detected, it is repaired immediately.

Storage Building Three

This building is 20 meters long by 30 meters wide, by three meters tall. It is filled with hundreds of spare parts for the vehicles that the base salvaged over the years. Just about any type of motor part can be found here. The building also contains dozens of windshields, side and rear windows. Stored on the outside of the building are hundreds of tires which were salvaged to be used only when needed. These spare parts are in addition to the parts stored in the garage.

The building has a single three meter wide sliding door located on the west side. Windows are located on all four walls. Light is provided either from the windows, or oil lamps.

Storage Building Four

This is the smallest of the storage buildings. It is only 7.5 meters long by 10 meters wide, by 3 meters tall. This building is filled with paper products of all manner. Boxes of blank printer paper, foolscap paper, printer ribbons, bottles of ink and toner, pencils, pens, markers and the like. None of these items are pre-ruin. They have all been imported from the KFS.

The building is lit by overhead fluorescent bulbs. It is windowless, and has only one 1.5 meter door located on the north wall. It is locked and only Tony Greci, the 'Colonel', and the head of each department have keys to this building.

The building is not heated. Considering the nature of the items stored here, it has a smoke detector, and a large water based fire extinguisher located beside the entrance, and one in each corner of the room.

Miscellaneous buildings

Each of the following buildings were constructed after the war and it shows. Several are constructed from salvaged bricks and wood, some are nothing more than large elaborate log buildings, where as some are a combination of both. None are heated, or have windows or electricity. The keys for any of the buildings mentioned as being locked are held by the master or main worker of each building, such as the head tanner or the blacksmith.

Miscellaneous building One

This 20 meters wide by 15 meters by 3 meters high. It contains the equipment for pulping wood to make paper. There are 1D8 people present during the daytime. This building is locked at night.

Miscellaneous Building Two

This small building is only 5 meters long by 5 meters wide, by 3 meters high. It is used to make glassware. There is a 25% chance that 1D3 people will be present at any time. If the building is unoccupied, it is locked.

Miscellaneous Building Three

This building is 4 meters wide by 10 meters long, by three meters high. It has only three walls. It is the compounds blacksmith shop. There are always 1D3 people present here, except at night. The blacksmith will not work during the night.

Miscellaneous Building Four

This 10 meter by 10 meter by 3 meter high building is filled to the ceiling with tons of scrap metal to be used by the compounds blacksmith.

Miscellaneous Building Five

This small 15 meter by 15 meter by 3 meter high building contains several stills used for making the bases alcohol for both personal consumption and to be used by the bases vehicles.

There are always 1D5 people working here during the daytime. At night a single guard is stationed outside the door.

Huge 55 gallon drums are stored inside the building. These are filled with wood alcohol to be used by the compounds vehicles. The drinking alcohol is stored under lock and key in a 2.5 meter by 3 meter room located inside this building. Tony Greci is the only one who has the key for this room.

Miscellaneous Building Six

This 5 meter by 5 meter by 3 meter high building is used for smoking meat and fish. A huge pile of wood is stored on the east side of this building. There is a 30% chance of 1D3 people being present at any time. When no one is working, the building is kept locked.

Miscellaneous Building Seven

This 10 meter wide by 4 meter long by 3 meter wide building is used for tanning hides for production of clothing and other goods. There are always 1D6 people here during the daytime. Unless ordered by Greci, no one works during the night and the building is locked up.

Miscellaneous Building Eight

This 6 meter wide by 15 meter long by 5 meter high building is used to shear the compounds sheep. The wool is then turned into cloth inside this building. Here the cotton and the wool, both grown and traded for is also converted into clothing and bandages. There is only a 20% chance that 1D4 people will be working here during the daytime. The building is kept locked up at night.

Miscellaneous Building Nine.

This large, 30 meter by 30 meter, by 3 meter tall building is about half full of salvaged building material, such as bricks, doors, cupboards, pipes, wiring, wooden panels, glass panels, cement blocks and the such. At one time the building had been filled to its capacity with building material salvaged from the nearby ruins. Now, 150 years later, just over half the goods have been used in the maintenance and construction of new buildings in the compound.

Administration Building

This is one of the largest buildings in the compound. It measures 58.5 meters long by 37.5 meters wide. The building consists of a basement and two floors. Each floor is 3 meters in height.

It was originally constructed to house the base administration, government liaison and the records of the bases activities and projects.

150 years after the war, it is still used by the compounds administration, and copies of all records are kept here, but it also is used as a school, and even several of the base staff have moved into this building and live here on a full time basis.

Unless otherwise noted, all the rooms on either floor are locked. And there is a 25% chance that unless noted 1D3 people will be present during the daytime.

The walls in this building are not soundproof.

Level one

1. Entrance / Reception

This 6 meter wide by 7.5 meter long room contains several chairs, a small couch, a magazine rack (now empty), and a single desk located on the northern wall.

Two doors are located on the south wall and they lead outside the building. A single door located on the north wall which leads into the interior of the administration building is locked at all times. The guard has the key to unlocking the door, and it can also be opened automatically from the guards desk.

A guard is stationed here 24 hours a day, 365 days a year. Anytime someone who is not part of the staff, or is not a permanent resident of the building will be stopped and asked to state their intentions. If they are here to see someone, the guard can easily contact that person via an elaborate intercom system which is located on the desk. This intercom system is linked to just about every room in the building.

Once the person in question has been contacted, the guard can either allow the visitor into the building, or the visitor can wait to be met.

Since this building is also used as the school, students are automatically allowed into the building after signing in at the desk.

2. Offices

This floor contains a total of twenty nine offices which measure 4.5 meters by 4.5 meters. Each office contains a single desk and chair, a filing cabinet, shelving unit, and two small hard backed chairs located in front of the desk.

Located on the desk is a computer terminal linked to the administration computer. The shelves are filled with technical books while the filing cabinet contains research reports and other similar files.

Quite a few of these offices have been converted into quarters. Each of these quarters contain a single bed, dresser and night stand. The desk is still located here, making the room quite cramped. All offices that have been converted to quarters are designated as 2A.

Out of all the offices, only nine have windows. These rooms are designated 2B.

As with just about every other room located on the base, these rooms get their lighting from oil lamps.

There is a 80% chance of the offices being occupied during the daytime. At night this drops to only a 20% chance. If someone is present, there will be 1D3 people. The offices that have been converted into living quarters have a 80% chance of being occupied during the night time.

3. Classrooms

Several sections of the building have been renovated to provide classrooms for the compounds staff and children. Each of these rooms are 9 meters long by 15 meters wide. They

contain a total of twenty classroom desks, one desk for the teacher. Shelves for work books and text books are located on the walls.

Only two of the classrooms in this level have windows. They are designated 3A and 3B. Classroom 3A has the windows on the west wall, where as Classroom 3B's windows are located on the south wall.

The classrooms are lit by oil lamps.

During the daytime, between the hours of 0800 and 1500, there will be one teacher and 3D10 students present. Classes are not held during the night.

The classrooms are not locked.

4. Computer Rooms

There are two computer rooms located on this level. Each room measures 6 meters long by 4.5 meters wide. Here the administration main frame computers are located. There are shelves located on each wall. These shelves contain tape back ups the base has done over the past 150 years. Needless to say, there are a LOT of tapes located here. Of course, they import blank tapes from the KFS.

A desk is located in each room. From here the computers are monitored, back ups made, logs kept of who accessed the mainframes and from what location, etc. The staff on duty are trained completely in the operation of the mainframes and the various network systems.

Due to the nature of the computers here, the rooms are air conditioned (pretty much the only rooms in the entire compound, except for the labs themselves), and light is provided from overhead fluorescent bulbs.

The only entrance to these rooms are located on the south walls. These door are locked at all times. The only people who have the keys for these rooms are the technicians, the on duty guard, the 'Colonel', and of course Tony Greci.

There is a 65% chance that 1D4 computer technicians will be present at anytime, day or night.

5. Computer Storage

This small 3 meter wide by 4.5 meter long room contains shelves which are filled with computer components such as memory chips, hard drives, disk drives, video cards and other similar items. Many of these items have been imported from the KFS, while some are from the Gypsy Truckers.

PD NOTE: If the project inspects the components, they will discover that the items obtained from the Gypsy Truckers were not only manufactured recently, but are not from the KFS!

A small one meter long table is located along the north wall. This wall is covered with the necessary tools for repairing and maintaining computer components.

This chamber is locked. Consult the list of names in room four for who has the keys.

Light is provided by oil lamps, and powerful desk lamps.

6. Assignment Room

This 9 meter wide by 7.5 meter long room is where the Tony Greci assigns missions to the bases staff. Here the trade caravans are arranged, trade ambassadors named, meetings held, and so forth.

The room contains a single podium located near the center of the south wall. A total of thirty chairs of all makes are lined up in neat rows facing the podium.

The east and south walls have windows. These windows provide natural light. If a meeting is held during the night hours oil lamps provide the light.

There is a 90% chance of this room being occupied by 3D6 people at 0500 hours. The rest of the time, there is only a 20% chance of 1D3 people being present.

7. Coffee Room

This 7.5 meter wide by 4.5 meter long room is where the administration staff comes to relax and have a cup of coffee.

The room contains a single one meter by half meter long table located on the north side of the entrance. Set on the table is a large coffee maker, several small electric kettles, cups and spoons.

A counter with a sink is located on the far east wall. This is where the cups are washed, and the water for the coffee maker and electric kettles is obtained.

PD NOTE: The coffee is grown here in the hydroponics buildings, and on top of that, they get more coffee directly from the gypsy truckers who ply their trade in what is left of Mexico and South America.

This room also contains several armchairs, one couch, and two coffee tables. The entrance is not locked.

There will be 1D4 people present here during the daytime. At night there is only a 5% chance of 1D2 people being present.

8. Washroom, Female

This 4.5 meter wide by 7.5 meter long room contains a total of seven toilets which are lined up on the west wall. Located on the east wall is a counter with five sinks.

Light is provided by either oil lamps or natural light which comes in from the windows located near the ceiling on the east wall.

9. Washroom, Male

This room is 7.5 meters wide by 3 meters long. It contains a total of five toilets and 4 urinals which are located on the south wall. Located on either side of the door on the north wall are two counters with a total of four sinks.

This room has no windows and light is provided by oil lamps.

PD NOTE: Neither room is locked, and there is a 50% chance of 1D3 people being present at any time, day or night.

10. Video Room / Felicity Barnes

The door has a name tag located at eye level. The door is locked and the key is held by librarian who took over this room as her private quarters.

This 6 meter by 6 meter room was originally used to show the administration staff video reports prepared by the scientists in the labs, or reports sent from Washington. Now this room has been turned into private quarters.

The room contains a couch, two chairs, a coffee table, a bed, night table, and dresser. The television and VCR are still mounted on the wall, even though they are no longer used.

The room has no windows, and light is provided by oil lamps. The door is locked, and there is a 95% chance that Ms. Barnes will be present during the nighttime. There is only a 5% chance she will be here during the daytime.

11. Stairs

The stairs located on the east wall lead to the basement. The stairs located on the west wall lead to the second level.

12. Storage

This 4.5 meter wide by 3 meter long room is used to store paper products and chairs that are used by the staff here.

The room is not lit. Located on the east side of the door is a large water based fire extinguisher. The door is not locked.

13. Library

This is the largest room on this level. It measures 15 meters wide by 18 meters long. It is lined with shelves which are filled with thousands of technical books, research reports, maintenance manuals and other similar books. It is a invaluable treasure trove of pre ruin knowledge.

As with the library located in the recreation building, this room gets its light from overhead fluorescent bulbs, because it is far too dangerous to use oil lamps here. A small water based fire extinguisher is located at the end of each shelf. Of course a smoke detector is located in the center of the ceiling.

To maximize the room, no tables are located here. If anyone wants to borrow a book, they must check it out with the on duty 'librarian'. Here the name of the individual and the title of the book or report are recorded. This is to insure that the valuable books never disappear.

A card index file is located at the far end of the room, just south of the entrance to Ms. Barnes office.

The north and west walls are lined with windows which provide natural light.

The room is open only from nine to five every day. When the library is closed, the door is locked. The only people who have the key to this room are Ms. Barnes, Tony Greci, and the 'Colonel'.

In the off chance that someone wants to pick up a book or report after hours, they can contact Ms. Barnes who will open the library long enough for that person to locate the desired item.

There is a 95% chance that Ms. Barnes will be present during the daytime. This drops to 5% at night. If she is present, there are always 3D4 people in the library during the daytime, but only 1D2 people during the night.

14. Library Office

This small room is only 4.5 meters long by 3 meters wide. It contains a single desk and a chair. The walls are lined with shelves. Here Ms. Barnes tracks the location of all the books that are removed from this room.

As with the main library, this room is lit by overhead fluorescent bulbs.

Located on the north wall are windows to provide the room with natural light during the daytime.

Level two

1. Large Offices

These 6 meter wide by 7.5 meter long rooms are located in all four corners of this level. These offices are used by the base commanders. Tony Greci is in office 1A, the colonel uses office 1B, the head of supplies / contact is in office 1C, and finally, the chief medical officer is in 1D.

PD NOTE: Both Greci and the Colonel maintain offices elsewhere in the facility.

Each office has the name of the occupant on a name plate located at eye level on the door. And, of course, each office is locked. The only people who have keys for these doors are the occupants themselves, and of course Tony Greci.

The interior of each office reflects the taste of the owner. For example, the colonel has pictures of military weapons and equipment on the walls, and he proudly displays a battered old M-16 which he took as a trophy from his first kill after the world went to hell. Tony has a model of

a DNA helix on his desk, medical doctorate degrees on the walls, pictures of successful experiments, and so forth.

They do have several items in common though. Each office has a huge oak desk, a plush leather chair, filing cabinet, a small round table with several chairs for meetings, a telephone and of course the intercom, and a computer system.

Each room is lit by overhead fluorescent bulbs, and lamps on the desk. Light is also provided from windows which line two of the four walls.

There is a 60% chance that the offices will be occupied by the owner and 1D3 people.

PD NOTE: Remember, if Tony or the Colonel are located anywhere else on the base, they cannot be here!

2. Medium Offices

There are a total of eight of these offices on this level. Each offices measures 6 meters by 6 meters. They are used by the various department heads, and as the large offices the only ones who have keys for these rooms are the occupants, and Tony Greci.

Windows are located on one wall only, this provides natural light on top of the oil lamps which are located here.

Each office has a large desk with a plush chair, a filing cabinet, a phone and intercom, a small coffee table with two chairs.

As with the larger offices, these are filled with personal momentous and similar items which reflect the owners personality and make each office unique.

There is a 40% chance that each office will have 1D3 people in them at any time of the day or night.

3. Classrooms

As with the classrooms on the lower level, several sections of this level have been renovated to provide classrooms for the compounds staff and children. Level two classrooms are devoted for higher levels of learning. Here the classroom work for medicine, electronics, etc. are taught.

Each of these rooms are 9 meters long by 15 meters wide. They contain a total of twenty classroom desks, one desk for the teacher. Shelves for work books and text books are located on the walls.

Only three of the classrooms in this level have windows. They are designated 3A The windows are located on the south wall.

As with the classrooms on level one, light is provided from oil lamps.

Because these classrooms are where advanced sciences are taught, they are typically only used from 1500 hours to 2100 hours. During this period, there will be one teacher and 3D4 adult students present. Before or after these hours, there is only a 25% chance of 1D3 adults being present.

When the rooms are not in use they are locked.

4. Small Offices

A total of twenty three small offices are located on this level. They are identical in size and shape as the offices on level one. The contents are also similar to those located on level one.

Out of the twenty three offices, only seven have windows. These are designated as 4A.

None of these offices are used as quarters.

There is a 35% chance that there will be 1D3 people present during the daytime hours. This drops to only a 5% chance at night.

5. Conference Rooms

There are two of these rooms located on this level. They measure 7.5 meters by 7.5 meters. Here staff meetings are held around a pair of huge six meter long by 2 meter wide tables which are surrounded by a total of twenty eight chairs.

A small table located on the south wall near the entrance. Here pitchers of water and glasses are stored to be used during the meetings.

Each room is lit by overhead fluorescent bulbs. No windows are located in either room.

There is a 30% chance that a meeting will be going on at any time. If this is the case, there will be 2D10 people present.

When the rooms are not in use, the doors are not locked.

6. Washroom, Male

This 7.5 meter wide by 4.5 meter long room contains a total of 5 toilet stalls, 4 urinals, and a counter with four sinks.

Light is provided by oil lamps located on the walls.

7. Washroom, Female

This long room measures 4.5 meters wide by 13.5 meters long. A total of 16 toilet stalls are lined up along the east and west walls. A counter with six sinks is located on the east wall.

Light is provided from both oil lamps, and a series of windows located near the ceiling on the east wall.

PD NOTE: There is a 80% chance that there will be 1D4 people present during the evening classes. Any other time, there is only a 20% chance of 1D2 people being present. And, of course, the doors are not locked

8. Janitorial Room

This tiny 1.5 meter wide by 4.5 meter long room is used to store mops, buckets, brooms, cleaning rags and other similar items. A large sink is located on the south wall of this room. The door is not locked.

9. Storage Room

This 6 meter wide by 3 meter long room is filled with shelves which contain paper products, extra chairs, small items of furniture, spare light bulbs and fluorescent lamps.

The room is not locked.

10. Storage Room

This room is identical in size and shape to room 9. Likewise, the contents of this room are similar. This chamber isn't locked.

11. Coffee Lounge

This 7.5 meter wide by 3 meter long room is just another coffee room, with the same contents as room 7 on level one.

There is a 70% chance of 1D4 people being present during the classroom hours. Any other time of the day there is only a 25% chance of 1D2 people being present. The door to this room is never locked.

12. Storage Room

This 3 meter wide by 4.5 meter long room is used for storing extra furniture, computer terminals, phones, and other electronic devices not currently being used by the staff here on level two. The room is not locked.

13. Stairwells.

The stairwell located on the east side of the level leads down to level one. The stairwell on the west side of the level leads to the roof.

Water Treatment Plant

This large measures 50 meters long by 50 meters wide. The building is located on the south west side of the compound. Water is pumped from through huge pipes which originate in the Canadian river to the west. Here the water is put through a series of filters to remove any contamination and impurities.

The building consists of three rooms. The first and largest of the rooms is dedicated to piping in the water and purifying it. Huge pipes which are buried below the ground bring fresh water into the base.

The second room is only slightly smaller than the first. This room takes all the liquid waste that has been shunted from the sewage treatment plant, purifies it, and then returns it to the Canadian river via another series of large underground water pipes.

The third and final room is the smallest. It is a control room which is monitored 24 hours a day, 365 days a year. A computer system monitors the flow of the water through the pipes, checks for contaminants, and warns the operator if a blockage occurs, or if a filter needs to be changed, or if any unusual contaminants are detected.

The filters are designed to be removed and cleaned by hand, then replaced. Over the years, the base has switched over the old filters to sand based filters because it is far easier to replace, and they don't need to import the filters from the KFS.

Sewage Treatment Plant

This large building is located in the far southeast corner of the compound. It is actually bigger than the water treatment plant measuring 70 meters wide by 50 meters long.

There are only two rooms in this building. The first room is where the compounds raw sewage is sent. The sewage goes into a series of filters to clear the water as much as possible. This semi clean water is then shunted to the water treatment plant. The solid sewage is then transferred from the filters and sent to huge incinerators. The ash left over from the sewage is then taken to the hydroponics, or spread out over the compounds gardens for fertilizer.

The second room is the monitoring is for monitoring. This room is manned at all times, 24 hours a day, 365 days a year. A computer controls the flow of the sewage, monitors the condition of the pipes and filters, lets the monitor know if any problems occur, and so forth.

Hydroelectric Plant

Located nearly seven kilometers from the compound is the hydroelectric plant which provides the base with its power and water. The plant is located on the Canadian river.

The plant is nothing more than a small dam with turbines located along the top. A series of pipes located at the bottom of the plant transport fresh water from the river to the compound.

A small monitoring shack is located one hundred meters up the bank away from the dam to prevent erosion from destroying it. This small building is only five meters by five meters. It is heated by space heaters, and contains a small cot, desk, chair, toilet sink and shower, communication link, a computer terminal and a control panel, and a old fashioned pot bellied stove for cooking and boiling water.

Originally the shack had fluorescent lights and a microwave oven, but they have long since been replaced by oil lamps and the aforementioned pot bellied stove.

The wood for the stove is located next to the shed itself.

The computer is linked to sensors located on the dam. If anything goes wrong, the computer informs the monitor of the problem so it can be corrected.

The control panel operates the flow gates to increase or decrease the speed of the turbines depending on the power requirements of the compound.

This small building is manned 24 hours a day, 365 days a year. The monitors stay here for seven days before they are relieved. The individual on duty is armed with an assault rifle, handgun, and half a dozen magazines for each.

Laboratory Entrance

This building is 13.5 meters by 13.5 meters. It contains a total of six rooms. This building is the only way to get into the laboratory one thousand meters below the surface.

The building has no windows, and light is provided by oil lamps.

1. Entrance

This 4.5 meter wide by 3 meter long room is the first security check point. Here the individual entering the building either shows their identification, or they state their intentions. The security personnel stationed here can then unlock the door and allow the individual to enter the building.

If someone wishes to blow the doors open, it will require 300 points of damage as the doors are constructed of thick metal.

2. Waiting Room

There are several couches and chairs here for visitors or personnel to use while waiting for the elevator to arrive. There is a 60% chance of 1D10 people waiting here at anytime during the day or night.

3. Security Station

This room is designed to hold a six man security detachment. The room is 4.5 meters wide by 6 meters long. There are only two doors here. The door on the south wall is locked from the inside and can withstand a total of 150 points of damage before breaking open. The wall in the far north east corner leads to the room containing the equipment for the elevator.

located on the west wall is a weapon rack. The rack has a chain running through it, securing the weapons to the rack. This chain can take 25 points of damage before breaking. The rack holds the following weapons:

- 6 M-16A1 assault rifles (pg. 14 TM 1-1)
- 6 H&K CAWS shotguns (see new equipment section)
- 6 MP5K PDW submachine guns (see new equipment section)
- 36 magazines of 5.56x45mm
- 36 magazines of 9x19mm Parabellum
- 4 Cases of 12 gauge 00 buck

A table with six chairs is located in the center of the room. This is where the security personnel sit, ready for action.

The room is manned 24 hours a day, 365 days a year.

PD NOTE: Only one guard is located here at any time. Since the base has not once been attacked, or the lab breached, the habit of keeping six armed guards has fallen out of practice. The only time more than one security guard is stationed here is when prisoners or experimental subjects are brought in from the field.

4. Elevator Machinery

This 1.5 meter wide by 4.5 meter long room contains the machinery for the elevator.

PD NOTE: If a team is resourceful enough, they can sabotage the machinery here. 250 points of damage will disable the elevator, so that it cannot move, but can be repaired. 700 points of damage will totally destroy the elevator machinery, effectively trapping those

below in the lab facility permanently. This would be one way of making sure the virus is never allowed to reach the surface, but the loss of incredible medical knowledge would be tragic.

5. Security Monitoring

This chamber is identical in size and shape to the guard ready room (room 3). A single door is located on the south side of the room and is the only way in or out. As with the ready room, this room is manned 24 hours a day, 365 days a year.

The room contains a single chair, and the walls are lined with security monitors which are linked to the entrance, the security check points on each level, and the cells containing the 'experiments' and 'test subjects (located on level 3).

A small control panel has a communication link to the security building and the security checkpoints on each level. The control panel also can lock and unlock the main entrance, raise and lower the elevator, and switch from camera to camera in the various locations in the labs.

The door to this room is locked at all times. It would take a total of 150 points of damage to blow the door off its hinges.

PD NOTE: The only people who have keys for the security check points are the guards on duty at the time, the 'Colonel', and Tony Greci.

6. Elevator

The elevator itself 4.5 meters by 4.5 meters. It was designed to ascend or descend the entire length of the shaft in five minutes. This was done on purpose to give the security staff time to prepare in the off chance someone managed to penetrate the entrance, or an experiment somehow managed to escape its confinement.

Laboratory Level 1: Hospital

The first level of the laboratory facility is a dedicated hospital. Everything that would be found in a full sized hospital is found here. Examination rooms, wards, intensive care, isolation, and the like.

The corridors and rooms are all lit by fluorescent lights. Camera's are mounted in most hallways and rooms. These cameras are linked to the security checkpoint.

The halls throughout this level are three meters wide, for ease of movement and transporting patients from one area to another.

The entire level is climate controlled and remains at a constant 75 degree's F.

Unless otherwise mentioned, each and every door is unlocked. The only people who have the keys to the locked rooms are the security guard, the head nurse, and the surgeons. However. All the doors can be locked or unlocked from the security station (room 2).

Please note that every time a room is locked, and a key is mentioned, it is actually a key CARD.

The following rooms have cameras in them: 9, 13-15, 19, 20, 24, 25, 26, 27, 28, 30, 31, 33, 38, and 39. Some cameras are also located in the halls. They are designated with a C.

Please note that all the rooms are sound proof. No sound can be heard coming from the rooms, or no sound can be heard coming from the halls while inside the room.

Each and every room on this level are linked together and to the security room via an elaborate intercom system.

1. Elevator

This is the main elevator which link all the levels together and to the surface. A 4.5 meter door slides into the roof. The door opens to reveal 4.5 meter wide by 3 meter long room blocked off by another large metal door. A single camera is located in the northeast corner of the room.

Both doors can withstand 400 points of damage before being breached.

2. Security Checkpoint

This 4.5 meter wide by 3 meter long room is where all the camera's on this level are monitored. A bank of video monitors are located on the south wall. Here the images cycle through the cameras located throughout the level.

This station is manned 24 hours a day, 365 days a year. The guard is armed and can call for backup from either the surface or one of the other levels. This guard is armed with a MP5 submachine gun, and four fully loaded magazines for the weapon.

Located on the north wall, next to the door is a control panel. Here the guard on duty can close down any section of the base via remote controlled locks. A communication unit is also present so the guard can contact or be contacted the other levels.

Also located here is a large water based fire extinguisher.

3. Dining / Lounge

This large chamber measures 9 meters by 9 meters. Here the on duty staff can come to relax and grab a quick bite to eat.

The room is filled with several couches and stuffed chairs. A pair of large tables surrounded by six chairs are located in the center of the room. Located on the east wall, just south of the entrance is a small table upon which rests a coffee machine, sweetener, and cups.

The room used to have a television and VCR, but they have long since been removed and placed into storage.

4. Kitchen

This large 6 meter wide by 10.5 meter long room is where the food is cooked for anyone who is currently under the care of the hospital staff.

A long 6 meter preparation counter is located on the west wall. Located above the counter is a cupboard which contains plates, cups, utensils, and other similar items.

Placed along the east wall are three full sized stoves, three large refrigerators, a deep fryer, two microwave ovens, and a bakery oven for bread.

The refrigerators contain fresh vegetables and milk which are replenished on a weekly bases.

The south wall has three large one meter square sinks for cleaning the dirty dishes.

A single door located on the far north east wall leads into a large walk in freezer where perishable foodstuffs are stored.

Stored on the north wall are three large carts which are used to bring meals to the patients. The staff is expected to prepare their own meals while they are on duty.

5. Walk In Freezer

This room is 3 meters by 3 meters. It is used to store meat and other perishable foodstuffs. There is enough food stored here to feed thirty people for two weeks.

6. Laundry

This 6 meter by 6 meter room contains a total of four industrial sized washing machines and dryers. The washers are located on the north wall. The dryers are located on the east and south walls (two on each.). Two large 3 meter long by 1 meter wide tables are located in the center of the room.

Located on the west wall is a soap and softener dispenser. As with the other laundry rooms located through out the base, the soap and softener are automatically dispensed in the correct dosage for the load size placed in the washing machine.

PD NOTE: Needless to say, the softener is no longer used. The original soap has been replaced with soap made right on the base.

7. Janitorial

This room is 4.5 meters by 4.5 meters. It contains the mops, buckets, corn brooms, push brooms, rags, disinfectants, cleaning carts and so forth. This one room is used for cleaning the entire level.

8. Examination Rooms

Three examination rooms are located here. They are exactly the same size and shape. Each room measures 6 meters wide by 4.5 meters long.

A single bed is located in this room. Attached to the bed is a metallic 'tree' for hanging IV bags, Blood transfusion equipment and so forth. Next to the bed is a metallic tray which is used by the doctor for simple medical procedures such as stitching, cleaning wounds and so forth.

A large cabinet is located on the wall next to the entrance. The cabinet contains dressings and bandages, plaster of Paris for casts, sutures, skin glue and other similar items.

The south wall has a large back lit screen for examining X-rays. To the right of the screen is a large sink and mirror.

Minor injuries are treated here and the injured individual is then sent out. More serious injuries are kept inside the hospital until healed enough to be released.

9. X-ray Room

This room is 7.5 meters by 7.5 meters. It contains a full sized X-ray machine, and all the necessary equipment for developing the X-rays that are taken. Hanging from hooks on the wall to the right of the entrance are lead aprons, and lead lined blankets which are used by the X-ray technicians and the patients.

The equipment is in perfect running condition. The only things that have to be imported from the KFS are the film and the developing fluids.

The room is usually closed and locked up when not in use. The only people who have the keys for this room are the X-ray technicians, the security watch, and the head surgeon for the hospital.

All the blank X-ray film is stored in a light-less cabinet located next to the developing equipment.

10. Disposal Room

This room is filled with incendiary equipment for disposal of contaminated dressing and used medical supplies. The ashes are dumped into a large metal bin on wheels. The bin can then be removed from the level to be disposed of above ground.

Bins are also located around this room for disposal of non hazardous garbage.

11. Washroom

This 4.5 meter by 4.5 meter room is a unisex washroom. A total of four toilet stalls are lined two to a side, while the north wall has three sinks.

12. Clothing lockers

This room contains a total of eight lockers. Here anyone wishing to enter the isolation ward must first remove all outer clothing before being allowed to enter the next chamber which contains the biological hazard protection suits (BioHaz).

13. Bio-Hazard Suit Storage

The large 3 meter wide door opens in the middle, each side folding outwards to the side. The door opens to reveal a 3 meter by 3 meter room. Eight Lockers are located on the walls. Each locker contains one BioHaz suit.

PD NOTE: The BioHaz suits have absolutely no armor value what so ever.

Once inside the room, the doors can then be closed and sealed while the doctors suit up and then proceed through the detection and possible decontamination procedure. The doors automatically lock upon closing and can only be opened once if the people have not proceeded into the next chamber, or if they have come through the decontamination successfully.

PD NOTE: The doors to the isolation ward are unlocked whenever it is not in use. Also, these rooms can be used as private rooms, or extra rooms in case the others are filled with patients.

14. Detection / UV Decontamination

Upon entering this chamber, the individual is scanned for contamination. If any is detected, they are first subjected to a UV treatment which should kill any present biological agents. If this doesn't work the individual will then be sent to the second decontamination chamber.

When the three procedures are complete, the sensors once again scan the person for contaminants. This process will be repeated until the person is free of contaminants.. If none are present, they are allowed to proceed out of the isolation ward.

15. Shower Decontamination.

If the UV treatment was unsuccessful in eliminating the contamination, the individual will have to take a powerful shower which contains detergents and chemicals that will hopefully kill any remaining biological agents that were not killed by the UV treatment. This shower will last for five minutes, and during that time, the individual must also use hand soap to decontaminate the suit. Once the shower is complete, the individual will then be rinsed off. The rinse takes one minute. This done, the water drains away and a powerful blower kicks in to dry off the individual and the room itself. This takes one minute.

The decontamination takes a total of seven minutes. Up to three people can use the decontamination chamber at one time.

16. Isolation Rooms

There are a total of seven isolation rooms located in this hospital. Here anyone with a unknown illness is isolated from the rest of the base until the nature of the disease can be determined, or the disease can be cured. The room measures 4.5 meters by 4.5 meters. The room has three doors. One door leads to the hallway, the second to the closet (room 18), and one to the washroom (room 17).

Each room contains a single bed, night stand, bed tray, monitoring equipment, and a sink. Two doors lead to the rooms bathroom (17) and closet (18).

PD NOTE: If the PD wishes, he / she can populate the rooms with people suffering from an unknown disease. Currently, none of the rooms are occupied.

Located next to the bed is a chain attached to a switch. When activated, the nurse on duty is alerted that the patient needs assistance.

Located on the night stand is a soft light lamp. Stored in the night stand are both a water jug and a bed pan.

Originally the rooms contained televisions. Since nothing has been broadcast in over 150 years, the televisions have long since been removed.

17. Isolation Washroom

These small 3 meter by 3 meter rooms contain a single two meter long by .75 meter wide bathtub, and a toilet and sink. A plastic curtain surrounds the tub, allowing the rooms occupant to shower if they wish.

Located on the wall between the tub and toilet is a chain attached to a switch. When pulled this switch will alert the on duty nurse that the occupant needs assistance.

18. Closet

This small 1.5 meter wide by 3 meter long room is used to store the patients personal belongings and clothing. It is also used to store extra linen, medical supplies such as bandages, and other medical equipment such as IV bottle trees and the like.

19. Isolation Nursing Station

This room is 4.5 meters by 4.5 meters. Here a total of three nurses can monitor the patients in the isolation rooms. The room contains an intercom system, a board which will light up to alert the nurse on duty if the patient needs assistance, a small table, three chairs, and a medicine locker.

Here the equipment can be monitored by the nurses, and assistance can be called in if needed from the other locations in the hospital level.

The medicine locker contains all the necessary medicine needed by the patients kept in these rooms. The room also contains a crash cart and emergency surgical instruments.

20. Elevator

This smaller elevator leads down to the Viral study level. The elevator is 3 meters by 3 meters in size. It can descend or ascend to or from the Viral level in thirty seconds.

21. Wards

These rooms measure 9 meters wide by 6 meters long. There are a total of ten wards in the hospital, capable of treating a total of forty patients. It is divided into four separate 'mini' rooms which are divided by curtains.

The entrance to each room is a large 3 meter wide doorway. It was designed this way for ease of moving patients around the hospital. One more door is located in the ward. This door leads to the washroom (room 22)

Each room contains four adjustable beds, four night stands, four bed trays, and four standing lockers (for the patients clothing). Attached to each bed is an IV tree.

As with the isolation rooms, each night table contains a water container and a bed pan. Located on the top of the night stand is a soft light lamp.

Again, as with the isolation rooms, a chain is attached to the bed. This chain is attached to a switch on the wall which, when pulled, will alert the nurse on duty that the patient is in need of assistance.

As with the isolation rooms, these rooms at one time had televisions for the patients. They have long since been removed.

PD NOTE: The following rooms contain patients. Feel free to change to suit your taste or campaign.

21A. This room contains a mother with her new born baby. The baby is in a crib located next to the bed. The woman's name is Leah Miller, the wife of one of the soldiers. The child is female and is only three days old.

21B. This room contains four of the bases soldiers. They were injured during one of their infamous 'specimen hunts'. It seems that their targets were better armed than they anticipated. The four soldiers are suffering from non fatal bullet wounds. One of the four is maimed for life.

21C. This room contains a man who has had his ribs broken by a horse he was trying to break. He is bruised and battered, but will live.

21D. This room contains the wife of the one of the research scientists. She suffered the loss of her hand while working with the bases hunting dogs. One of the dogs went a bit crazy (what do you expect, they are Doberman's after all). She is resting comfortably, and is hooked up to an IV unit. The IV bottle is filled with a special regenerative solution that was perfected by the labs scientists approximately sixty years ago. Her hand will be fully regenerated within a week.

22. Washroom

This 4.5 meter wide by 3 meter long room is attached to each ward (room 21). Each room contains a single 2 meter long by .75 meter wide bath tub, surrounded by a curtain for privacy. The room also contains a toilet and a sink.

On the wall next to the door is a towel rack which will hold bath towels, face towels and hand towels.

Located in between the tub and the toilet is a chain attached to a switch. The switch will alert the on duty nurse that the person in the bathroom is in need of assistance.

23. Storage

This small 1.5 meter wide by 3 meter long chamber is used as storage for extra bedpans, IV tree's, water bottles, and other similar items.

24. Nurse Monitoring Station

This 4.5 meter by 4.5 meter room is where the on duty nurses monitor the patients. Here two couches are lined next to the north and west walls. The east wall contains the door to the room, and the monitoring equipment.

The monitoring equipment is linked to each of the wards and the bathrooms. Here if a patient needs assistance, it will be displayed on the monitor alerting the on duty nurses to who needs help, and in what room they need it. Other specialized monitoring equipment like the EKG and heart monitors can be linked to this room.

There is always one nurse on duty for every five patients. There is also a doctor on duty for every ten patients.

At this time there are two nurses, the head nurse and one doctor on duty (mainly because of the new born baby girl).

25. Equipment Storage

This room measures 3 meters wide, by 4.5 meters long at its shortest, 6 meters at its longest.

Here various pieces of equipment such as crash carts, EKG monitors, Heart monitors and other similar items are stored under lock and key. The only people who have keys for this room are the on duty doctor, the head nurse, and the security officer on duty.

In the north east part of the room are located three doors. One to the north, west and east. The eastern door leads to the hallway and is locked (see above). The western door leads to the medicine refrigerator (room 26), and the northern door leads to the medicine storage (room 28).

26. Medicine Refrigerator

This small 1.5 meter by 1.5 meter is kept just above freezing. Here all the medicine that is perishable is kept fresh and ready to be used the nurses and doctors.

PD NOTE: The medical drug storage rooms are filled with all manner of medicines that would be very useful to the project. Everything from antibiotics, anesthetic, pain killers and similar drugs are stored here. On top of that, new medical drugs that were developed over the decades can be found here, such as the regenerative solution, anti radiation drugs, poison antidotes, and the like. Its up to the PD to use their imagination on what exactly can be found stored here.

27. Blood Storage

This 3 meter by 3 meter room is where plasma and whole blood is stored. It is always kept fully stocked with all types of blood, in the off chance that one of the bases personnel requires surgery or suffers a bad injury and requires a transfusion. At this time, a total of twenty liters of each type of blood is stored here.

PD NOTE: Many years ago, the scientists perfected a special solution which acts in all ways like blood, and can be used by all blood types. This solution, once introduced to the patient, will act as normal blood until the body can replace it. As the body replaces the lost blood, the solution is automatically cleaned out of the blood stream and leaves the body in the patients urine.

The door is locked at all times, and only the head nurse or the security have the keys for this room.

PD NOTE: The doctors always make sure that the blood supply is fully stocked. Every time blood is used for medical needs, or is past its prime, they check a data base which contains the names of the bases staff, and the blood type, and when they last donated blood. They call in who ever is available to donate and then replenish the stock.

28. Medicine Storage

This 1.5 meter wide by 6 meter wide room is used to store non perishable medical drugs such as aspirin, saline solution, non perishable antibiotics and other similar drugs.

29. Bandage Storage

This 7.5 meter wide by 3 meter long room is where all the bandages casts, splints, medicated dressing and so forth. There is enough bandages here to cover the entire compounds staff.

PD NOTE: The base constantly makes its own bandages and dressings. They export a huge amount of bandages and dressings to the KFS, Gypsy Truckers, and their satellite outposts.

Located on the south wall is a single door which leads to the blood bank (room 27).

30. Sterilization

This 7.5 meter wide by 3 meter long room is where all the surgical instruments, gowns and masks, and other items are cleaned and sterilized before use.

The walls are lined with shelves upon which rest special sterilization equipment. Located above and below the shelves are cabinets which is where the extra surgery instruments and trays are stored.

The room has a second door located on the south east wall. It leads to the surgical instrument storage room (room 39).

31. Nurse Station

This room is 4.5 meters wide by 6 meters long. This is an extra monitoring room in case the hospital is filled to its capacity, and the treatment the patients need is intensive and cannot be handled properly by the usual staff. For more details, see room 24.

32. Intensive Care Unit / Recovery

This large 9 meter wide by 12 meter long room contains a total of seven beds, seven night stands, seven metal trays. A total of four incubators are stored here for premature babies to be properly cared for.

Here anyone just out of surgery is placed while they recover, premature babies, and those who are in need of intensive monitoring.

Above each bed are specialized monitoring equipment, Oxygen tents, IV drips, wall jacks for hooking up extra equipment which will be monitored by the nurse on duty in the nursing station (room 33).

At this time one of the beds is occupied by a soldier. He was off on his own hunting when he shot and wounded a mutant bear. Instead of finishing it off, he decided to make a run for it. The bear tracked him all the way back to the base, where it attacked just outside the gate house. It mauled the soldier terribly before it was killed by the guard in the gate house and the guards located in the nearest of the towers.

The soldier was so badly mauled, it is a miracle that he survived at all. He is still in critical condition, and is kept unconscious to help alleviate the pain he is suffering. He has only a thirty percent chance of survival.

33. Intensive Care nursing station

This 4.5 meter by 4.5 meter room is where the nurses monitor the patients kept in the ICU ward. Because of the care needed, there is one nurse per two patients.

The room contains a large monitoring station. Here all the monitoring equipment on a patient is hooked up so the nurse can keep a close eye on the patient. A single communication link is located here keeping the nurse in contact with the other stations. A couch and several chairs are kept here for the use of the nurses.

This room also contains a crash cart and extra bandages, and other medical supplies such as IV bottles and the like.

34. Surgery Suites

There are a total of four suites located in this hospital. Each suite measures 7.5 meters wide by six meters long. It is filled with all the equipment, furniture and instruments that you would expect to find in a fully stocked hospital.

Each room contains a large operating table, several trays for holding instruments, IV trees, Spaces on the walls for holding equipment, pumps, small buckets for holding organic waste, and of course a huge, powerful overhead light.

The rooms also contains lockers for holding trays of sterilized instruments, bags of saline solution, bandages, and the like.

PD NOTE: At the time of the adventure, all the surgical suites are closed, dark and empty. At least one of the suites was used within the past forty eight hours however.

35. Wash Up

There are two rooms that are 6 meters wide by 3 meters long. The room designated 35A is 4.5 meters by 4.5 meters. These rooms are where the surgeons and nurses wash up and prepare for surgery. Once the surgeons have washed up, the nurses help the doctors into their gloves, masks and gowns. Then the nurses prepare themselves.

The rooms contain three doors. One door leads to the hallway, another leads to the surgical suite (room 34), and the final door leads to the surgical gown storage (room 36). The room designated as 35A has four doors. The difference is that two doors, on the east and west walls lead to the surgical suites.

Each room contains four large sinks. Above each sink is a disinfectant soap dispenser.

36. Surgical Gown Storage

There are a total of three of these rooms. Two of the rooms measure 1.5 meters wide by three meters long. The room designated as 36A is 4.5 meters wide by 1.5 meters long.

These rooms are where the surgical gowns and masks are stored. The base has to import latex gloves from the KFS, since they have no easy way to make their own. The gowns are always washed and replaced once every four days.

37. Linen Storage

This 4.5 meter wide by 3 meter room is where the hospital stores the bed sheets, pillow cases, patient gowns, towels and similar items.

38. Medical Equipment Storage

This large 7.5 meter by six meter room is where the hospital stores its various large medical equipment such as crash carts, oxygen bottles, extra beds, trays, monitoring equipment and so forth.

39. Surgical Instrument Storage

This 3 meter by 3 meter room is kept locked at all times. It contains dozens of different types of stainless steel surgical instruments such as scalpels, clamps, suction hoses, bone saws and the like.

As always, the only people who have the keys for this room are the surgeons themselves, and the security guard on duty.

Laboratory Level Two: Genetics Research

This level is dedicated to unlocking the secrets of genetics.

Unless otherwise noted, all rooms with the exception of the labs are unlocked. The only people who have keys for these locked rooms are the security guard on duty, and the head of each research laboratory. Note that even though some of the doors are unlocked, all can be locked or unlocked via remote control from the security station (room 2).

Please note that every time a room is locked, and a key is mentioned, it is actually a key CARD.

Most of the corridors on this level are 3 meters wide. In some locations they are only 1.5 meters wide.

As with the hospital level, the temperature is kept at a steady 75 F.

The following rooms have security cameras mounted in them: 2, 4, 6, 8, 11, 13, 14, 15, 21, 22, 24, 27, 28, 30, 32, 33, 34, 35, and any camera's located in the corridors are indicated with a C.

Please note that all the rooms are sound proof. No sound can be heard coming from the rooms, or no sound can be heard coming from the halls while inside the room.

Each and every room on this level are linked together and to the security room via an elaborate intercom system.

1. Elevator

This is the main elevator which link all five levels together, and to the surface. A 4.5 meter door slides into the roof. The door opens to reveal 4.5 meter wide by 3 meter long room blocked off by another large metal door. A single camera is located in the northeast corner of the room.

Both doors can withstand 400 points of damage before being breached.

2. Psionic Research

This 7.5 meters wide by 10.5 meters long laboratory originally had been an extension of the genetic mapping laboratory (room 21). Once the staff discovered that Psionic abilities really do exist, Tony ordered that this new field must be researched extensively.

The room is filled with all manner of high tech equipment, including a MRI (Magnetic Resonance Imager) machine for scanning and studying the human brain (this was scavenged by the gypsy truckers, and was traded to the compound many, many years ago.). Located along the west wall are a series of special cryo chambers. There is 1 chamber per every half a meter, covering the entire wall from north to south, floor to ceiling for a total 123 chambers. Every one of these chambers contain a single brain taken from a subject that displayed psionic abilities. These organs are no longer living, but they are kept for the scientists to study. A small tag located on the door. This tag is a series of numbers which, when looked up in the main computer, will give the name of the 'Donor', age, sex, genetic type, and the date the sample was taken.

Several computer terminals are located throughout the chamber, resting on the tables. Each terminal is connected to the levels mainframe computer located in room 28. This is where all the data gained from the research is entered, and where both the location and the data on a specific specimen kept in storage can be accessed.

The scientists work closely with those in the genetic mapping laboratory (room 21), and the psionic drug laboratory on level 5, room 10. Through this constant sharing of information, they have been able to create drugs that can simulate some of the Psionic abilities! So far, the scientists have had little luck in discovering the genes that cause the abilities to be present, but they know it has something to do with several locations in the mind, that were previously thought to be unused. However, they have discovered several types of chemicals, enzymes, and hormones which seem to be produced while psionic abilities. By synthesizing these compounds, they have had some success in creating drugs that can mimic several types of abilities.

It is hoped that with the assistance of the genetic mapping researchers, they will be able to discover the gene which cause psionic abilities. If they can discover it, they plan to begin a careful program of gene splicing these genes into the females of the compound, so that any children they have will possess these abilities.

The head researcher is Doctor Peter Tyrus. He is one of the few scientists working that was born on the compound. He is a brilliant man who was fascinated by the psionic abilities and particularly those abilities possessed by the wraith mutants, and has ordered that as many specimens be captured and brought back for study. Many a Psi has died while being studied here.

PD NOTE: As the team enters this chamber, they will discover that they have finished removing the brain from one of the survivalists. Dr. Tyrus wants to study it to see if this new 'race' possesses any form of psionic ability. The unfortunate survivalist is beyond saving, and has been placed upon a gurney to be taken to the cremation chamber (room 26). A male wraith, heavily sedated is strapped to a table and is being placed inside the MRI machine. Under sedation, the wraith will be unable to defend himself, and will not be able to assist the team in any way.

The chamber is locked at all times. The only people with the keys for this room are the security guard on duty, Dr. Tyrus, and, of course, Tony Greci. It is constantly monitored by no less than four separate video cameras, one in each corner of the room.

3. Security Checkpoint

This 4.5 meter wide by 3 meter long room is where all the camera's on this level are monitored. A bank of video monitors are located on the south wall. Here the images cycle through the cameras located throughout the level.

This station is manned 24 hours a day, 365 days a year. The guard is armed and can call for backup from either the surface or one of the other levels.

Located on the north wall, next to the door is a control panel. Here the guard on duty can close down any section of the base via remote controlled locks. A communication unit is also present so the guard can contact or be contacted the other levels.

Also stored in this room is a large water based fire extinguisher, and a small first aid kit.

4. Security Ready Room

This 3 meter by 3 meter room is where a small contingent of guards are posted. Four guards are kept here at any one time. A small table with four chairs is located in the center of the room.

Along the north wall is a weapons rack that holds the following weapons:

- 4 MP5K PDW Sub Machine Guns (see new equipment for details)
- 4 H&K CAWS shotguns (see new equipment section)
- 16 fully loaded magazines for the MP5 submachine guns
- 2 boxes of 12 gauge 00 buck shot ammunition

The weapons rack can withstand 100 points of damage before breaking open. However, for every ten points of damage, each weapon has a 5% chance of being damaged.

At one time, the station was manned around the clock. This practice has fallen out of use over the years. Now it is usually manned only during working hours, and that is if there are an excess of soldiers to man it.

PD NOTE: If the attack on the base occurs during the night, the station will not be manned. If however the attack occurs during the daytime, the players will have quite a bit of trouble with these guards.

5. Washroom

This unusually shaped room contains five sinks, and nine toilet stalls. It is of course meant to be unisex.

6. Laboratory Number 5: Embryo Storage / Experimentation

This room measures 9 meters wide by 13.5 meters long. This room contains all types of medical equipment devoted to caring for premature and newborn babies. There are even artificial wombs located here.

The East wall is lined with hundreds of small metal doors, which are thirty centimeters long and wide. Each door leads to a special cryogenic freezers which are only sixty centimeters deep. Each freezer holds ten embryos. There are literally thousands of embryos waiting to be allowed to continue to develop.

Located on the south east wall is a small computer terminal. It linked to the levels computer room (room 28).

Each of the doors has a metal card holder. Fitted into this is a card upon which is written a series of letters and numbers. When cross referenced with the laboratories computer system, it will tell the viewer exactly what type of embryo, date of conception, gene type (race), and sex.

In the event something happens to the computer data base, a hard copy of the records is stored in this room, this levels records room (room 15), and the main records room located in the administration building.

The reader will discover in short order that there are embryos for every mutant known to the breeders stored here. Maggots, Grunts, Stubs, Scraggers, and dozens of unknown species such as Ghouls, Leeches, Chameleons, Wraiths, etc.

Also stored in these cryogenic chambers are the embryos which are the creation of their gene splicing experiments. Many of these experiments have never been allowed to grow, so the scientists have never seen the fruits of their labor. Frankly they are afraid to see just what they have created.

PD NOTE: Several of the above life forms will be described at the end of the module. It is up to the PD to use his / her imagination to come up with other new and interesting life forms to add to the game.

On top of the mutant embryos, there are also human embryos stored here (to ensure that if something happened to the scientists and staff in which they became sterile, they still would be able to produce offspring. The original donor of the egg and sperm are recorded in the data bank.

The cryogenic chambers are linked to the levels main computer, and the computer located in this room. If the temperature begins to rise in any of the chambers, or a malfunction is detected, the computer will alert the on duty technician to the problem so it can be corrected before any of the embryos are lost. If the failure requires a great deal of time to correct, small, portable cryogenic chambers can be used to keep the embryos in stasis.

During the daytime, a total of 1D4 scientists and 1D6 research assistants can be found here. At night there is only a 30% chance that 1 scientist and 1D2 research assistants will be present. Please note that they will be unarmed.

7. Laundry

This 4.5 meter by 4.5 meter room is where all the levels smocks and other linen is washed as it gets dirty.

The room contains three industrial strength washing machines and dryers. A soap dispenser is located on the south wall and is connected to each of the machines by a long tube. The dispenser is filled with soap made on the base itself.

A single 1 meter long by .75 meter wide table dominates the center of the room. This is where the freshly washed linen and smocks are folded and ironed.

8. Storage Room 1

This 3 meter wide by 4.5 meter long room is used to store portable cryogenic chambers to be used in laboratory 5. Also stored here are extra equipment such as spare incubators, microscopes, spare parts for the chambers, and other similar items.

This chamber is kept under lock and key at all times, and the only people who have the keys for it are the guards, the head researcher for laboratory 5, and the emergency technician.

A security camera is located above the door inside the room.

9. Storage Room 2

This room measures 3 meters wide by 4.5 meters long. It contains extra glassware, carts, and paper supplies that are used by laboratories five and seven.

The door to this room is not locked, and there are no cameras present.

10. Chemical Compound Storage

This large chamber is located at the end of a three hundred meter long tunnel. To prevent the contamination of the base in the event of an accident, the tunnel makes a ninety degree turn every fifty meters, alternating left and right. At each of these turns, a large door, half meter thick can be lowered to prevent the escape of any chemical compounds.

Located at the entrance of this tunnel is a locker containing four Hazmat suits, and two trolleys for transporting the chemical compounds. The locker is located at 10A.

Special chemical sensors are located every twenty five meters along this corridor. These sensors are linked to the mainframe computer located in room 28. Any chemicals detected passing through will be compared to a safety chart. If the chemicals in the air pass the recommended safe level, the computer will automatically shut the doors, and will alert the security guard on duty, and the base commander, so something can be done to clean up the chemical spill.

PD NOTE: Chemicals being brought in or taken out, as long as they are properly stored, will not set off this system.

The chamber itself is 10.5 meters by 10.5 meters. It is filled with shelving units upon which set hundreds of containers of chemical compounds.

Located on the east wall of the room are many large four liter glass and plastic bottles for storing liquid compounds.

The south walls of the room have huge one meter square refrigerator units for storing compounds that have to be kept cold.

Also located in this room are four spare Hazmat suits (just in case!) A large CO2 fire extinguisher imported from KFS, a first aid kit, a eye rinse station, and a shower in the off chance of a chemical spill.

Just about every form of chemical can be found in this room. The majority of the chemical compounds are either created right here in the laboratories. Very few compounds have to be imported, thanks to the bases hydroponics.

A computer terminal is located in the room on a small table next to the entrance. Any time compounds are added or removed, the date, type of compound, amount of the compound added or removed, and the name of the person who added removed the compound is recorded here. This computer is linked to the main computer (room 28).

11. Storage Room 3

This room measures 4.5 meters by 4.5 meters. Here various instruments used in the dissection laboratory are stored. Scalpels, bone saws, specimen containers, pumps, and even two extra gurneys are stored waiting to be used.

Due to the nature of the items stored here, the door is locked at all times, and a security camera is situated directly above the door on the inside of the room.

12. Small animals

This 4.5 meter by 4.5 meter room is filled with cages which contain all kinds of small animals for experimentation purposes. Mice, Rats, Rabbits, are in abundance here.

There is a small sink on the west wall of the room. A single one meter square table is located in the center of the room. Here the cages can be placed for cleaning, water and food can be changed, dead animals disposed of and so forth.

Food is stored in this room in cabinets located on the south wall. Here enough seed and vegetables are kept to feed all the small animals here for up to one week.

Quite a few of the animals are used only for breeding purposes, even though if they used up their stock of live animals it wouldn't be difficult to capture live specimens from the field. After all, rats, mice, and rabbits are still incredibly common.

13. Laboratory Number 7: Dissection.

This laboratory measures 12 meters wide by 9 meters long. This is where the captured mutant humans and animals are dissected and physically mapped. Here samples of the subjects genetic code are acquired and sent to the DNA mapping laboratory for further examination.

Once dissection is complete, and various parts of the subject have been sent away for further examination, the remains are then taken to the crematorium (room 26) for disposal.

PD NOTE: Not all dissections are completed when the subject is dead.

The room contains a total of six two meter long by one meter wide metal examination tables. The tables have strong leather straps attached to them for holding down subjects during dissection.

Located next to the examination tables are trays for holding the instruments used during the dissection, and containers for holding samples for further study.

Large operating room style lights are located above each examination table.

PD NOTE: At the time the players invade the level, one of the survivalists that was captured during the raid is in this room, strapped down to the table and about to be dissected while she is alive. She is screaming and begging the scientists to let her go, promising everything she can if they will only let her go. The Players will see one scientist, holding a scalpel just above her naked belly, ready to make the first incision. Three assistants are nearby, one holding a pump, ready to use it to suction away blood. The other two assistants are holding the woman down because even with the straps, she will be thrashing violently as the dissection takes place. The scientist and his assistants are unarmed except for the instruments. Note that even if the alarm is sounded, the scientists will continue their work because they are quite certain that the security forces will be able to handle the situation.

Computers terminals are located on a small table located next to the dissection tables. Here all notes are typed in by the assistants. The computers are linked to the mainframe (room 28).

14. Laboratory Number 6: Nerve Study

This large room measures 12 meters wide by 9 meters long. Here study of the brain and nervous system of humans, mutants, and animals takes place.

The room is filled with tables, examination tables, and all manner of equipment such as centrifuge's, cell fusion and growth equipment, distillation equipment, electrofocusing apparatus and accessories, and other high tech research equipment.

Several computer terminals are located throughout the room. These are linked to the levels mainframe (room 28). Here all the research and experiments are recorded for permanent storage, and then either printed out, or written down and added to the records (room 15).

Numerous important breakthroughs have been made here over the decades, such as nerve regeneration, location of short and long term memory in the human brain (which has lead to memory RNA drugs which can give the user skills with little to no study), and the cures to diseases such as Alzheimer's, Parkinson's disease and MS. Hey, they have had 150 years of nearly uninterrupted research to discover these cures.

During the daytime, a total of 1D4 scientists and 2D4 assistants are located here working on various projects. At night, there is only 30% chance that 1D2 scientists and 1D4 assistants are present. Please note that they are all unarmed.

At the present time the researchers are hard at work trying to discover a way to record thoughts, all the memories, and personalities, so they can be transferred into clones. This will make cloning a viable option instead of using the longevity drugs. The only breakthrough they have had has the creation of a skill drug (mentioned above).

15. Records

This 9 meter wide by 6 meter long room is where the levels records are stored, both on disk and in hard copy form.

The walls are lined with metal drawers which are just large enough to hold computer disks. The center of the room is filled with fire proof metal filing cabinets which are filled with the hard copy print outs of the reports and research.

Located next to the door and in each corner is a large CO2 fire extinguisher.

The door is locked at all times. The only people who have keys for this room are the security guard on duty, Tony Greci, and the head of each research department.

Located directly in the center of the room is a camera which constantly pans the entire room.

If the party searches long enough, they will find the formula for the cures for the above mentioned disease (see room 14), tons of research on the human nervous system and the brain. The notes on creating skill drugs is also located here. To top it off, research notes into new nerve

gas weapons are located here. These new chemical weapons have never been produced. The formulas for the counter agents to these weapons are also located here.

All the breakthroughs in cloning are stored here, as are the spare CD ROM disks containing the entire human DNA sequence.

PD NOTE: This is just a few ideas for the PD to use. The PD is encouraged to come up with some of his / her own ideas of interesting breakthroughs.

Located on the south side of the door is a small table upon which rests a single computer system. Here an accurate accounting of the research notes and records and where they are located in this room is kept. Every time new notes or records are brought into this room, the computer technician from the computer room (room 28), comes in and inputs the data into the computer.

16. Wanda Richter: Head of Cloning Office

This 4.5 meter by 4.5 meter room is locked at all times. The only people who have the keys to this room are Miss Richter, the security guard on duty, and of course Tony Greci.

A plate on the door indicates this room is occupied by a woman named Wanda Richter, the head of the cloning department. The room contains a single desk, a huge filing cabinet, a plush chair behind the desk, and two regular chairs resting in front of the desk. The filing cabinet is locked and only Miss Richter have the keys for it.

Set on the desk is a computer terminal which is linked directly to the computer room located on this level (room 28). From here any of the information stored in the level's main computer system can be accessed. A Jar is located next to the terminal. This jar contains the very first embryo grown in the cloning chamber. It is preserved in formaldehyde.

The wall contain ancient photographs of Richter's long dead family and colleague's. Several paintings also adorn the room, showing various points in the history of the cloning laboratory, all the most important breakthroughs and highlights.

There is a shelf located on the south wall which is filled with his personal research notes.

A Single closet has been placed behind the desk along the wall. It is not locked and if opened will contain lacy teddies, see through panties and bra's, leather outfits, whips and chains, handcuffs and other assorted items.

Richter is present here 40% of the time, day or night.

17. Clone Laboratory

This is the largest room in the entire level. It measures 21 meters wide by 31.5 meters long. Here all aspects of cloning has been studied over the years.

The room is filled with all kinds of high tech equipment, including several full sized coffin like devices. These are the actual cloning machines. Here samples of DNA can be placed, and then as long as proteins and the proper chemicals, hormones, and enzymes, are added as needed, an entire human animal or mutant can be cloned to adult size in a matter of two months.

The problem is, the clone cannot be programmed. It is in effect a fully grown baby and needs to be trained just the way a newborn must be. That is why the staff have only grown clones of themselves a handful of times over the decades.

Other equipment located here are computer terminals to monitor the clone chambers, and used to input data and record research notes. These computers are linked to the mainframe (room 28).

On top of the regular equipment is located another unusual item. It is a simple one meter long by half a meter wide box. As with the clone chambers, if a specific sample of DNA is placed in the chamber, with the assistance of the levels computer, any body part (such as eyes, hands, arms, etc.), and any organ (heart, liver, lung, etc.) can be grown. No matter the size or shape of the specific part being grown, it takes one month. The time required to grow the part is the reason why regenerative drugs are used far more often.

During the daytime, a total of 1D6 scientists and 3D4 assistants are located in this room. During the night, there is only a 30% chance that 1D3 scientists and 1D6 assistant researchers could be here. Please note that they will not be armed.

18. Library

This 10.5 meter wide by 7.5 meter long room is filled with shelving units which hold hundreds of technical manuals, text books and research reports written over the years.

As with room 15, this room is linked to the levels main computer (room 28) via a single terminal located to the west of the door. It is used as extra records storage.

Each book title is listed in the computer. If a book is ever removed, the title, name of the person removing it, reason for removing and estimated time it will be gone is recorded. This keeps track of all the books located here. When the book is returned, it is also recorded in the terminal.

Located to the east of the entrance, and in each corner of the room is a large CO2 fire extinguisher.

The room is not locked, but a single camera is located in the center of the room, and is automatically activate once someone enters the room and alerts the guard on duty at the security station.

19. Primates

This large L shaped room is where the scientists store their primates for experimentation purposes. The room measures 12 meters long by 12 meters wide at its largest. A 4.5 meter by 4.5 meter section has been used up by the gene splicing laboratory. At this time the room contains a total of 40 live animals.

This room is filled with small cages where dozens of small monkeys, chimpanzees, spider monkeys, baboons and several other species of primates. These animals are used by all levels for experimentation purposes.

A small bank of cryo chambers (very similar to the ones located in room 6). These chambers contain primate embryos and unfertilized sperm and eggs. The embryo's can either be placed in a female primate to be brought to term, or they can be grown in artificial wombs. The eggs can also be fertilized and implanted in females. This ensures that the staff will have an unlimited supply of research subjects.

PD NOTE: it is not uncommon for the staff of Area 27 to breed and sell monkeys to the gypsy truckers, traders and the people of KFS as pets. They have plenty of specimens to use.

The room is also filled with several tables which have large leather straps attached to them (used during the implantation). The room also contains portable cages for transporting live specimens.

Each of the cages has a small metal door which can be swung open for placing food for the animals. A water bottle is attached to the outside of the cage for easy access. The bottom of the cage can be directly removed from the cage for cleaning.

A large cabinet located to the east of the entrance contains a half dozen incredibly thick and tough gloves which are used in handling the animals. Who wants to be bit by a sick monkey after all?

The room is not locked, and the only time anyone enters the room is when its time to feed the animals, remove or replace a primate, or for implantation. Feeding time is at 8:00 AM, and 6:00 PM. Three assistants are bring food from the food storage room, clean the cages, make sure the water bottles are filled and so forth.

Any other time there is only a 20% of 1D3 assistants being in this room at any one time.

Approximately thirty percent of the monkeys are suffering from wounds or the results of experimentation, such as wires sticking out of shaved skulls, poorly stitched operation wounds, and the like.

Located in the far northeast corner of the chamber is a door which leads to where the food for the primates is stored.

20. Food Storage

This small 3 meter wide by 4.5 meter long room is filled with fruit and vegetables that are the staple diet of the primates stored in room 19. It contains enough fresh food for up to a week of feedings.

21. Laboratory Number 1: Genetic mapping.

This 12 meter wide by 9 meter long chamber is where the genetic code of humans, animals and mutants are mapped. It contains its own separate mainframe which is used for mapping any given DNA sample. The room also contains several tables, work stations etc.

The equipment stored in this room is now priceless, as it probably doesn't exist any where else in the post holocaust world, including the Kentucky Free State. The blueprints and manuals for this equipment is kept under locked in a large solid steel safe, built into the north wall. Only one person has the combination for this safe, and that person is Tony Greci, and he will not give the plans to anyone, no matter what is offered.

It has taken a great deal of time, but the human DNA code has finally been mapped. Over the past 150 years they managed to do it. The staff of Area 27 know everything there is to know about the human DNA sequence. The results of the research have been stored on CD ROM which, as with the equipment blueprints and manuals, are stored in a fire proof metal safe. A second set of data disks are stored on this level in the records room (room 15), and the third set is stored in the administration office of Tony Greci.

The scientists have also mapped out the DNA code for the following mutant species: Maggots, Ghouls, Grunts, and Stubs. They have only recently acquired samples from some of the recently discovered species such as the chameleon and wraiths. The laboratory is now manned 24 hours a day to try and map these new samples (see below).

One specific piece of equipment stored here is known as the GSE, or Genetic Sequencing Extrapolater. This mini mainframe system will combine two separate sets of genetic material into a single code. From here, it will then give a physical description, including estimated weight for both male and female of the new species, how well it will see, smell, hear, and other so on. This machine can theorize just about any combination of DNA.

PD NOTE: Before the splintering of the scientists, it is very possible that this computer gave birth to the various mutant humans that now inhabit the states. With little work, the scientists could have known what genes to splice into the human code and were then able to create the Maggots, Ghouls, and other mutants. If this is what happened, it was either never recorded, or the records were destroyed by Tony's people.

The door to this laboratory is always locked, and on top of that, there is not only a camera on the outside of the door facing the hallway, but there is also a camera in the center of the room which is continually panning the entire room.

As with the other laboratories in this level, all the computer terminals in this room are linked to the main computer in room 28.

At anytime, there are 1D4 scientists and 2D6 assistants in this room, day or night.

22. Laboratory Number 2: Gene Splicing.

This is the second largest room on the level. It measures 24 meters wide, by 22.5 meters long. This room is where the scientists combine different DNA sequences together to create new and / or improved life forms.

The room is filled with all manner of equipment, such as centrifuges, electron microscopes, incubators, artificial wombs, distillation equipment, cell culture growers, DNA synthesizers, and a special forced growth incubators (which are very similar to the clone chambers, but they can force grow the embryos stored in room 6 from embryo stage all the way up to any rate in its growth), and many, many other pieces of invaluable equipment.

As with the equipment stored in the DNA mapping laboratory, the manuals and blueprints for the above mentioned equipment is stored in a special fire proof safe, and Tony Greci is the only man on the entire base with the key and the code for it.

First, the scientists use the GSE to find out how different DNA code sequences would react to each other. From there, they splice the DNA sequences in together in this laboratory. The newly created code is then implanted in eggs (be it human or animal) and allowed to divide. Any that divide are allowed to continue to grow. Some of these embryos are placed in special cryogenic freezers (located in room 6), while the rest are placed in either a human subject (usually captives), or grown in an artificial womb. If the resulting baby is not what they were expecting, it is put to death and then dissected to find out where they went wrong.

PD NOTE: In the case of implanting a human female with one of these embryo's more often than not the female died giving birth to the monsters the scientists created.

Many of the tables have built in computer systems which are linked to the main computer (room 28). Here all notes are automatically recorded to disk, and the researchers are expected to make physical copies of the reports on top of that.

Located in a small locked metallic cabinet located on the south wall are vials which contain DNA altering virus's. If these special virus's are injected into a human, they slowly infect the individuals cells and begin to modify the victims genetic code. Of course this takes a great deal of time, and depending on just how extreme the modification is, the victim may be in a great deal of pain. The scientists have isolated the genetic code of several mutants and have synthesized a virus for each type. Once the injection is given, the victim is doomed to become a mutant over a period of three months to a year.

This is quite often used as an extreme punishment for anyone who commits a major crime against the people of AREA 27. Instead of killing the person, they inject them with the virus and keep the victim in a containment cell until the transformation is complete. Once it is completed, the new mutant is then knocked out and released into the wild, many kilometers away from the base. The most common form they use are that of the Maggots and the Ghouls.

PD NOTE: There are a total of forty seven different transmutation virus's located here. The type of mutation, and the length of time the transformation takes is entirely up to the individual PD.

A direct computer link exists between this lab and the lab on level four (room 18). To make sharing of information easier, a video link was also established as well as a full intercom system which can be piped through speakers located throughout the laboratory.

The doors are always locked, and there is a camera located in the northeast corner of the chamber.

There is only a 40% chance that 1D4 Scientists and 2D6 assistants will be located here during the daytime, and only a 10% chance of 1 scientist and 1D2 assistants will be working here during the nighttime.

23. Tony Greci: Head of DNA Research.

This 4.5 meter by 4.5 meter chamber is Tony's second office, as the name plate on the door would indicate.

The office is kept locked at all times, and not even the security guard has keys for it. Greci has the only key in existence for his office.

Unlike his office in the administration building, Tony rarely uses this office except when he is busy doing research (which now a days is very, very rare). The office contains a single desk, a plush chair, a private computer terminal, which is linked to the main computer, but cannot be accessed by any outside terminal. The office also contains a filing cabinet, and a small cot which Greci uses on the rare occasion he pulls long hours.

24. Laboratory Number 8: Biochemical Study

This is the third largest laboratory on this level. It measures 16.5 meters at its widest point, by 16.5 meters in length. This is where the various hormones and chemicals produced by the human body are studied.

The room contains all manner of chemistry equipment, everything from separators, sample freezers, centrifuges, and the like. No less than a dozen separate tables are scattered about the room upon which experimentation and research is conducted.

As with all the other laboratories on this level, a number of computer terminals are located in this room. Each terminal is linked to the main computer in room 28.

From years of study, the scientists have been able to artificially reproduce certain hormones and chemicals produced in the body, such as endorphins, adrenaline, pain blockers, etc. The scientists work hand in hand with the staff on level 5.

The main entrance is kept locked at all times. As usual, only the head of this department, the security guard, and Tony Greci have keys for this laboratory.

During the daytime, 1D3 scientists, and 2D4 assistants are found here. At night, there is only a 25% chance of 1D2 scientists and 1D3 Assistants will be found here.

25. Autopsy

This 6 meter by 6 meter is where all the bases autopsies are performed. Whether the subject died from combat, disease, or experimentation, the remains are sent to this room.

PD NOTE: The first thing the players will notice upon entering this room is the unmistakable odor of decay. Of course the staff have done what they can to mask the odor, but no matter how much they scrubbed, cleaned and disinfected, they just cannot seem to get rid of the smell.

The room contains two 2.5 meter long by 1.5 meter wide, stainless steel examination tables. Several trays and stainless steel buckets are scattered around the room. Along the east wall is a counter in which is set a pair of large sinks. Above and below the counter are cupboards and storage cabinets. Inside the cabinets are medical instruments, smocks, aprons, gloves and masks, small specimen trays, and the like.

The only time this room is used is if an autopsy is called for. The rest of the time the room is locked and left alone.

A single door is located on the south wall of the room. This door leads to the cremation chamber (room 26).

The security guard and Tony Greci are the only ones who have keys for this room.

The players, if they enter the room, will see a single ancient man, covered by a sheet. This poor fellow died from a heart attack two days earlier. The autopsy has already been performed (as is evident if anyone looks under the cloth covering the body). The body is being stored here until his family decide whether to bury it or cremate it.

Notes located on the instrument table next to the examination table will tell the players the mans name is Edward Reeds, a man of 108 years old, who died of a heart attack.

26. Crematorium

This 3 meter wide by 6 meter long room contains a single large furnace. Here the bodies that have gone through the autopsy are cremated if they are not needed for further examination or experimentation.

27. Laboratory Number 9: Radiation Studies

This room is separated from the rest of the level. The only way to reach it is to travel a narrow, 300 meter long tunnel that gradually curves to the south east of the complex. As with the corridor leading to the chemical storage room, the corridor turns ninety degrees every fifty meters. These turns alternate to the right and the left. Located at each of these turns is a door made of lead. The door is half a meter thick. Radiation sensors are located all along this corridor. If a leak is detected, the levels main frame compute will seal the lead doors in order to prevent the contamination of the rest of the level. The doors can be overridden in order to send in decontamination teams.

The tunnel ends at a large, lead lined door which is locked at all times. Above the door is a security camera (which is, of course, linked to the guard station). The door can only be opened from the guard station, or by Tony Greci.

This room is where the effects of radiation upon DNA and life forms. The room is filled with separate chambers which are sealed off from the main room itself. Here subjects can not only be isolated, but subjected to varying levels of hard radiation. The results can then be recorded and studied.

Scattered throughout the room are tables and desks, various recording instruments, and so forth. Located on the desks are computer terminals which are linked (as usual) to the main computer (located in room 28, as if you didn't already know).

Over the years the scientists have been able to study the effects of hard radiation on DNA helixes, and how it can cause mutations in the parent subject which the offspring will show physical signs of the inherited mutation. Many important discoveries have been recorded during this time, and they can now accurately explain the effects of hard radiation on human and animal DNA.

Located on the inside of the doorway is a pair of lockers. Here 4 radiation suits are stored in case of an emergency.

Unlike the other rooms on this level, there are several cameras located in different locations allowing the security guard a full, unimpaired view of the entire chamber.

This laboratory is not used very often. There is only a 30% chance that 1D4 scientists and 2D6 assistants will be located here at any one time, day or night.

28. Computer Room

This 4.5 meter wide by 6 meter long room is where the levels main frame computer is located. All the computer terminals through out the level are linked to this main computer, so when ever something is entered into the terminal, it is automatically recorded here.

Located in this room is a single desk and a chair. A large filing cabinet is located on the east wall. Here copies of all CD ROMS that are stored in the record rooms are kept. To the south of this cabinet is a small work table covered in spare computer boards and components, tools, solder and the like. Most repairs the mainframe require are minor and can be done without replacing significant parts. However, if a major component needs replacement, it has to be imported from the KFS (as well as the blank CD ROMS).

The room is manned whenever research is being conducted. The technicians main job is to make sure the CD ROMS are replaced whenever they are full, make sure that the names of the reports are recorded so they can be easily located later on.

The technician also makes sure that all the equipment is in proper running order and can call a halt to the use of the computer terminals if the mainframe suffers from a malfunction.

The room is locked at all times, and as always, the only people who have keys for it are the security guard, the computer technician on duty, and, of course, Tony Greci.

This room is climate controlled to make sure the computer is kept in top running condition. The room has its own air conditioning, dehumidifier, and air scrubber to keep the air dust free.

In the event of a fire, a large CO2 fire extinguisher is located next to the entrance to this room.

29. Linen Storage

This small 4.5 meter wide by 1.5 meter long room is where all the linen used by the staff on this level is stored. Everything from sheets to smocks, masks and the like are stored here. In the unlikely case of a fire, a large CO2 fire extinguisher is stored beside the entrance.

30. Offices

There are a total of six separate offices on this level. These offices are used by the head of each laboratory.

Each office contains a single desk with a chair sitting behind it. A computer terminal is set upon the desk, and as with the rest of the computers on this level, it is connected to the mainframe located in room 28. Each room also has a small filing cabinet and a small shelving unit attached to the wall.

The doors are locked, and only the occupants, security and Tony Greci have the keys to enter the rooms.

Each room has small personal touches such as paintings or pictures, books, plants, and so forth. There is a 45% chance that the occupant will be present in the room. There is a further 15% chance that the occupant will have 1D2 visitors.

31. Glassware Storage

This room is 4.5 meters wide by 6 meters long. It is filled with shelving units for holding glassware.

As to be expected, this level goes through a great deal of glassware, so it is vital that they keep an adequate stock stored on the level. All manner of glassware from test tubes, beakers, culture dishes, and tubing are found here. The door is not locked.

32. Genetic Sample Bank

This room is 6 meters wide by 7.5 meters long. This is where all the genetic samples that have been collected from the staff and the people they have 'recruited' over the years are stored.

Only a single desk with a computer terminal is located in this room. A small filing cabinet is sitting next to the desk. The computer is kept separate from the main computer to prevent accidental or intentional tampering.

The room is lined with special cryogenic freezers (very similar to those located in room 6). Each freezer has an identification card located on the outside. By cross referencing the id code with the data base, the name of the donor, the date the sample was taken, the donors height, weight, and general health can be discovered.

Also stored here are samples taken from the various mutant creatures they discovered over the decades.

This room is kept under lock and key. No one except Tony Greci has access to this room, not even the guard on duty. This is the very heart and soul of the base, and Tony has made sure that no one will ever tamper with the samples stored here.

As to be expected, the room is under constant surveillance from a camera located above the entrance, facing into the room itself.

33. Laboratory Number 4: Regeneration

This room measures 9 meters wide by 12 meters long. Here the secret of regenerating human tissue has finally been discovered.

The room contains all the equipment you would expect to find in a laboratory. Glassware, centrifuges, culture growing apparatuses, and special incubators used in the study of regeneration. Between the cloning research and the breakthroughs with the regeneration,. The people living on this base live far longer than those even before the war broke out.

A large number of tables are also located here upon which are resting several computer terminals. As with the other computer terminals in the level, these are linked to the mainframe computer located in room 28.

Located on the far east wall of the room is a special refrigerator which is locked at all times. The refrigerator contains a total of seven bags of regenerative solution. In the post holocaust world, this drug is priceless. A man could set up his own little barony by selling these.

The doors are of course locked. As usual, the head of the laboratory, the security guard and Tony Greci are the only people who have the keys for this room.

A single camera is located in the center of the room and constantly pans the entire room.

There are 1D3 scientists and 1D8 assistants located in this room during the daytime hours. At night there is only a 10% chance of 1D2 scientists and 1D3 assistants will be present.

PD NOTE: As mentioned above, the scientist discovered a special serum decades ago that can actually cause lost limbs or organs to regenerate. This includes all damaged tissue. For example, someone lost a hand in an accident. Several years previously, the person had their appendix removed, and had several scars from minor accidents throughout their life. After taking the regeneration serum, the person not only re-grew the lost hand, but also re-grew the appendix and the scar tissue will have disappeared.

34. Equipment Storage

This 7.5 meter wide by 6 meter long room is where the staff of the base have stored all the high tech research equipment they salvaged during the first years after the war. Here all manner of equipment which not currently being used anywhere on the level is stored.

The door is kept locked at all times Tony Greci and the security guard are the only people who have access to the room.

It is monitored by a camera located above the door facing the interior of the room.

35. Laboratory Number 10: Chemical Research

This is the final laboratory on this level. It measures 12 meters wide by 9 meters long. This is where the mutation producing effects of various chemical compounds are tested. This research is then also used to create new and hideous chemical weapons

The room is filled with tables upon which all manner of testing equipment and glassware is setup. There are special chambers just large enough to hold a fully grown man. This is where live specimens are subjected to various chemicals. After being exposed to the compound, the subject is then left and carefully monitored. All the results are then recorded in the computer terminals located in this room. After the experiment is finished, the chambers and the subject are then cleaned off with a powerful spray loaded with detergents and other cleansers to clear away the chemicals. If the contamination is too great to clean up with this method, the subject is then cremated right inside the chamber and the ashes are then washed away.

If the subject isn't killed outright, it is usually killed shortly afterwards in the dissection laboratory (room 13). Either way, all mutated samples are extracted and then thoroughly analyzed to see just what effect the chemical compound produced. This knowledge is then shared with the other laboratories, such as gene splicing, where it can be put to good use.

As with the other laboratories, this room has several computer terminals which are linked to the mainframe located in room 28.

From the research conducted in this room, no less than four new types of nerve agents have been created, of which only one is non fatal. Several other compounds such as airborne acid weapons, a new type of fuel air explosive, and no less than eight new types of tranquilizers have been created.

PD NOTE: That is just a sample of what can be created in this laboratory. Use your imagination and come up with the most hideous form of chemical warfare weapon you can think of.

When the players enter this chamber, they will be faced with a scene right out of their worst nightmares. One of the children from the survivalist compound is standing naked inside one of the chambers. One scientist and three assistants are just about to fill the chamber with chemicals to observe the effects. None of the researchers are armed. If the party hesitates, the researchers will subject the child to a chemical compound that literally melts the flesh of his muscles, causing horrific pain, but not killing the subject outright. If the party doesn't hesitate, they can save the boy from a fate worse than death.

Laboratory Level Three: Containment

This level is where specimens are contained, and captured mutants are housed for study. All the rooms on this level are locked. The only way to unlock any of these doors is through the security check point.

The corridors on this level are 1.5 meters wide.

As with the above levels, the temperature is kept at a steady 75 F throughout the majority of the level. However, the cells are kept at a constant 90 F. The cells are kept at a much higher temperature because this should prevent the subjects contained in them from getting sick. Besides, it's also cruel, and when you are not comfortable, you can't plan for an escape.

Every room on the level are monitored by cameras. The camera's located in each cell are built into the ceiling, protected by a thick, sturdy metal box, to prevent breakage. The lenses are covered by a thick sheet of plastic to prevent breakage and so they can be easily cleaned.

Please note that all the rooms are sound proof. No sound can be heard coming from the rooms, nor can sound can be heard coming from the halls while inside the room.

Each and every room (except for the containment chambers) are linked together and to the security room via an elaborate intercom system.

1. Elevator

This is the main elevator which link all five levels together, and to the surface. A 4.5 meter door slides into the roof. The door opens to a small corridor linking several rooms together. A single camera is located in the northeast corner of the room.

The door can withstand 400 points of damage before being breached.

2. Security

This is one of the largest rooms on the entire level. It measures at its longest 9 meters wide by 15 meters long. This is where the containment cells and the rest of the level is monitored via security cameras.

The west wall is filled with video monitors. There are a total of twenty four monitors. Of these, twelve monitors are linked to the containment chambers (one for every ten chambers). The remaining twelve monitors are linked to the other rooms located on this level.

There is one guard monitoring each station, 24 hours a day, 365 days a year. The more containment chambers occupied, the more guards on duty. At this time, there are three guards monitoring the chambers.

In front of these monitors are control panels. Each panel is linked to ten containment chambers. The controller can look into any room with the flick of a switch. From these control panels, the lights in the rooms can be turned on and off, the doors locked and unlocked, and, if need be, the room filled with tranquilizer gas, or in the worst case, nerve gas to kill the inhabitant.

PD NOTE: The gas still works! They have the knowledge and the technology to continue to produce it. Its far easier to gas an unruly subject out than it is to go in with guns firing.

Located on the east wall, just south of the last of the two doors is a control panel. This panel is where all the other doors on the level can be locked or unlocked. It also has a communications link to the rest of the laboratory's levels..

This station is manned 24 hours a day 365 days a year.

There are four doors in this room. The one on the north wall leads to the strip search chamber (room 11). The door on the south wall leads to the washroom for the security troops (room 9), the northern most door on the east wall leads to the corridor which is where the access to the elevator is located. Finally, the southern most door on the east wall leads to the guard ready room (room 10).

Located next to the door is a large CO2 fire extinguisher.

3. Kitchen

This large chamber is where the food is prepared for both the soldiers on duty and the prisoners. The room measures 9 meters by 9 meters.

There are two stoves, two refrigerators, several preparation tables, and locked cupboards which contain all the pots, pans, and cooking utensil's used by the cooks. A single cupboard located on the east wall, just to the north of the entrance, contains plates, cups, and eating utensil's to be used by the security guards on duty. A sink is located directly to the north of this cupboard, and the guards are expected to clean their dishes after using them.

Located on the south wall are three large sinks. This is where the feeding trays are cleaned after the prisoners are fed.

The cooks are here only once a day. They begin to prepare the meals at 3 PM, and the food is then placed on the trays and taken to the prisoners no later than 5 PM. One cook is on duty for every 30 prisoners. So, at the maximum capacity, a total of four cooks will be on duty.

The food is for sustenance only. Nothing fancy, just what ever the prisoners need to stay alive. The food is barely palatable to anyone.

The food is then placed on rolling metal tray holders. Each holder can hold a total of thirty trays. These holders are pushed along the containment chambers and the trays are emptied out onto the feeding tray in each chamber. When feeding is completed, the trays are brought back to the kitchen and cleaned.

In the case of a prisoner needing a special diet, the food can be brought directly down from the surface. After all, who wants to keep rotting flesh in the kitchen to feed the ghouls they have in containment.

There are three doors in this room. The door on the north wall leads to the food storage chamber (room 6). The northern most door on the east wall is the entrance. The southern most door leads to the room where the carts and trays are stored (room 8).

4. Gas

This 6 meter wide by 3 meter long room is where the gas canisters are located. From here the gas or chemical agent can be sent to any of the containment chambers. As the canisters are used up, they are removed and replaced. At this time, Tony Greci is overseeing the placement of twelve canisters which are loaded with the virus he intends to infect the mutants they captured and are located in the containment chambers. His personal body guard, the colonel is with him, a contingent of three soldiers, and another six assistants who are busy replacing the regular tranquilizer gas canisters.

The team can end it right here and now, if they attack with speed and surprise. Once the colonel and Tony Greci are dead or captured, the will of the base staff will be broken.

PD NOTE: Be cruel! Make Tony or The colonel a clone! Its not like they don't have the technology, to do so (Why should the *real* Greci waste his time with menial--and potentially dangerous!--chores like this one when he can have a clone of himself handle them?) Hey, why not have fun and make both of them clones! If you do this, it is up to the PD to place the real Tony Greci and the real Colonel somewhere on the base, or even off the base if you so wish.

Another thing to worry about. Do not puncture the tanks containing the virus laced gas. If it happens, everyone will be dead within a month. The virus is tailored to

seek out and destroy anyone who doesn't have a specific genetic code. No one has this perfect genetic code as there are minor flaws in everyone's DNA sequence. The virus will lay dormant for several weeks, jumping from host to host, infecting everyone as it goes. Soon, everyone infected will begin to slowly die a hideous death as the virus begins to destroy the host. If this virus gets into the world, humanity and mutant kind are doomed to be destroyed.

5. Janitorial / Disposal

This 7.5 meter wide by 4.5 meter long room is used for storing janitorial supplies. Here mops, buckets, brooms, and other items. A pair of sinks are located on the far west wall of the room.

Also located in this chamber is a small furnace where the clothing taken from the prisoners are disposed of, as well as the waste from the kitchen. A large one meter square box is located directly below the furnace for catching the ash. As the box is filled, it is removed and dumped on the surface.

6. Food Storage

This 4.5 meter by 4.5 meter room is where the food is stored. Here enough food is stored to feed thirty prisoners for up to seven days. The more prisoners kept here, the more often this room has to be re-stocked.

7. Emergency Medical Facility

This 15 meter wide room by 6 meter long room is used for treating sick or injured prisoners or guards.

The room contains two examination tables (complete with straps), two small trays for holding medical instruments, a emergency surgery table (again, complete with straps), a pair of sinks (one for washing instruments, and one for the surgeon to clean up with.)

A large cabinet is located on the west wall. Here medical drugs and supplies are stored. Of course, it is locked, and only the doctor on duty, and the security guard on duty have the keys for it.

Located on the southwest wall is another cabinet. This one is where all the medical instruments are kept.

To the south of the entrance is a pair of crash carts.

There are two portable gurneys stored here. These gurneys are used for the removal of dead prisoners which can be taken down to level four or up to level two for cremation. There are also four body bags kept here for just this purpose.

It appears as if this room hasn't been used in months.

8. Cart and Tray Storage

This room measures 6 meter wide by 3 meters long. Here a total of 4 large carts are stored, as well as extra pots and pans for use by the cooks, as well as a total of 180 metal trays.

9. Washroom

This 4.5 meter wide by 3 meter long room contains two toilet stalls, one urinal, and a single sink. It is a unisex washroom, and is to be used by the guards and the other staff located on this level.

10 Security Ready Room

This chamber is also used as the ready room for the troops located on this level. There are usually a total of 1 guard per five prisoners. Located on the north wall is a weapons rack. The weapons stored here reflect the level.

24 MP5 PDW Submachine guns (see new equipment for details)

96 fully loaded magazines for the MP5 submachine guns

Needless to say, the locker is locked at all times. The head of the security is the only one with the key card to open it.

PD NOTE: It can be opened if it sustains a total of 100 points of damage, but there is a 5% chance per 10 points of damage that each of the weapons stored inside may be damaged.

The room has a total of 4 couches, and 15 chairs for the security troops to sit and relax when they are not walking guard duty in the cell corridors

There are a total of six guards on duty right now. None of them are in the ready room. Three are currently assisting Tony and the Colonel, and the other three are walking their rounds down the containment chambers.

Each guard is carrying an MP5 and 4 magazines.

11. Strip Search

This 3 meter by 3 meter wide room is where prisoners are stripped of all clothing, and then subjected to a full body cavity search. The only piece of furniture in this room is a single metal table bolted directly into the wall of the room.

Whenever a prisoner is brought into this chamber, They are forced to remove all their clothing and place it on the table. Then, with one guard standing by armed with a HK CAW another armed with a MP5 PDW submachine gun, a third guard performs a full cavity search of the prisoner. When this is completed, the prisoner is hauled off to a containment cell.

There are two doors in this room. One door leads to the hallway which the elevator, shower and decontamination chamber are located, and the other leads to the security room.

12. Parasite Decontamination

This tiny 3 meter wide by 1.5meter long room is completely barren except for a series of nozzles fixed to the ceiling, and a pair of drains located on the floor.

Once the strip search has been completed (room 11), the prisoner is brought to this chamber where it is locked in and subjected to a compete decontamination shower. Here powerful jets of chemical and detergent laced water pour all over the prisoner. Lice, ticks and other tiny parasites cannot survive the chemicals present in the water (unless they are mutant strains, which is quite possible!) At the same time the prisoner is ordered to use its hands and scrub itself down as best as possible. The shower lasts for no less than 5 minutes. After that, the prisoner is then rinsed off and directed to enter the shower (room 13).

13. Shower

This room is only a single 1.5 meter by 1.5 meter square chamber. Here any prisoner who has been through the decontamination chamber is sent to clean off any remaining decontamination fluids that were not rinsed off in the decontamination chamber.

14. Containment Chambers

There are a total of 122 separate chambers located on this level. This area will hold a LOT of experiments. Each chamber measures 3 meters by 3 meters. The room is totally barren except for a single metal slab built into the wall, and a water faucet located at the rear of the room.

The room is sealed by a heavy metal door. A small, 15 CM square heavy plastic window is located at eye level on the door. A key pad controls the lock for the door. It can be opened by punching in the correct six number combination, or opened from the security check point. Located on the door is a small 30CM long by 10 CM tall opening which the food trays can be emptied to feed the subject contained in the chamber.

The rooms are totally secure. Each room is monitored by a camera encased in a thick, sturdy metal box suspend on the ceiling. Also located on the ceiling are small panels which open up to release both water and gas agents. On the floor is 15 CM circular opening which water and bodily wastes are drained off.

The prisoners are placed in the cells totally naked. They are expected to use the hole on the floor to do nature's bidding. The room is kept hot at all times (95 F.). Once a day around 5 PM, the prisoners are fed. The food is shoved through the small opening on the door and the prisoner has exactly thirty minutes to eat, because at exactly 5:30 PM, panels in the ceiling open and water nozzles are lowered. The entire room is then sprayed down for five minutes to clean off the prisoner, and wash away any other messes.

The rooms marked with a letter contain a prisoner.

PD NOTE: All these humanoid mutants have been captured for the sole purpose of infecting them with the virus. Once infected, the mutants will be knocked out and removed to a point several kilometers from the base. It is expected that once released, these mutants will then run and join their own kind. From here the virus will infect these other mutants, and it will continue to snowball until finally, all the mutants have been infected. Then, within a year, all the humanoid mutants will be destroyed, and the pure humans will once again rule the world. At least, this is what Tony expects to happen.

14A-F. These chambers contain one Maggot each. A, C, D, E contain male maggots. The rest contain female maggots.

14G-I. Each of these chambers contain one male grunt. Though not very intelligent, if the team proves that they are here to help them, and mean the grunts no harm, they will gladly join the team. Think of having the hulk walking beside you.

14J-N. Each of these chambers contain one scragger. K, and L contain male scraggers, the others contain females.

14O-Q. These three chambers contain one female stub. Peaceful by nature, these stubs will do what ever is required to escape the confines and the inhuman treatment they have been subjected to, if it requires violence, so be it.

14R-U. These chambers contain one Ghoul. R, S, T, are males, while U is the only female ghoul. The female ghoul is actually quite intelligent. She knows how to speak but doesn't have a name (her parents were not intelligent) and even with the relationship she has with the flesh eating disease, she will beg the team to let her go free. If not for her, then for the unborn child she carries (she will hold her still flat belly for emphasis.) The males are little more than animals and will only attack the team if released. For more information, on this mutant, see new mutant description at the end of the module.

Ghoul

This female ghoul stands 1.44 meters tall. She is very slightly built, weighing no more than 38.6 kilograms. Physically, she resembles all the members of her kind. Jet black skin, pure white hair which reaches past her hips, and large white eyes.

She is highly intelligent, and has learned to speak nearly flawless English during her time in captivity. She knows that the scientists have something terrible planned, and is in fear not for herself, but for her unborn child. She is six weeks pregnant, after the scientists decided to place one of the male ghouls in with her so they could study the mating habits of this particular species of mutant.

She will eat anything given to her, be it rotting flesh (which, due to her nature, she prefers), or cooked food (she eats it simply for nourishment for her unborn child). Because of the

day to day dealings with the breeders, she keeps herself meticulously clean (every day when the chamber is hosed down, she scrubs herself thoroughly). This, on top of the cooked meat diet, has eliminated all traces of the typical ghoul odor.

She has no cultural skills what so ever, as is the way with her kind. But she also will never harm a sentient being (except for the scientists who put her in this cage). If allowed to go with the team, she will be very careful not to touch any of them with her talons as she doesn't want to infect them with the flesh eating disease. She is a very caring woman, and will be a wonderful mother to her child if she can escape the compound alive.

PD NOTE: If you want to create a very unusual role playing situation, have her become attracted to one of the more handsome male players. Remember, she has no cultural skills, so she will be quite open and up front with her wishes. The player doesn't have to worry about the flesh eating disease as it has been eliminated from her body by the scientists (even though she doesn't know it). Just think of the look on the players face when she approaches him while he is alone and asks him to mate....

14V-W. These two chambers contain one Wraith each. One male and female. For more information, on this mutant, see new mutant description at the end of the module.

14X-Z. These three chambers contain members of the survivalist clan that were captured during the raid. If given weapons and clothing, they will gladly join the team to hunt down and destroy the scientists that captured them and forced them to live like animals.

14AA. This chamber contains a single male chameleon. He will gladly join the team to fight the scientists. However, at the first chance, he will escape and try to make his way to the surface. For more information, on this mutant, see new mutant description at the end of the module.

14AB-AE. These chambers contain four female mutants that the breeders created solely for the purpose of spreading the virus. They are all young, no older than 14. They are covered by short, fine coats of tawny fur. The eyes are large and golden, and very cat like (excellent night vision), and they have short claws on their fingers and toes. Finally, these mutants have slightly pointed ears and a small .75 meter long tail. As these three mutants have only recently been created, they have no language skills and are incredibly fearful of the team. If cornered, they will attack. For more information on these mutants, see new mutant description at the end of the module. These three were grown because they are quite certain that there are more of this type of humanoid in the outside world, as they were created in the early years of the facility.

PD NOTE: Feel free to populate the rest of the cells as you see fit with your own mutant humanoids. Remember, these mutants have been captured or created for the sole purpose of spreading the virus amongst the mutant population.

Laboratory Level 4: Virus / Bacteria Study

This level is dedicated to the study of mankind's greatest threat (ever see or read 'The Stand? How about the movie 'Outbreak'?) Here many of the deadliest virus's were studied, and in some cases, cures were discovered for them. On the darker side, many of the deadliest biological weapons were born in these laboratories.

The majority of the rooms on this level are locked. The rooms that are not locked are mentioned in the rooms description.

The majority of the corridors on this level are 3 meters wide, a few are only 1.5 meters wide.

As with the above levels, the temperature is kept at a steady 75 F throughout the majority of the level.

Many of the rooms on this level are monitored by cameras. The camera's location is indicated by a C on the floor plans. The following rooms contain camera's: 1, 7, 13, 14, 15, 16, 17, 18, 19, 20, 24, 33, 37.

Please note that all the rooms are sound proof. No sound can be heard coming from the rooms, or no sound can be heard coming from the halls while inside the room.

Every room on the level is linked to each other and the security room by an elaborate intercom system.

1. Elevator

This is the main elevator which link all five levels together, and to the surface. A 4.5 meter door slides into the roof. A single camera is located in the northeast corner of the room.

The door can withstand 400 points of damage before being breached.

2. Security

This is the standard security check point that is found on every level. The room measures 3 meters wide by 6 meters long.

Here one guard can monitor all the security monitors from a single control station. This station can lock and unlock all the doors on the level. Also on this control panel is the communication link to the rest of the levels and the surface. Finally, a special extra measure of security has been added to this level. Each and every laboratory has built in sensors which constantly scan the room for contamination. If contamination is present, it will be analyzed by the main frame computer (room 7) and the results compared to its data base. Depending on the type of contamination, all that may be required is that the personnel present go through decontamination, and the room will then be irradiated. However, if the contamination is too great, or the type of contamination too lethal, the guard on duty can set of incendiary devices located in each and every laboratory. This will not only destroy the contamination, but will kill anything present, and destroy all the equipment in the laboratory. Fortunately, this extreme measure has never been required. This station is manned 24 hours a day, 365 days a year.

A contingent of 6 soldiers are also stationed here, but only during the daytime. These soldiers have access to a weapons locker that contains the following weapons:

- 7 MP5 PDW Submachine guns (see new equipment for details)
- 21 fully loaded magazines for the MP5 submachine guns
- 7 H&K CAWS shotguns (see new equipment section)
- 3 boxes of 12 gauge 00 buck shot ammunition

The weapons rack can withstand 100 points of damage before breaking open. However, for every ten points of damage, each weapon has a 5% chance of being damaged

Also located next to the door is a large CO2 fire extinguisher.

There is a single couch, and several chairs scattered around the room to be used by the guards when they are not walking their rounds.

3. Detection

This chamber is 3 meters by 3 meters. Upon entering this chamber, the individual is scanned for contamination. If any is detected, they are first subjected to a UV treatment which should kill any present biological agents. If this doesn't work the individual will then be sent to the second decontamination chamber.

When the three procedures are complete, the sensors once again scan the person for contaminants. This process will be repeated until the person is free of contaminants.. If none are present, they are allowed to proceed.

4. Shower Decontamination

If the UV treatment didn't eliminate the contamination, the individual will have to take a powerful shower which contains detergents and chemicals that will hopefully kill any remaining biological agents that were not killed by the UV treatment. This shower will last for five minutes, and during that time, the individual must also use hand soap to decontaminate the suit. Once the shower is complete, the individual will then be rinsed off. The rinse takes one minute. This done, the water drains away and a powerful blower kicks in to dry off the individual and the room itself. This takes one minute.

The decontamination takes a total of seven minutes. Up to three people can use the decontamination chamber at one time.

5. Office

Each of these 4.5 meter by 4.5 meter rooms are used by the heads of the research laboratories. The rooms contain the same type of furniture, but each one is decorated to reflect the individual who uses it. There are a total of four offices located on this level.

Each office contains a single desk, a chair located directly behind it, a filing cabinet, several shelves and a computer terminal. Located in front of the desk are two chairs. The computers are linked to the main frame located in room 7.

6. Washroom

This room measures 6 meters wide by 4.5 meters long. The room contains a total of 4 toilet stalls, 2 urinals, and three sinks. As expected, this is a unisex washroom.

7. Computer Room

This large 13.5 meter wide by 9 meter long chamber houses this level's main frame computer. Here all the computer terminals throughout the level are linked together. All data is stored on the hard disks located in the main frame.

This room is manned by a computer technician whenever research is being conducted. Needless to say, this room is manned almost all the time. If any of the terminals go down, the technician can repair the problem almost immediately.

As data is transferred from each terminal, it is downloaded to CD ROM for storage. Depending on what the report is, it can also be printed out at a later date on one of the many printers located in this room.

The room contains several work benches, shelves containing blank CD ROM disks and back up tapes, several work stations, and all kinds of tools for repairing and maintaining the computers located on this level.

This room is climate controlled to make sure the computer is kept in top running condition. The room has its own air conditioning, dehumidifier, and air scrubber to keep the air dust free.

All CD ROMS and backup tapes are cleared out of this room every night at 6 PM. They are taken to the records room (room 24).

This room is monitored. A camera is located just above the entrance to the room.

8. BioHaz suit storage.

This 4.5 meter by 4.5 meter room is where spare biohazard suits are stored. The room is jam packed with a total of forty suits. Anytime a suit is not in use it is brought here to be stored. This room is not locked.

9. Storage

This room measures 13.5 meters wide by 3 meters long. This is where any extra equipment, linen, printer paper and blank CD ROMS, backup disks, and other similar items. This room is not locked.

10 Janitorial

This room measures 6 meters by 6 meters. It is filled to the ceiling with disinfectants, cleaning chemicals, mops, brooms, buckets, and other similar items. The rear of the room contains three large sinks for filling the buckets and cleaning the mops and brooms.

11. Storage

This 6 meter wide by 1.5 meter long room is where the laboratory coats, masks, and other similar items are stored on shelves lining the north wall. The door to this room is not locked.

12. Biohazard suits

These 3 meter by 3 meter rooms contain a total of twenty small lockers for storing the clothing used by the scientists and the assistants while working in the isolation ward and the various laboratories. There are also a total of twenty biohazard suits stored in this room.

The scientists and assistants are not allowed into the various rooms until they have removed all their clothing and donned the biohazard suits.

13. Laboratory Number One: AIDS research

This 21 meter wide by 12 meter long room is where research into aid had been undertaken. Approximately sixteen years after the war, a vaccine was discovered. Every member of the base was inoculated with it.

Twenty seven years after the war, an actual cure had finally been discovered, even though by that time it was far too late. AIDS still does exist in the post holocaust world, and the staff trade the cure to anyone who is willing to pay through the nose in either equipment, weapons, live stock, raw material, or slaves (experimental subjects).

This laboratory is now used strictly to research the mutant strains that have popped up all over the country. The majority of these new strains have been cured, or at least a vaccine has been developed. There are two strains that defy the scientists still. One is an airborne virus, rather than a sexually-transmitted disease, and in studying it the Breeders have come to the unsettling conclusion that it is "man-made", which is to say, developed in a laboratory somewhere other than here!

PD NOTE: This second strain is rumored to have been developed by one of the splinter groups that exited the compound so many years ago. Though the fact that the base has yet to be invaded discourages this rumor.

The cures and vaccines are synthesized in this laboratory.

There are a large number of tables for conducting research, plus a huge supply of research equipment and glassware. Each table has a computer terminal which is linked to the main frame located in room 7.

Along the north wall are several sinks for cleaning the research equipment. Located on the far east wall are several cabinets which contain chemical compounds and extra glassware and research equipment.

A large locked cabinet located to the north of the entrance is where the vaccines and cures are stored. There is enough stored here to immunize 68 people from the most common form of AIDS, and cure up to 13 people who already have the disease.

A pair of camera's are located in this room. The first is located just above the entrance. The second is located in the far north east corner of the room.

There are 1D3 scientists and 2D4 assistants located in this room during the daytime. There is only a 10% chance of 1D2 scientists and 1D3 assistants present here during the night time.

PD NOTE: Each laboratory is able to produce an unlimited amount of the disease being studied, and at the same time they are able to produce the cure or vaccine.

14. Laboratory Number Two: Virus Study

This laboratory measures 13.5 meters wide by 19.5 meters long. This is where common viruses, low fatality viruses are studied.

The room contains a large number of tables for conducting research. Glassware, research equipment, microscopes, and other similar items. Upon each table rests a computer terminal which is linked to the main frame located in room 7.

Located along the west wall are a series of sinks for cleaning the equipment used here in the laboratory. A cabinet located on the north wall is where chemical compounds and extra glassware is stored.

Here all manner of common viruses are studied. They have cured many forms of virus infection, but they have yet to discover the cure for the common cold. Even after 150 years of constant study, the cure still eludes them.

There are three cameras located in this room. The first is located above the entrance, the second is located in the far north east corner, and the final is located in the far south west corner of the chamber.

There are 1D6 scientist and 2D8 assistants located here during the day time. At night there is only a 30% chance that 1D3 scientists and 1D4 assistants will be present.

15. Laboratory Number Three: Bacterial Study

This 13.5 meter by 13.5 meter laboratory is where various types of common, non lethal forms of bacteria and fungus's are studied.

As with the other laboratories on this level, this room contains several large research tables upon which computer terminals are located. The terminals are linked to all the main frame located in the computer room (room 7). All manner of glassware, research equipment, and so forth are located here.

Located along the south wall of this room are several sinks used for cleaning research equipment. Located next to these sinks are several cabinets which contain common chemical compounds used in the research, extra glassware and equipment.

There is only a single camera located in the far north west corner of the room.

There are 1D3 scientists and 2D3 assistants located here during the day time hours. At night there is only a 5% chance of 1D2 scientists and 1D3 assistants to be present.

16. Laboratory Number Four: Biological weapons

This large room is where many of the biological weapons used during the war were created. The room measures 16.5 meters long by 16.5 meters wide.

The room is filled with small containment chambers, including three man sized chambers. Each of these containment chambers are where incredibly lethal virus's are examined and studied. As with the other laboratories on this level, several tables are scattered about the room. Upon each table rests a computer terminal which is used during research. All the computer terminals are linked to the main frame located in room 7. All manner of research equipment is located here. Everything from electron microscopes, centrifuges, culture growers, data banks and so forth. A huge amount of glassware is also present.

The containment chambers are where the biological weapons are handled and studied.

The man sized containment chamber is where human or mutant subjects are placed and then subjected to the agent being studied. Symptoms, length of illness, and so forth are studied very carefully. Holes built into the side of the chamber allow the scientists to probe and examine the subject by hand. A special chamber located directly below the opening can be opened and surgical instruments or other items can then be brought in the chamber to perform an autopsy on the subject once the disease has run its course. Once the autopsy has been performed, the chamber can be ignited from the inside, reducing the corpse to ash in a matter of minutes.

Subjects placed in this chamber are connected to intravenous feeding tubes, and all bodily wastes are washed out through the bottom of the chamber. The scientists can keep a subject alive indefinitely in this chamber of horror.

The scientists have managed to discover the cure for several of the diseases unleashed upon the populace during the war, including the nearly always fatal Toledo Infection (pg. 6 TM 1-1). The cures for these diseases are stored in a locked cabinet located on the north wall of this chamber.

PD NOTE: It is up to the individual PD to decide exactly what kinds of biological weapons were unleashed upon the united states during the war. Use your imagination and come up with some hideous infections, and then write them up, and place the cure in this room.

A large filing cabinet is located on the east wall of this room. Located next to the cabinet is a computer terminal. The cabinet contains the records of each and every type of infection and biological weapon created in this laboratory. Some of the more hideous ones are: a super leprosy which instead of taking years to kill, will do so in a matter of hours, a virus that seeks out and consumes calcium in the human body. In only a matter of hours the bones will become so brittle that they will snap and break from sheer body weight, causing an incredibly painful death, a mutated form of rabies that actively seek out and destroy the optic nerve, leaving the victim alive but permanently blinded, and finally a bacterial which feeds of the chemicals produced in the human mind. The bacteria is very short lived, but during its life span it will quickly erase the victims memories and skills, and within 24 hours leave the victim a totally mindless vegetable.

There are cures for several of the above mentioned weapons, but sadly, by the time they are administered, it will be far too late to help the victim.

Three camera's are located in this room. The first is located directly over the entrance, the second is located in the south west corner of the room, and the final is located in the north west corner of the room.

There are 1D4 Scientists and 2D8 assistants in this laboratory during the daytime. No research is conducted at night via Greci's strict orders. A tired mind can make fatal mistakes.

17. Laboratory Number Five: Lethal Infectious Diseases Study.

This 18 meter wide by 12 meter long room is where naturally occurring, highly lethal or infectious diseases are studied in depth.

As with the other laboratories located on this level, several large tables are located throughout the room. Located on these tables are computer terminals which are linked to the levels main frame computer located in room 7.

Scattered around the room are containment chambers in which the diseases can be studied in relative safety, electron microscopes, culture dishes, and many other pieces of high tech research equipment.

Over the decades, they have researched and discovered both cures and vaccines for a number of dangerous diseases such as Ebola, Dengue fever, Malaria, and several others.

PD NOTE: Once again, it is up to the PD to come up with what diseases have been covered, which ones have the scientists have created a cure for, which ones they have discovered vaccines for and so on.

Located in the south east corner of the room is a single desk upon which another computer terminal rests. Located next to the desk is a filing cabinet. Here all the successful breakthroughs have been recorded and cataloged. Of course the data is also stored in the records room (room 24).

A locked cabinet, located in the north west corner of the room contains vials of cures and vaccines. The amount of medicine stored here is up to the PD to decide. Of course the only people who have the keys for this cabinet are the security guard on duty and Tony Greci.

Two video cameras are located in this laboratory. The first is located in the far north east corner of the chamber, and the second in the south west corner of the room.

There is a single door located along the north wall. This door leads to room 19, where all the virus's and bacterial agents are stored. It is locked and can only be unlocked from the security station, or by the key card carried by Dr. Richter, or with permission from Tony Greci.

There are usually 1D4 scientist and 2D4 assistants in this room during the daytime. No research is conducted at night.

18. Laboratory Number Six: Recombinant Virus Study

This room measures 24 meters wide (at its widest), by 16.5 meters long (at its longest). Here, in conjunction with the gene splicing laboratory (room 22, level 2). Over the years the scientists have discovered a way to insert a DNA helix into fairly harmless virus's without changing the virus's own code. The virus, when introduced into a host, will then go about its normal job of inserting its own DNA code into the living cells. The cells then reproduce, creating more virus's. This new form of virus, not only does this, but also deposits the new DNA helix into the cell, causing the cell to reproduce this also. The changes begin to occur, slowly at first, but as the months pass, the changes become more and more pronounced, and more radical. It has been discovered that through this method, a normal human can be transformed into anything the scientists desire, be it mutant, or simple correction of genetic diseases.

The room itself contains several tables upon which rest computer terminals. Each of these terminals are linked to the main frame computer located in room 7.

The type of equipment located in this room is VERY high tech. Here virus's are changed at their most basic level: their genetic code. The type of equipment located here reflects this.

A direct computer link exists between this lab and the lab on level two (room 22). To make sharing of information easier, a video link was also established as well as a full intercom system which can be piped through speakers located throughout the laboratory.

A separate little cubical has been set up in the north east corner of the room. This room contains a single desk, another computer terminal, and a filing cabinet. Here the successful mating of virus and DNA helix have been recorded. Of course the records exist elsewhere on the level. If the players spend time going through the records, they will discover that the Scientists are able to transform a normal human into a Maggot, A ghoul, and several others they created during the first few years (such as the feline girls located in room 14B-AE on level three).

PD NOTE: Again it is up to you to use your imagination and come up with new and interesting (or just out and out hideous) mutant humanoids to use in your campaign.

Subjects can be brought into this laboratory and strapped down to an examination table. Here the virus is injected, and the subject is kept strapped to the table for up to several days while the scientists make sure that the virus has taken hold of the subject. It has happened on the rare occasion that a victim's body was able to fight off and destroy the virus before the changes could begin. Once the changes have begun, the victim is then sent up to level three where it is placed in an containment cell to finish its changes and to be monitored.

All samples of these new virus's are kept in the Virus and Bacteria bank, located in room 19.

As with the other laboratories on this level, this room is monitored at all times by two video cameras. The first is located in the far north west corner, and the second in the far north east corner.

There are only 1D3 scientists and 1D6 assistants located in this room during the daytime. At night there is only a 15% chance that 1 scientist will be present. This will be Dr. Jason Ross, head of the Recombinant study laboratory.

If the team attacks during the daytime, they will enter to find a group of 3 scientists and two assistants lead by Dr. Ross, standing over a naked man who is strapped to the examination table. They have just finished injecting him with the virus that will, if it takes, transform the poor soul into a ghoul over the next four months. The mans crime was he planned to use the bases

communication system to contact the KFS and give away the location of AREA 27. He got sloppy, and was caught, and is now paying the price for his betrayal.

19. Virus / Bacteria / Biological Agent Vault

This 18 meter wide by 9 meter long room is where the many different virus's and bacteria strains are stored.

The room is filled with shelf after shelf of special heavily built metallic drawers. On the outside of each of these drawers is a card identifying the item stored within.

The drawers open to reveal up to ten tiny, unbreakable plastic vials filled with a liquid (the biological agent).

A computer terminal is located to the west of the entrance. This is the data bank for the storage room. As with all the other computers on this level, it is linked to the main frame located in room 7. Here, by entering the name of the virus, bacteria, or agent the scientist is trying to locate, the computer will inform the person exactly where it is stored. As to be expected, anytime an agent is removed or placed into storage, the person must record his or her name, the time and date, and the name of the item. This keeps an accurate track of exactly what is added or removed from here.

Next to the computer terminal is a table upon which rests heavy duty transportation cases. These cases contain twenty slots which are just big enough to hold the plastic containers which contain the agent. The padding between each slot, the sides and the top and bottom is thick enough to ensure that even if someone was foolish enough to toss the container around, it will neither break open, nor will the plastic vials rupture. There are a total of four cases kept in this room.

The chamber is monitored by three surveillance cameras. One is located in the far north east corner of the room, the second directly over the entrance, and the third in the far north west corner of the room.

To prevent any potential outbreak, the room is constantly monitored by the levels main frame computer. If any biological agent is detected, it is first identified and then the data bank is consulted. No matter if the agent is dangerous (not many aren't) or harmless, the computer informs Tony Greci and a clean up team is sent in to clean up the contamination.

In the most extreme cases, the walls, floors, and ceiling of the room have powerful incendiary devices implanted in them. These devices can be detonated and the resulting firestorm will not only destroy the contamination, but will fry anyone unfortunate enough to be trapped inside the room. Kiss the terminal, the carrying cases, and all the samples goodbye. The devices can be detonated from the security room, but only Tony Greci knows the code to activate them.

Located within this chamber are all diseases, bacteria's, virus's, and of course, the cures, and vaccines, that were mentioned in the laboratories detailed above.

There is only a 20% chance that 1D3 assistants will be present during the daytime. The room is never entered during the night.

20. Chemical Storage

This 16.5 meter wide by 4.5 meter long room is where the chemical compounds used in the research laboratories are stored.

The room is filled with shelf after shelf of all manner of chemical compounds, including acids and the like.

The door is locked at all times, and can only be opened from either the security office or by someone with the key. Of course it is monitored at all times by two security cameras located just above the door and at the far east wall.

Located in this room are several carrying containers for transporting chemicals out of the chamber to be used in the various laboratories.

Due to the nature of this chamber, a large CO2 fire extinguisher is located next to the entrance.

A video camera is located above the entrance to the room.

21. Equipment Storage

This 4.5 meter wide by 7.5 meter long room is where the extra equipment is stored. Here. Everything from wire racks, plastic dishes, centrifuges, microscopes, mixers, separators and the like.

The room is filled nearly to the point of overflowing. The scientists recovered all the equipment they were able to from the ruined schools, hospitals, medical clinics and the such from the surrounding abandoned towns. They also traded with the gypsy truckers and lone traders for extra goods.

22. Paper Storage

This 4.5 meter wide by 3 meter long room is where the paper products used by the laboratories are stored. Here note paper, litmus sheets, filters, and so forth are stored in neat boxes which are resting on shelves.

Every form of paper product used in a laboratory can be found in this room.

23. Glassware Storage

This 4.5 meter wide by 6 meter long room is where extra glassware is stored. Here all manner of glassware such as test tubes, coiled tubing, petri dishes, bottles, and the like can be found.

All the glassware is stored in padded containers located on the shelves. Much of the glassware was created on the base itself, but some of the harder to produce items such as the tubing have been imported from KFS.

24. Records

This huge room is where all the research notes, blueprints and technical manuals for all the equipment, print outs, CD ROMS, back up tapes and so on.

The room is actually divided up into 12 separate rooms, separated down the center by a 1.5 meter corridor. The entire records storage measures 18 meters wide by 7.5 meters long.

Located at the end of this corridor is a single computer terminal. This terminal is linked to the main frame computer located in room 7. By inputting the type of research required, or the names of all records, reports, etc. the searcher can, within a matter of minutes find exactly what he or she is looking for.

Before any reports are stored, a quick questionnaire is to be filled out. This form asks the type of report (research, experiment, etc.). the area the research has been conducted (virus, bacteria, etc.), and several other questions. This then allows the database to be cross referenced to make it relatively easy to find any record. Once this is done, the person filing the report in records then indicates which room it is located in, and on what section. It is then filed away

Each records room has a number on the door. These doors number 1-12. Each door is locked and can only be opened by the heads of each of the research departments, or by a key card which can be obtained from the security guard on duty.

Each room measures 3 meters by 3 meters. The walls are lined with shelves, and a pair of shelves run down the center of the room itself. Each shelf is labeled with a letter. Using this system, a report or record, CD ROM, Backup tape, etc. can be found within ten minutes.

25. Elevator

This small 3 meter by 3 meter elevator rises up to level one, right into the isolation ward. This is the only other elevator in the laboratory facility. It doesn't stop on any of the other levels. It connects only the isolation ward and this level together.

26. Laundry

This small 3 meter by 3 meter room contains two washing machines and two dryers. A small table is located in the center of the room for folding sheets and other linen. A soap dispenser is located above the two washing machines located on the west wall.

27. Isolation Rooms

There are a total of 15 isolation rooms located on this level. As with the hospital level (room 16, level 1), here anyone with a unknown illness is isolated from the rest of the base until the nature of the disease can be determined, or the disease can be cured. The room measures 4.5 meters by 4.5 meters. The room has three doors. One door leads to the hallway, the second to the closet (room 18), and one to the washroom (room 17).

Each room contains a single bed, night stand, bed tray, monitoring equipment, and a sink. Located next to the bed is a chain attached to a switch. When activated, the nurse on duty is alerted that the patient needs assistance.

Located on the night stand is a soft light lamp. Stored in the night stand are both a water jug and a bed pan.

Originally the rooms contained televisions. Since nothing has been broadcast in over 150 years, the televisions have long since been removed.

The first door leads to a small 3 meter by 3 meter rooms contain a single two meter long by .75 meter wide bathtub, and a toilet and sink. A plastic curtain surrounds the tub, allowing the rooms occupant to shower if they wish.

Located on the wall between the tub and toilet is a chain attached to a switch. When pulled this switch will alert the on duty nurse that the occupant needs assistance.

The second door leads to the closet. This small 1.5 meter wide by 3 meter long room is used to store the patients personal belongings and clothing. It is also used to store extra linen, medical supplies such as bandages, and other medical equipment such as IV bottle trees and the like.

PD NOTE: It is up to the individual PD to stock these rooms with patients. As it stands, during the invasion, the isolation rooms are unoccupied. Feel free to change it to suit your own personal tastes.

28. Nursing Station

This room measures 10.5 meters wide by 10.5 meter long at its longest. The room is shaped like the letter L.. As with room 19 on level one, this is where the nurses on duty monitor the patients isolated in these extra rooms.

There is one nurse per three patients. The nurses can monitor the patients from this room. Also there is one doctor on duty for every five patients. The room contains an intercom system, a board which will light up to alert the nurse on duty if the patient needs assistance, two couches, a large table, six chairs, and a medicine locker.

Here the equipment can be monitored by the nurses, and assistance can be called in from the main hospital located on level one.

The medicine locker contains all the necessary medicine needed by the patients kept in these rooms. The room also contains a crash cart and emergency surgical instruments.

29. Kitchen

This 7.5 meter by 7.5 meter room is where the meals for the patients kept in isolation are prepared.

There are several long preparation tables scattered throughout the room. Along the south wall of the room is a counter with three sinks built into it. Above the counter is a cupboard containing plates, cups, utensils, and bowls. Below the counter are where the pots and pans for cooking meals are kept.

The room also contains three stoves, a deep fryer, a bread oven, and several microwave ovens.

Two doors are located along the east wall. The first door leads to a storage area (room 30), and the second leads to a large walk in freezer. The main entrance to this room is located in the far north west corner of the room. It is not locked.

There is a single large cart which is used to hold up to thirty trays. Here up to thirty trays laden with food can be placed and then the cart wheeled out into the ward to feed the patients (if they can eat solid foods that is). Three meals a day are prepared here. The first meal at 8 AM, the second at 1 PM, and the final at 6 PM. One cook for every five patients, meaning that up to three cooks are present here.

The kitchen is used quite often by the staff on this level for preparing meals while they are at work. They are expected to clean up after themselves.

30. Food Storage

This 4.5 meter by 4.5 meter room is where fresh food is stored. There is enough food here to feed 20 people for one week. Staples like flour, fruits and vegetables, bread, and other non-refrigerated foodstuffs are kept here. The rest of the room is where extra dishes, pots, pans, utensils, and trays are stored.

31. Walk In Refrigerator

This 3 meter by 3 meter room is where the perishable foodstuffs such as meat, fish, milk, and so forth are kept. Enough food is stored here to feed up to 20 people for one week.

32. Linen

This 7.5 meter wide by 3 meter long room is where all the bedding, hospital gowns, blankets and other similar items are stored.

33. Autopsy

This large 7.5 meter wide by 10.5 meter long chamber is the main autopsy chamber for the entire facility. It serves the same function as the autopsy ward (room 25, level 2)

PD NOTE: As with the first autopsy room, the first thing the players will notice upon entering this room is the unmistakable odor of decay. It seems to be one of rotten meat, covered over by a mask of disinfectants that just aren't strong enough to remove the stench. Of course the staff have done what they can to mask the odor, but no matter how much they scrubbed, cleaned and disinfected, they just cannot seem to get rid of it.

The room contains five 2.5 meter long by 1.5 meter wide, stainless steel examination tables. Several trays and stainless steel buckets are scattered around the room. Along the west wall is a counter in which is set four of large sinks. Above and below the counter are cupboards and storage cabinets. Inside the cabinets are medical instruments, smocks, aprons, gloves and masks, small specimen trays, and the like.

As with the autopsy room on level two, the only time this room is used is if an autopsy is called for. The rest of the time the room is locked and left alone.

Three doors are present in this room. The main entrance is located in the far south west corner. The second door, located on the east wall leads to the morgue (room 35). Another door, located 1.5 meters to the north of this door leads to this levels crematorium (room 34).

34. Crematorium

This 4.5 meter wide by 6 meter long room is where the corpses of the dead are disposed of. Here the dead from level three and level one are sent (if they are not part of the personnel who live on the base) to be cremated. Any base personnel who die, after the autopsy has been performed, are then either buried in the base cemetery (located a few kilometers to the north), or cremated, depending on the status of the person and the wishes of their family.

Except for two large crematorium chambers, the room is empty.

The room is neither monitored, nor is it locked.

35. Morgue

This 6 meter wide by 25.5 meter long room is where the corpses are kept frozen until they can be autopsied, or studied at a later date.

A total of 68 separate freezers are located on the east wall. There are four freezers stacked one upon another in 17 rows. Only seven of these freezers contain corpses. They are of unknown mutant species that the scientists have yet to study thoroughly.

PD NOTE: It is up to the individual PD to determine the nature of the mutants in these freezers.

The door to this room is not locked, and it is not monitored.

When the players enter, two assistants are placing a corpse into a freezer. The assistants are not armed. The corpse is one of the survivalists. It is obvious that he has been through an autopsy, and the doctor did a poor job sewing up the corpse. The scientists are still busy examining this new race, so that is why the corpse has not been cremated. If the players are morbid enough, they will see that the man was killed by taking multiple hits from an automatic weapon.

36. Storage

This 1.5 meter wide by 7.5 meter long room is where miscellaneous items such as bed pans, hospital trays, pillows, spare mattresses and the such are stored.

37. Medical Supplies

This 6 meter wide by 4.5 meter long room is where all the medical supplies are stored that are to be used by the doctors on this level. Several cabinets are located on the wall which are used for storing medicine.

A number of shelving units are located in the center of the room. Here extra bandages, IV tubing and bags, hospital gowns, bed pans, the like are stored, ready to be used at a moments notice.

This room also contains three emergency crash carts, and two portable trays which contain prepackaged sterilized surgical instruments to use in medical emergencies.

A single camera is located above the door for monitoring the room.

38. Coffee Lounge

This 3 meter wide by 7.5 meter long room is where the levels staff comes for a quick break from the hectic routine of viral research.

The room contains a single long table upon which sits a pair of coffee machines, several dozen coffee cups, cream, sugar and spoons. Also located here are a couple of hot water kettles for boiling water for tea.

A pair of sinks are located on the south wall. Here is where the staff on duty are expected to clean their own cups after use.

There are three couches and nine chairs scattered about the room.

Needless to say the door is not locked, and the room is not monitored.

Laboratory Level 5: Pharmaceutical Research

This level is where drugs of every type are researched and developed, including combat drugs and mind control drugs.

The majority of the rooms on this level are locked. The rooms that are not locked are mentioned in the rooms description.

The majority of the corridors on this level are 3 meters wide, a few are only 1.5 meters wide.

As with the above levels, the temperature is kept at a steady 75 F throughout the majority of the level.

Many of the rooms on this level are monitored by cameras. The camera's location is indicated by a C on the floor plans. The following rooms contain camera's: 1, 7, 8, 9, 10, 11, 12, 18, 19, 20, 21, 22, 23.

Please note that all the rooms are sound proof. No sound can be heard coming from the rooms, or no sound can be heard coming from the halls while inside the room.

Every room on the level is linked to each other and the security room by an elaborate intercom system.

1. Elevator

This is the main elevator which link all five levels together, and to the surface. A 4.5 meter door slides into the roof. A single camera is located in the northeast corner of the room.

The door can withstand 400 points of damage before being breached.

2. Security

This 4.5 meter by 3 meter long chamber is where this levels security guards are stationed.

A single control panel located on the east wall. Here all the doors on this level can be locked or unlocked. The control panel also has an elaborate intercom system which links it to all the other rooms. This intercom system is also linked to the other levels in this facility.

The room has a bank of security monitors on the south wall. From here the security guard on duty can keep track of the comings and goings of level.

This guard station is manned 24 hours a day, 365 days a year. During the daytime, another 4 guards are stationed here. Many years previously the guards were stationed here around the clock, but this practice has long since fallen into disuse.

The room contains a single table, four chairs and a weapons rack with the following weapons:

- 5 MP5 PDW Submachine gun (see new equipment for details)
- 20 fully loaded magazines for the MP5 submachine guns
- 5 H&K CAWS shotguns (see new equipment section)
- 3 boxes of 12 gauge 00 buck shot ammunition

The weapons rack can withstand 100 points of damage before breaking open. However, for every ten points of damage, each weapon has a 5% chance of being damaged.

3. Storage

This 3 meter by 3 meter room is used to store unused items such as extra chairs, tables, and the like. Extra light bulbs for the level are also found here.

4. Washroom

This room measures 7.5 meters wide by 4.5 meters long. The washroom contains a total of five toilet stalls, 3 urinals and three sinks. This washroom, like the others throughout this facility, is a unisex washroom.

5. Coffee Room

This room measures 6 meters wide by 4.5 meters long. Here the staff on duty can take a quick break and grab a cup of coffee or tea.

The room contains a single table set up along the north wall. Resting on this table is a single coffee machine, cream, sugar, spoons, 2 hot water pots, and tea bags.

A single sink is located right next to this table. Above the sink is a cupboard which holds no less than 2 dozen coffee mugs.

A small table is located near the west wall. Four chairs are arranged around it. A single couch is located along the south wall.

6. Dan Springfield: Head of Pharmaceutical research

A name tag located at eye level on the door to this room indicates that a Dr. Dan Springfield resides here. The door is of course, locked. Only the security guard on duty, Dr. Springfield himself, and Tony Greci have the key to opening this room.

The door opens to reveal a 6 meter wide by 4.5 meter long room. A single large oak desk dominates the center of the room. A large plush leather chair sits directly behind it. The walls are barren except for a single painting showing several men holding a single flask over their heads in triumph. The only other thing of importance in the painting is a date painted on the bottom which simply says AWY 19 (After War Year). Other than the painting, the only other personal touches are doctorate certificates located on the far west wall.

A computer terminal is located on the desk. This computer is linked to this levels main frame computer located in room 23.

A shelving unit filled with pharmaceutical text books dominate the south wall of this office.

PD NOTE: If the players bother to look, they will see that several of the text books are written by a Dr. D. Springfield.

A filing cabinet located on the north wall is also locked. The only man who has the key for this cabinet is Dr. Springfield himself. The cabinet can withstand 70 points of damage before being broken open. Inside the cabinet are reports and numerous files regarding Dr. Springfield's research into anagathons. Here the procedure for synthesizing the serum are located. This data is probably the most valuable piece of information on the entire base. Only one other copy of this data exists, and that is kept by Tony Greci himself.

There is a 75% chance that Dr. Springfield will be present during the daytime. This drops to only a 10% chance during the night.

7. Production Laboratories

There are a total 10 separate production laboratories located on this level. Each laboratory measures 6 meters by 6 meters. This is where all the drugs, medicine, cures, vaccines, and so forth are created.

Each laboratory contains several tables for working, and the rooms are filled with all manner of production equipment. Everything from extractors, separators, centrifuges, analyzers, and the like are in these rooms.

Each room has its own computer terminals which are linked to this levels main frame computer (located in room 23). From here all the data needed for producing drugs, medicines, etc. can be gathered and used.

Several of the rooms have been converted to production of one specific type of drug or medicine. They are as follows:

7A, B. Anagathics production. These 2 rooms are where the precious life extending serum is created. It takes the pharmacists nearly one month to produce enough serum to extend the life span of one man. This is on a single eight hour shift. If the production runs 24 hours a day, up to six doses of serum can be produced per month.

7C Combat Drug production. This chamber is where the various types of combat drugs developed by the pharmacists over the years are produced.

7D-F Medicine Production. These three rooms are where all the medical drugs for use by the base personnel and for trade are produced.

7G. Regeneration Serum Production. This room is where the regeneration serum is produced. It takes a long time (nearly 20 days) to produce enough serum for one dose. Again, that is if only one shift is working. If two or three shifts are working, up to three doses can be produced in a 20 day period.

7H Cure and Vaccine Production. This room is where the cures and vaccines are produced in conjunction with the laboratories on level 4.

The remaining two production labs are used for special jobs, and thus usually are not in use.

Each of the above laboratories are manned by 1D2 pharmacists and 1D4 assistants during the daytime. The laboratories are otherwise unoccupied at night, unless production of the anagathons and regeneration serum are running around the clock. If that is the case, there are 1D2 pharmacists and 1D4 assistants in each room.

All the production laboratory doors are locked at all times, and can only be opened from the inside, or from the security room.

Each laboratory is monitored by a camera located in the center of the room.

PD NOTE: It is up to the individual PD to determine exactly what kinds of drugs and medicines are located here, and in what quantities. When it comes to the anagathons and the regeneration serum, if you decide that any is present, make sure it is an extremely small amount, say only 1D4 doses of each.

8. Laboratory Number 1: Combat Drug Research

This 19.5 meter wide by 13.5 meter long room is where research into combat drugs of all types has been conducted since before the war.

The room is filled with all manner of equipment used in the study of aggression enhancement and pain suppressant drugs and their effects on the body, be it human or animal. Several cages are set up along the east wall. They contain small primates (spider monkeys and a single chimp). These poor unfortunate primates are the unlucky ones who are subjected to all the discoveries made by the Pharmacists who work here.

A large 3 meter square cage is set up in the center of the room. It has two doors built into it. The first door is man sized. The second door is just slightly larger than the size of a chimpanzee. After the chemical concoction has been injected into the subject, it is placed in this cage with another subject. The effects of the drug are then observed under various conditions. The cage itself is electrified. The cage can either stun the subjects inside, or if need be, the voltage can be jacked up until it is strong enough to kill. Please note that the door can only be opened from the outside and is kept locked at all times.

PD NOTE: Imagine placing a chimp inside this chamber with, say a grunt. The drug enhanced chimp may very well tear the grunt apart. Or how about placing two spider monkeys in this chamber. One is doped up on pain suppressants, while the other is crazy on aggression drugs. They fight, killing each other, but not once in the fight does the monkey on pain suppressants cry out from its injuries. Use your imagination.

The room is, as always, filled with tables. Located on these tables are computer terminals used in research. The computers are linked to the mainframe located in room 23.

Located next to the entrance is a rack with breathing filter masks. They are required to be worn at all times while working inside the laboratory. With the amount of chemicals and drugs

handled in the room, the researchers cannot risk inhaling any of the concoctions they create. Located just below this rack is a large CO2 fire extinguisher.

To the east of the entrance is a rack containing two H&K CAWS shotguns (see new equipment section), and two boxes of 12 gauge 00 buckshot ammunition. The weapons rack is not locked up and these are used to kill subjects uncontrollable subjects.

A large filing cabinet is located in the northwest corner of this room. Here years of research and breakthroughs are stored, plus the chemical formulas for the creation of many different types of combat enhancing drugs, their effects and side effects.

PD NOTE: Once again, it is up to the individual PD to decide just what type of drug formulas are located here. It should include strength, aggression, and speed enhancers, pain blockers, and drugs which produce varying combinations. On the down side, these drugs should be at the very least highly addictive, if not lethal to use. It would be a good way to explain why the soldiers rarely use them.

To confuse matters even more, the drugs have are labeled with their formula, and name only such as EB-67: Pain Blockers, AF-01: Aggression enhancer. None of the side effects are listed, nor are the directions for usage. The scientists don't need this information, as they already know what they need to know, or can pull up the data from the mainframe database.

As you would expect, this room is locked at all times, and it can be opened by either a key card (carried by the head researcher), or can be opened from the security station (room 2). The room is monitored at all times by four separate cameras, one located in each corner.

There are 1D4 scientists and 3D3 assistants in this room during the daytime. At night there is only a 15% chance of 1D2 scientists and 1D3 assistants to be here.

When the team enters this room, if any scientists are present, they will be in the middle of an experiment involving two spider monkeys hopped up on aggression enhancement drugs. They will step aside, and open the doors of the chamber, allowing the monkeys to escape.

PD NOTE: There is a 75% chance that the monkeys will head straight for the scientists! The other 25% of the time, they monkeys will attack the team members. See the stats at the end of the module for these combat crazed primates.

9. Laboratory Number 2: Interrogation Drug Research

This 20.5 meter wide by 17.5 meter long room is where research into mind control, memory enhancing and editing, interrogation, and truth drugs is conducted.

The room is filled with all manner of equipment used in the research of drugs used for interrogation and controlling purposes. The room has three 2 meter square rooms located along the east wall. These rooms are barren except for a single chair. The doors to these cages are locked from the outside. It is in these rooms that the interrogation and mind control drugs are tested out on human subjects. Lets face it, why would the researchers use animals to test these drugs. The animals cannot tell you what is going on in their mind at the time the drug takes effect.

PD NOTE: Over the decades the researchers have discovered numerous brand new truth and interrogation drugs, and several types of drugs which either allow direct control of the subject, or all the subject to become vulnerable to suggestion. Many of the truth drugs are so powerful that the subject, once injected, will have no choice but to answer any questions put forth to them, and in many cases, these powerful drugs can cause brain damage, or even in some cases, death. It can't be emphasized enough.... USE YOUR IMAGINATION!

One of the most important breakthroughs made by the scientists were in the field of memory enhancing and editing drugs. Some of the chemical cocktails they created can give the

user eidetic like memory, or allow the user to remember every single detail they see in a short period of time. Drugs were also created that will allow the user to recall any detail they wish, no matter how old, or how far back the memory is (would you like to remember what it was like being born?) Also, several different types of drugs were created that will effectively wipe out portions of the users memory, so no matter what they do, the memories cannot be recalled. Nearly all of these drugs have terrible side effects, be it addiction, brain damage, or in some cases, death.

There are a number of 1 meter wide by 2 meter long tables located throughout the room. Set upon these tables are computer terminals (connected to the mainframe located in room 23). Also covering these tables are all the various pieces of research equipment used by the scientists.

Located next to the entrance is a rack holding breathing filter masks which are to be worn by the staff at all times while they are inside this room. These masks are manufactured right here on the base. Just below the rack is a large CO2 fire extinguisher.

A large filing cabinet is located on the south wall. Here decades of research notes and records are stored. Of course duplicates of all these records are kept in the main record room (room 12). The notes on how to create many different types of drugs are kept here for the simple matter it is far easier to pull up the need file from here than it is to head to the records room, located the file and then bring it back.

As with the other laboratories on this level, this one is locked at all times and can only be opened by the head researcher, or from the security office (room 2). The room is monitored at all times by four cameras. One camera is located on each corner of the room, and each cell has a single camera encased in an unbreakable metal box.

There are 1D3 scientists and 2D3 assistants in this room during the daytime. At night there is only a 5% chance of 1 scientist and 1D2 assistants present in this room.

10. Laboratory Number 3: Psionic Drug Research

This 25.5 meter wide by 13.5 meter long originally was one of two medical drug research laboratories. However, over the years it was discovered that many humans and mutants possessed one form or another of psionic abilities. The emergence of these unknown abilities sparked intense interest in the possibility of creating drugs that could temporarily duplicate the ability in question--or perhaps even give the user a psionic ability permanently.

As with the other laboratories, this room is filled with tables used for holding computer terminals (all linked to the mainframe located in room 23), and all the research equipment needed.

Two, 2 meter square chambers had been set up along the west wall. These chambers are where subjects are placed for testing of the drugs that are created. As with the chambers located in room 9, they are locked from the outside and are monitored by cameras at all times. The chambers contain a single metal cot for the subjects to sit or lie upon.

Over the years the scientists have had little success in creating drugs that could duplicate the psionic effects they observed in captured subjects. However, they have been able to create a drug that will give the user limited telepathy (send and receive only, and at only a distance of no more than 50 meters). This drug is incredibly addictive so it is rarely used. Another drug perfected by the scientists gives the user limited precognitive abilities (they can only see at the most ten minutes into the future). The down side is that if the drug is used, it causes permanent brain damage.

PD NOTE: Feel free to come up with other types of drugs which give the user psionic abilities. Just remember, each drug has its price, be it addiction, potential brain damage, insanity, and so forth. Several types of drugs have been detailed at the end of the module.

Also studied here are drugs which can retard psionic abilities. The scientists knew that since these powers existed that it would be in their best interest to not only discover ways to duplicate them, but to suppress, or even destroy them. So far they have only been able to

produce drugs that reduce the effectiveness of a psionic ability by 50%. This drug is only active for up to 3 hours. The other thing they have discovered is that if they can cause powerful headaches in the victim, it is very difficult for the victim to use his or her abilities.

As to be expected, this room is locked at all times. It is also monitored by four security cameras (one located in each corner). The only people who have key cards for this room are Dr. Springfield, and Tony Greci.

Due to the nature of the drugs produced in this room, production is conducted here, instead of the production laboratories (room 7). Greci will not risk any of these drugs falling into the wrong hands.

Unlike the previous laboratories, there are no breathing filter masks located here. The drugs are always liquids which must be injected, so there is no chance of inhaling toxins.

There is only a 25% chance that 1D3 scientists and 1D6 assistants will be here during the daytime, and this drops to a 5% chance at night. The number of scientists and assistants will remain the same.

11. Laboratory Number 4: Medical Drug Research

This 25.5 meter wide by 12 meter long room is where new forms of medical drugs for the treatment of everything from the common cold to regeneration of damaged nerve tissue, all the way up to life expanding and regeneration drugs have been created.

This laboratory is furnished in the same manner as the other three laboratories on this level. Its filled with tables for conducting research. Each table has a computer terminal which is connected to the mainframe located in room 23. The tables are also covered with all manner of equipment used in the research and experimentation.

Over the many years this facility has been running, the researchers here have discovered anagathics, regenerative serums, drugs for controlling coughs and colds, cause and cure insomnia, and many, many others.

PD NOTE: This is where many different types of drugs have been created. They all serve different purposes, of which the above are only a couple of examples. You want to be able to cure blindness through chemicals? Go ahead! You want to cure arthritis? Again, go right ahead! Come up with the most bizarre and powerful medical drugs you can think of.

Located to the north of the entrance to this room is a rack filled with breathing filter masks which are to be worn at all times while working in this room.

The door is kept locked at all times, and only the head researcher, and the security guard can open this room. As always, the room is monitored by four security cameras, one located in each corner.

So many breakthroughs have been made over the years that all the notes and records had to be removed and placed into the records room (room 12), because they were taking up far too much space.

There are 1D6 scientists and 2D8 assistants located during the daytime in this room. There is a 50% chance that 1D4 scientists and 1D6 assistants will be present during the night time. It is one of the busiest laboratories located in the entire base!

12. Records

This section of the level is actually a series of small storage rooms instead of a single large chamber. The room in its entirety measures 15 meters wide by 4.5 meters long. It has a total of 20 1.5 meter square mini rooms lined up in 2 rows of ten rooms on the north and south walls.

The main entrance which is located on the west wall is locked at all times and can only be opened from the security room (room2). Located at the far east end of the main corridor is a single computer terminal which is where the location of the various records and the research is

located. This computer is linked to the mainframe located in room 23. A database identical to the one setup in room 24 on level 4, allows for quick and easy location and retrieval of any record or file requested.

Each of the 1.5 meter square rooms are lined from floor to ceiling with shelving units filled to the brim with records, files, CD ROMs, tape backups and other records.

13. Offices

There are a total of 5 offices on this level. Each of these 4.5 meter by 4.5 meter rooms are used by the head researchers of the 4 separate laboratories, and the fifth is used by head of production.

Each room contains a single desk with a chair located behind it, and two in front. Upon the desk is a computer terminal (which is linked to the mainframe located in room 23, of course!). Also present is a large filing cabinet for holding records or research which is important to each of the head scientists. Shelves for holding books and other items line the walls.

Each room contain personal items and touches reflecting the personality and tastes of the individual scientists. Everything from doctorate certificates to paintings, plants, pictures, etc. make up the contents of the rooms.

The door to each room is locked, and can only be opened from the security station, or by the key card held by the rooms owners.

14. Storage

This 4.5 meter wide by 1.5 meter long. This tiny storage chamber is were extra lab smocks, dust masks, lab coats, and other similar items are stored. The chamber is neither locked, nor is it monitored from the security room (room 2).

15. Glassware Storage

This 6 meter wide by 4.5 meter long chamber is where all kinds of glassware used by the laboratories and the production facilities are stored. Every thing from test tubes, beakers, glass tubing, dishes, bottles and so forth are stored in this chamber.

The chamber is not locked, nor is it monitored.

16. Janitorial / Laundry

This 6 meter wide by 3 meter long room is where all the janitorial supplies for the level are stored. Everything from mops, brooms, buckets, carts, and cleaning agents are stored in this room. A single sink is located south of the entrance.

This room is also used for washing the dirty lab coats, smocks and so forth. The room contains a single washing machine and a dryer located along the east wall. A small 1 meter square table is located next to the machines. This table is used for folding the clothing.

The room is neither locked, nor is it monitored.

17. Equipment Storage

This room measures 7.5 meters by 7.5 meters. It is where all the extra research equipment such as microscopes, burners, test tube holders, analyzers and other similar items are stored.

This chamber is kept locked and can only be opened from the security station, or from a key card obtained from the security station. The room is not monitored however.

18. Chemical Storage

this 12 meter wide by 9 meter long room is where the various chemical compounds used in the creation of the drugs are stored.

The room is filled with shelving units all along its walls and down the interior. Here bottles of all shape and sizes filled with liquids, powders, solids and gases are stored. Each bottle is clearly labeled with the chemical formula and the common name of the compound.

A small desk with a computer terminal is located to the west of the entrance. This computer is linked to the mainframe located in room 23. Here every time chemicals are brought into the room or removed, it is recorded here. The exact amount of the chemical added or removed, the time it was added or removed, the name of the person adding or removing are to be typed into the computer for future reference.

Located throughout the room are small weigh scales, empty containers, funnels, scoops, and similar items for adding or removing compounds. A small sink is located in the southwest corner of the room. All containers and equipment are to be thoroughly washed by the people using them.

This room is kept locked at all times. The only way to open the door is to obtain a key card from the security guard, or the guard can also open the door via remote from the security station (room 2). The room is also monitored by 4 security cameras, one located in each corner of the room.

A large CO2 fire extinguisher is located south of the door, just in case.

19. Extraction Laboratory

This large room measures 13.5 meters wide by 15 meters long. This is where chemical compounds are extracted from plants or animals to be used in the creation of the various drugs.

The room is filled with tables which are covered in all manner of equipment for breaking down compounds into their separate chemical components.

Scattered around the room are computer terminals which are linked to the mainframe computer (room 23). Here the methods of extraction for any type of compound, and the resource where the compound can be found can be accessed.

No chemicals are stored here. As soon as the compound has been extracted, it is placed in a container and is then taken to the chemical storage room (room 18). Located throughout the room are empty containers for the storing and transportation of the extracted compounds. Once the chemical has been safely stored away, the containers are then brought back to this room after they have been washed (the washing is done in room 18).

Due to the methods used in extraction of some compounds, this room is manned 24 hours a day.

PD NOTE: Some of the compounds have to be extracted by heat or by using acids. Sometimes it takes days to extract even a few grams of chemicals from a single plant. That is why the room is manned at all times.

There is a large CO2 fire extinguisher located just to the south of the entrance.

The door is locked. It can only be opened via remote control (from the security room), or by a key card obtained from the security guard located in room 2. The room is also monitored by 4 cameras, one located in each corner of the room.

There are always 1D4 scientists and 2D4 assistants present in this room.

20. Security Check Point

This small 3 meter wide by 1.5 meter long room is manned 24 hours a day, 365 days a year. The purpose of this second room is purely for the purpose of guarding the drug storeroom (room 21).

The guard is linked to the main security station via a security camera and the intercom system. The guard is armed at all times (he carries an MP5 PDW, with 4 spare magazines). The only way to enter room 21 is by the guard stationed here releasing the lock from his station. Anyone wishing to enter the room must state their name, reason for entering, and what they are removing or what they are placing into the room. All this data is entered into the computer terminal located here (this terminal is linked to the levels mainframe located in room 23).

A single security camera faces the entrance to this room, so anyone wishing to enter the drug storage room will be caught on tape.

The entrance is made of heavy steel plates. Even the glass window is made from bullet proof plastic. The door can withstand 300 points of damage before breaking, where as the bullet proof plastic can withstand 100 points of damage. A small firing port, 6 cm high by 16 cm long can be opened by the guard on duty so he can fire his weapon at any intruders.

21. Drug Storage

This room measures 15 meters wide by 9 meters long. It is filled with shelf after shelf of drugs and medicine.

The shelves are filled with common drugs that the staff use for trading purposes, plus all the cures and vaccines produced here. Bags of saline solution and blood substitutes are also kept here.

The far west wall contains several safes. These safes are where the anagathics and psionic boosting drugs, are stored under lock and key. Only Greci has the combination and the key to open these safes.

PD NOTE: If your players want to blow open these safes, it will require no less than 1000 points of damage, and there is a 95% chance that the anagathics and the psionic booster drugs will be destroyed.

A computer terminal is located next to the entrance. Here anytime a drug is added or removed from this room it is recorded by both the security guard (located in room 20), and by the person adding or removing. From this terminal, the exact location of the drug inside the room can be obtained. And, as usual, the computer terminal is linked to the mainframe located in room 23.

PD NOTE: Many of the drugs are labeled only by their chemical names. Make sure you know what you're grabbing by first consulting the computer terminal.

A single door is located in the southeast corner of the east wall. This door leads to the cold storage chamber (room 22).

The room is monitored by 4 security cameras, one located in each of the corners.

22. Cold Drug Storage

This 4.5 meter wide by 7.5 meter long room is where all the drugs that must be kept cold are stored. The room is kept at a constant 32 F.

As with the main drug storage room (room 21), this room is monitored by four security cameras, one in each corner of the room.

23. Computer Room

This 6 meter wide by 7.5 meter room is where the levels mainframe computer is stored. The room is manned 24 hours a day 365 days a year by a computer technician who monitors all the computers located throughout this level, and monitors the mainframe itself.

The technicians duties are to make back ups, copy all files to tape, disk and CD ROM, and to repair any problem that might occur with the computers.

The room is filled with several work tables which are cluttered with tools, computer boards, ram, CPU's, spare drives and monitors, and so on. Stacks of blank CD ROMS, disks and back up tapes are scattered around the room.

Located on the west wall of this room is a shelf. Here technical manuals for maintaining and repairing the mainframe and the other computers are stored.

This room is climate controlled to make sure the computer is kept in top running condition. The room has its own air conditioning, dehumidifier, and air scrubber to keep the air dust free.

The room is locked, and only the technician on duty, and the security guard located in room 2 have the key card to open this room.

The room is monitored at all times by a single security camera located suspended from the ceiling in the center of the room.

Play of the Game

Preparation

The PD has quite a bit of preparation to do before he / she can run this adventure. All the rooms have been detailed ahead of time, including the % chance of people occupying these rooms. The PD should determine before hand the number of occupants in each room.

You should also write up some NPC's of your own to use. Many of the department heads of AREA 27 were left without names or personalities. This is so that the individual PD can add his or her own. The same goes with the research, drugs, and mutants. The module was written to allow each PD to customize as they feel.

A lot of the technology and medical drugs found in this base are very unbalancing to a game. You may want to limit the amount found. Think of the consequences of the team getting their hands on the anagathics. Or how about the transmutation virus's? Tailor the supplies found to suit your campaign.

1. Rude Wake Up Call

A group of survivalist children were hiking down the Blue river, looking for a good place to set up a temporary camp for a couple of days of fishing. One of the kids noticed that the river had washed away part of a mound located next to it. The area washed away revealed a man made metallic door.

The children immediately returned to the compound to tell their parents about the find. Upon Erik's recommendation, Sarah, on horse back, will lead a small team to investigate this unusual discovery. They spent several hours clearing away the earth from the entrance. Try as they might, they couldn't blow the door open. Frustrated, they began to clear away the dirt from the rest of the mound. Two days later, they located the personnel entrance. This one was far easier to blow open.

Of course, by blowing open the personnel entrance, this set off the breach alarm. The alarm triggered, the automated functions kicked in to clear out the gas and replace it with a breathable atmosphere. While this was occurring, the freezers began the process of waking up the team members on the second level.

Sarah and her people entered the bolt hole one all the noxious fumes (the inert gases) were cleared away. Imagine their surprise and delight when they discovered the two M548 vehicles, the two perfectly preserved quad ATV's, and the other equipment laying about. They found the button on the wall and killed the alarm while they finished exploring the top level.

Just as the team cryotubes are opening, the survivalists entered the second level. They see the lids of the chambers opening and immediately spread out around the teams tubes, aiming their M-16's and their SPAS 15 assault rifles at the occupants.

The team wake up facing a very determined looking group of people armed to the teeth, wearing combat BDU's (though homespun if anyone bothers to look closely), and are in camouflage paint (some of the survivalists, yes, they are. The others, like Sarah, are mutants).

If anyone asks questions, they will be told to shut up and get out of the tubes. The survivalists will not shoot the team members unless they try something stupid. The worst thing that should happen is that they will get a nasty bruise from a butt-stroke.

Sarah will ask where the team members store their clothing. Smart players will tell her that they were to be met upon waking up, and they would get their clothing then. If the players tell the survivalists about the lockers located beneath the cryo tubes, they will open the lockers for them, remove underwear, coveralls and boots (after a thorough inspection of the team kits) and allow the team to get dressed.

Dressed, Sarah will lead the team out of the bolthole and take to where the survivalists horses stand waiting. She and her people will mount up and force the team members to walk.

Before leaving, she will leave a couple of her people behind to guard the bolthole until they can return and strip it of all items. The trip back to the compound will take about two hours.

Once back to the survivalists compound, the team members will be given homespun clothing (if they didn't give away the fact that they have cloths and weapons stored below their bolthole), and then they will be lead off to a storage building where they will be given blankets and a hot meal. During this time, Sarah and her people will not respond to any questions, and will demand that the players shut up. The team will then be locked up for the remainder of the day, and a pair of guards carrying M-16's will be posted outside the building.

That night, Erik and Sarah will stop by and pay the team a visit. Sarah will demand to know what the team was doing on their territory. She will tell them that they are damned lucky not to have been killed outright for trespassing. She will demand to know who they are. If the team tells her about the project, she will be intrigued. Erik will then begin to ask questions about the project. He'll want to know things like how big it is, what kinds of weapons they use, where are they based out of, are there any more teams in the area. The more information the team members give out, the more detailed the questioning will become. They will not answer any of the teams questions however. If the team insists on it, Erik will inform the team that they are the prisoners, and that he and Sarah will do the questioning, not the other way around.

The interrogation will last for several hours, but not once during the interrogation will the team members be mistreated, or abused in any way, either physically or emotionally. Around nine at night, Sarah will inform the team that they will be fed once again, and to get some sleep. With that, her and Erik will leave the team to contemplate their fate. They will hear her giving orders to several people to guard the building with their lives.

If the team tries to escape, it should be all but impossible. After all, they have to break through the walls of the building (which wouldn't be difficult in itself, but they would alert the guards), somehow manage to slip past the guards, they will still have to figure out where they are. Besides, they have no place to go as there are mostly likely people guarding their bolthole. There best bet is to simply stay put.

Next morning they will receive their meal shortly after sunrise. The meal will be delivered by a very unusual looking woman named Tamara. Her physical appearance should totally throw the team members off because it is obvious from the word go she is not human. She will neither look at the team members, nor will she talk to them or answer any questions. This will give the team another clue to the fact that things are definitely wrong!

Several hours later Sarah and Erik will once again enter the building to continue their interrogation of the team. This time however, they will be willing to answer any questions the team will have. They will answer to the best of their knowledge. They will not tell the team how many people live in the commune, nor will they divulge any information about themselves that could be potentially used against them in the future. Even with these limitations, the team should be able to piece together a pretty good picture about the world they have been brought into.

Odds are pretty good that the team will notice that Sarah is still wearing her camouflage paint, but Erik isn't. If asked, she will proudly announce to the party that she is one of the lucky ones who was blessed by the gods of war with her natural camouflage pattern. She, and the rest of her clan believe that the mutation is a gift from the gods of war.

While the team is being interrogated, their vehicles and equipment will be brought in by tow trucks (the survivalists have a pair in running condition). The quads will be driven in on their own since they do not need the MPID to start up. The team will not be informed of this.

Once the interrogation has been completed, Sarah will inform the team that they will just have to stay put until they can decide exactly what to do with them.

They will again be fed. Once around noon time, and finally around six at night. Each time the person bringing them the food will be Tamara. Again, she will not speak or look at the team.

2. The Attack

Shortly after sunset, the team will hear the sounds of automatic gunfire and loud explosions. That is only the beginning. The entire compound erupts into total chaos. Even

though they cannot see anything, what they hear will tell the team members that the survivalists are being massacred.

The survivalists are under attack from the soldiers based out of AREA 27. The spy (Brynn) that was planted in the town of Lawson informed his superiors to the fact that the survivalists were contaminated with mutant stock. Upon learning this fact, the Colonel put together a raiding party who's mission was twofold. The first was to capture members of this clan who possess the mutation so they could be brought back to AREA 27 for further study. The second objective was to wipe the remaining clan members off the face of the earth.

Nearly half the soldiers based in AREA 27 are participating in the attack, and they are armed to the teeth with weapons, and have three Bradley AFV's backing them up.

The players may attempt to get the guards to let them out, but because of the attack taking place, they believe that it is in retaliation to the capture of the team members. Two of the guards placed outside the door will open the door and level their weapons at the team. Just as they are about to fire, they will be hit from the rear by automatic fire coming from the Bradley AFV's. This will drop them, and allow the team members a chance to escape. If they bother to pick up the weapons from the two guards, they will get two SPAS 15 shot guns, and two bandoleers of 50 12 gauge 00 buck shot for the guns. As well as to the firearms, they will be able to pick up two replica bowie knives.

At this point in time, the team has only four real options. The first option is to run like hell and try to escape into the woods. With all the confusion and chaos around them, the PD should allow them to succeed.

The second option is to attempt to locate where the survivalists have their vehicles and gear. This option is a lot more risky than trying to run for the hills because it means staying directly in the combat zone where everyone is a potential enemy. Even if they are able to reach their vehicles, there is a 50% chance that every 100 meters they will be attacked by the Bradley AFV's. Fortunately for the team, the Bradley's are not loaded with tow missiles, but they will still have to contend with the automatic weapons mounted on them. Who knows, the team may be able to escape this way.

The third option is to join up with the survivalists to attempt to repel the attackers. If they are able to locate any survivalists, they will have to convince them that they are not responsible for the attack (this will require good role-playing). If they are able to convince the survivalists, they will be given weapons to attempt to repel the soldiers.

The fourth option is to attempt to locate and join the attackers themselves. If they are able to locate the soldiers, once again they will have to pull off some pretty fancy role-playing to convince the soldiers that they are not part of the survivalist community. If they do manage to convince the soldiers, they will be told to drop their weapons and they will be placed into custody. REMEMBER: If the team members are dressed in homespun clothing that the survivalists provided for them, the soldiers will shoot to kill. No chance of negotiations.

No matter what happens, the team still has to attempt to escape the compound. Consult the map to see exactly where they are, and how far they have to travel because there is a 75% chance every 50 meters that they will encounter 1D3 survivalist, or 1D6 soldiers from AREA 27. If they attempt to talk to either group, roll 1D100. On a 01-30, the people encountered will try to kill the team. On a 31-100, they will take a second to try and identify the those talking to them. The team will have mere seconds to tell those encountered a convincing story as to not get shot. If the survivalists are the ones encountered, they will be easy to convince that the team is not hostile, as every member of the clan know about the strangers that were found sleeping in the earth. If it is the soldiers, they will simply attempt to take the team captive to be brought back to AREA 27 as prisoners. REMEMBER: The soldiers will only take the team prisoner if they are dressed in their coveralls. If they are dressed in clothing provided by the survivalists, they will simply attack to kill the team.

Now, if the team manages to get out of the compound, they are in a real pickle. They have no idea where they currently are, and odds are pretty high that the only weapons they have and what managed to pick up from the dead survivalists and dead soldiers. If the team managed

to get their MPV's they will be able to locate not only their caches, but they will have the exact location of the RM-4 facility.

If the team joined forces with the survivalists, it will become apparent within a matter of minutes that there is no way that they will be able to beat off the attackers. Erik will order the survivors to retreat into the hills. Once things have calmed down enough, they will regroup and try to locate other survivors.

Finally, if the team allowed themselves to be taken by the soldiers, they will find themselves once again in captivity. This time, the team is far worse off, as not only will they be disarmed, but the soldiers will force them to strip down to the flesh. This done, they will be tied up and thrown into the back of one of the Bradley's for transportation back to the compound.

Once away from the survivalists compound, if the team hasn't already joined forces with the survivalists, they will sometime over the night encounter them. This band will include both Sarah and Erik Rook, and will also include Tamara Raptor and Carson Smith. 2D6 other survivalists will be with them. They are armed, very angry, and several have sustained wounds while trying to defend the compound. If they haven't already joined forces with them, this would be the best time to do so. However, if they are running for their own lives, they will have to convince the survivalists that they were not part of the group that attacked. The fact that they are also on the run will be proof enough.

Once every hour there is a 50% chance that the team will have an encounter. Roll 1D100. On a 1-40, the encounter will be with 2D6 survivalists. On a 41-60 the encounter will be with 1D8 soldiers. Hope you still have weapons and ammunition. Finally, on a 61-100, the encounter will be with either some sort of animal (be it deer, rabbit, wolf, bear, moose, etc.), or a mutant encounter (consult pg. 57 TM 1-1 for the encounter type). It should make for an interesting night no matter what happens.

3. What to do now?

The next day, if the team has joined the survivalists, or they are still on their own, it is time for them to encounter the soldiers and learn about Tony Greci's plans for the mutants inhabiting the world.

At some time during the day, they will have an encounter with a group of soldiers who are hunting down the survivalists who managed to escape the compound. If the team is by themselves, they will come across three soldiers who have managed to capture one of the survivalist women. They are in the middle of taking turns raping her before they kill her. Her screams will alert the team to the fact that something is going on. No matter what happens, at least one of these three soldiers (one is a woman by the way) will surrender, or will survive the fire fight with nothing worse than a flesh wound. He (or she) will spill their guts as to why they attacked the compound. They will also discover through this source that the scientists have perfected a virus that will wipe out all the mutants if it is released. The head of the compound plans to release the virus into the world in about three days time. It will take a little more work, but the team should be able to get the location of AREA 27 from the captured soldier.

Pretty much the same thing will happen if the team is with the survivalists. They will come across 1D6 soldiers, and a brief fire fight will ensue. At least one of the soldiers will survive to be taken captive. Sarah will want to simply execute him (or her) on the spot, but Erik will talk her out of it. After a very brutal interrogation at Carson and Erik's hands, they will learn the same information as mentioned above.

Now, if the team has been taken into custody by the Soldiers, things will turn out a little differently. The Bradley they are riding in will be hit from the front by a M72 Law rocket, killing the driver, a gunner, and immobilizing the vehicle itself. As the soldiers attempt to evacuate the Bradley, they will be shot as they exit. The soldiers will then try to bottle up the vehicle, but the attackers will then cover the vehicle with branches and dry grass and light it on fire. This will force the surviving soldiers to evacuate the Bradley. They will do so by forcing the team in front of them to use them as a human shield. This will not work. The survivalists will still attack and kill all but

one of the soldiers. They will then interrogate the soldier and get the same information as mentioned above.

One way or another, the team should somehow manage to discover what Greci has planned.

It is now time to figure out a plan on how to get into the compound, and then locate and destroy the virus so it cannot be let loose to kill. This will be a daunting task at best. They first have to discover exactly where the secret base is (this will require some unpleasant interrogation methods). Secondly, it will be imperative for the team to do a recon of the compound, so they will know exactly what they are up against. Then, its time to recruit soldiers to help take the base. If the team has communication equipment, and the PD has activated Prime base in his / her world, it should be possible for prime base to send up the recall codes to any MARS teams located nearby.

4. Uncle Bruce wants you!

It would be a very good idea for the team to attempt to recruit the locals to help them in their battle. They will be able to get help from the surviving survivalists, no questions asked. Slowly over the period of two days a grand total of 6D10 Survivalists will be located. This is a far cry from the original compliment of some 260 souls. All things considered, they will be quite eager and willing to extract as brutal a revenge against the soldiers as possible.

The team will learn that the survivalists are on fairly friendly terms with the townsfolk spread out over the mountains, and will be willing to send out small groups to try and enlist their aid. While doing this, Sarah, Erik, Smith, and Raptor (if they survived the assault, that is) will escort the team to the village of Lawson. It is the main trade center for the mountain people, and this would be the place to recruit for the upcoming battle.

Over the next couple of days, the survivalists will be able to recruit a total of 4D10 combat capable men and women. The vast majority of these people will be armed with only knives, bows and crossbows, though approximately 20% will have hunting rifles, or old black powder weapons. The survivalists will mount an expedition to the ruins of their compound to see what weapons and equipment can possibly be salvaged from the attack. They will not allow the team to accompany them simply because they have several caches scattered throughout the valley filled with weapons and ammunition, and in some cases, body armor.

If the team decides to head into Lawson, they will be directed to Sheeves. If anyone will be able to locate potential recruits, he will be the man to see. If the team agrees to this, they will be taken to Sheeves favorite Bar. After being served complimentary drinks (a mountain ale which is quite potent if they drink too much), Sheeves will show up with Marie firmly in tow, and another man, who introduces himself as Daniel Brynn. They will listen to the teams plight. Sheeves agrees and informs the team that he will hire out some of his men to acts as soldiers in exchange for 40% of all goods and weapons found at the base. The team should be able to talk him down to no less than 20%. If they are able reach an agreement, Sheeves will provide 3D8 men armed with pistols and hunting rifles. If they can't come to an agreement, Sheeves will simply shrug his shoulders and bid the team goodbye. One thing observant team members will see is the fact that his hands are roaming Marie's body the entire time they are in negotiations, and it will be obvious that his very touch sickens her, though she does her best not to show it.

Whether the team and Sheeves come to an agreement or not, the fact that they are mounting an offensive against the breeders will startle Brynn badly. Not once, during the entire history of the compound, has anything even been contemplated! He will excuse himself from the meeting, which, again, if the team members are observant, they will notice the strange look on his face, and also the look of surprise on Sheeves face. Sheeves will ask why Brynn wishes to leave, right in the middle of negotiations. Brynn will explain that he wants to begin preparations. He wants to go and hand pick the men that will be sent along on the assault. Sheeves will simply wave his hand and tell him that they can do that later, and will insist, rather forcefully at that, that Brynn retake his seat until the negotiations are complete. Brynn will do so, but will appear to be very antsy for the rest of the meeting.

Once the meeting is over, Brynn will quickly leave and head to his private quarters where he will contact AREA 27. He will inform the communications operator on duty of the planned assault. If the team wishes to try and follow him to see what has made him so nervous, allow them to do so. They may be able to stop him from sending the transmission. If they want to, they can even inform Sheeves that one of his most trusted advisors is a spy and a traitor. Sheeves will never believe this without proof of this. To complicate matters even more, the radio operator on duty will be the traitor mentioned in the room description for level 4. He will be caught just after receiving Brynn's message, so his superiors will never be informed of the message. It is a simple act of defiance on the traitors part. This will make the recce and the assault a hell of a lot easier for the team.

When Roger Whitefeather and his son learn that the team is recruiting, they will be very interested. Will offers to join the party, mainly because of Sarah, but also because of his own mutation. He has no wish to die. And besides, he made quite a few friends among the survivalists and would like to avenge their deaths. His father is dead set against it and they will get into a shouting match, but in the end, Will gets his way. Carson Smith is not at all please with this turn of events. Odds are quite high that he will attempt to kill Will during the invasion.

As mentioned above, if prime base is active, it is up to the PD to decide if, and how many teams will be sent the recall code to assist in the invasion of AREA 27. One very important detail to note. Prime base will demand constant up to the minute updates on how the invasion is going. If it fails, they will activate Phoenix, fly them in by Chinook helicopter, and have them deal with the compound. The team will infiltrate, place a fusion charge in the elevator, and send it down to level 5. This will ensure that the virus will never escape. It is Prime Base's fail safe measurement if the team is not successful in their mission.

5. Recon and Assault

All the above events will lead to the recon and final assault of AREA 27 itself. There are really only a couple of ways to successfully invade the compound due to the tremendous amount of security. Fortunately for the team, the compound is somewhat undermanned at the time the assault occurs because so many of the soldiers were killed in destroying the survivalist compound, and there are several teams currently running a search and destroy of any of the survivors they can find. Several teams have returned to the base with captives who were immediately sent to the laboratory facilities for study and to be used as hosts for the virus.

Due to the sensor net around the base itself (See Pg. 36 for details.), it will be incredibly difficult, if not impossible to approach the base without detection. Single individuals, or small groups have a much greater chance of approaching the compound than a large force.

The team has really only two realistic options for pulling off the raid. The first option is to send in a small group through the stream that cuts into the base itself. It means getting wet, and they will have to try and dispose of the soldiers guarding this stream without alerting the guards stationed in the four towers, but it is the easiest. The team should then do what they can to infiltrate and take control of both the communications building, and more importantly, the security building. That way they can cut off the soldiers from the chain of command, and at the same time, if they are good, they may even be able to kill most of the bases fighting personnel. If they can gain control of the security building, they will be able to disable or disregard the sensor net which will allow the warriors they managed to recruit to approach the base to begin the assault. This will be a daunting task to accomplish, and for it to work, will have to be done during the nighttime. Any team that doesn't attempt to pull off this mission at night deserves to be killed for plain stupidity.

The other option is to surround the compound with as many warriors as possible and simply march right up to it, and with the use of snipers and AT weapons (hopefully the team was able to retrieve their gear or get to a cache or two) to take out the towers and the guard shack. This method will cost a lot of lives for the attackers, but since the compound is already undermanned when it comes to soldiers, they should be able to pull it off. If the team decides that this method is the best, make sure they pay for every square foot with the blood of the attackers.

Another option would be to send in a team through the stream, while using a probing attack (much like the one mentioned above), to distract the soldiers on base. Again, this will cost a lot of lives, but it will be easier to accomplish, and either the mass assault, or the infiltration. The team, once they have control of the communications and security, will be able to cut off all orders and throw the defenders into total chaos.

No matter which method the team uses (and odds are very good they will try to do something that wasn't detailed above), the PD can still make things difficult for them. Remember, there are still hunter killer teams out looking for the survivalists. There could also be teams returning from a trade mission to the farms, or from a couple of days hunting. These groups can be used to harass the team and their troops. Once again, make the team pay for every foot of AREA 27 they want to take.

Even if the team is really stupid and manages to somehow infiltrate the base without any outside assistance, it may be possible for them to accomplish their task, but in the end they will probably all die of lead poisoning. All they need to do is make certain that the virus never reaches the surface and if they destroy the elevator machinery, that will do the job, at least for a few months that it will take the survivors of the assault to find replacement parts from the KFS, and by that time, those trapped in the lower levels will have all died from starvation. The team will need extra bodies to guard over the non combatants they will encounter, and someone will have to man the towers and the security building, unless the team is particularly brutal and kills everyone they encounter (if this is the case, how did such a bunch of trigger happy psychopaths manage to get past the screening process?) Face it. The non combatants will take up arms to defend the base and try and kill the invaders if it is only a small team. If they are under constant guard, they will be less prone to attempt such a stunt.

6. Invading the Laboratory

Once the team has secured the compound, or even if they haven't managed to do so, it is time to invade the laboratory itself. Because of the way security is set up, this will be a daunting task to say the least. Brute force will work, but it will be difficult and the chance of the team being killed is incredibly high.

One of the best methods to infiltrate the base is to take control of the entrance security checkpoints. From here the team can make up any story they want to slip past the soldiers based in the laboratories far below. They can also get the master key for the elevator from the head security. This will allow them to open the sliding doors on each level. Without it, they will have to blow open the doors using explosives (did they manage to lay their hands on any?). This is a risky proposition at best because the explosion could very well kill the team.

Another, more risky venture is if they were able to capture the security and control towers, they can steal uniforms and try to BS their way into the laboratory facility. There are quite a number of soldiers on duty, and they could fast talk their way into the security office so they can take control of it.

If the team has not secured the compound, they will have to worry about soldiers coming down after them, or trapping them in the laboratory facility and waiting for them to either give up, or starve to death. If the team attempts to leave the laboratory, they will be caught in a deadly crossfire that is guaranteed to kill each and every member of the team. If the team has managed to destroy the virus, their deaths will have not been in vain. If they were unable to stop it, the only thing they will have accomplished is delaying the inevitable, and cause the security of the base to be beefed up to what it was like before the war.

Since there are no maps of the laboratory facility, the team will be forced to explore each and every level one room at a time, unless they take control of the security checkpoints without destroying them. If they do take control, they will be able to use the security camera's to inspect each and every room. From the check points they can also lock down every room which will come in very handy. This way they will not be forced to either kill or try to incapacitate any of the scientists and their assistants.

The team can get allies from among both the assistants and the mutants kept in holding on level three. Many of the assistants feel that what the scientists are doing here is wrong, but they are too afraid to say anything, less they become one of the experiments. A huge number of the scientists will attempt to bribe their way past the team by offering them medicine, slaves, women, or drugs. A huge number of these people are cowards. When they are in control, they are gods, however, if the control is taken out of their hands, they will show their true colors soon enough. A huge number of these scientists will also use the old stand by excuse for their actions. They will claim they had no choice but to follow orders.

The team will run into both Tony Greci and the 'colonel' on level three, attaching the virus tanks to the gas lines that run to each of the containment cells. If the team is fast, they can end the siege right there and then by either capturing or killing Tony and the Colonel. As mentioned in the PD note for that room, if you wish, they could be clones of the originals. If you want to do this, place the originals somewhere else on the base. Imagine the look on the faces of the players when they enter, say Tony's personal office, and find him sitting behind his desk with an assault rifle pointed at them. Or, if you wish, have both of them off the base at the time. It is very reasonable to assume that the 'Colonel' may be leading search and destroy teams, trying to find the survivors who managed to escape the survivalist compound. The possibilities are endless. At one point, the team and their allies may believe that they have total control of the compound, only to discover the next moment that the 'Colonel' is leading an infiltration team of his own into the compound to wrest control of it from the team.

Even if the team manages to find and contain the virus, they still have to discover a way to destroy it, and then it is up to them to find the research notes on it, and either destroy them, or send them back to prime base for study. A good group of players would destroy the research so it could never be used again, or it would take many, many years of research to discover the virus again. Remember... there are multiple copies of the research notes kept all around the compound. The first set of notes are kept on the viral level itself, in room 17, and 24. More records of the research will be found in both of Greci's offices. Samples of the virus are contained in room 19 and they too will have to be destroyed.

The virus's can be destroyed by several different methods. First is they can be taken to the laboratories themselves and disposed of safely there (each laboratory is equipped with equipment for just this purpose. The second method is to take the canisters to the radiation laboratory on level 2 (room 27). The canisters can be placed inside the radiation chambers, opened, and then have the chamber flooded with intense radiation. If you want to be cruel, the radiation can cause the virus to mutate into something new instead of killing it. A third method is to place the opened containers inside the chemical warfare exposure chambers located in room 35 level two. Of course there is another method which will be incredibly easy. Have the Phoenix team bring in a fusion charge, send it down the elevator shaft to the bases lowest level, and then detonate it. That will destroy the virus, and the laboratory facility so the virus cannot be re created even if the scientists manage to keep a set of research notes from the team members.

Once the virus has been destroyed, the adventure is over. Or is it?

7. Now What?

At this point in time the team, with the help from their allies, should have control of the base. The big question is this.... How much control of the base they actually have? Were they able to secure all the important facilities, such as the security building, communications and so on? If not, what are they going to do?

What about the bases civilian population. Only a small percentage of the people on the base are soldiers, scientists, or heads of the various departments. Do they allow the people to run around free? Do they keep the population locked up in their private homes and the staff quarters until Prime base is able to awaken teams to assist them? Do they enlist further assistance from the townsfolk and the survivalists to keep the prisoners in check? Or, do they exile the staff and their families to the wastelands?

If the team comes up with a viable solution to the staff, what about the soldiers and envoys who are off base? There are people hunting, soldiers tracking down the survivalists, traders returning from the farms with goods obtained from the KFS. These groups could prove to be a very useful tool for the PD to use to make the teams lives miserable. The team was able to take control of the compound. The former occupants may be able to wrest control from the team in much the same way. After all, the soldiers and other teams know the base intimately.

Now, what if you made the Colonel and Greci clones. Are they off base? If not, did they cut their losses and run for the hills? If that is what happened, it is quite possible that Tony took many of the important notes and research documents he had on CD ROM and went to the farms in order to fly to the KFS. If you use this, how will the leaders of the KFS react to the loss of such a valuable resource? Will they risk a cross country trek to bring soldiers and supplies to attempt to retake the base? Will they fly in soldiers and supplies to the farms and set up a beach head there?

Another point to ponder. What will the project members do with the research they discover? An incredible amount of research was paid for in terrifying suffering, death and mutilation. How will the team members handle the moral dilemma this involves? Remember the research that was discovered after the fall of Germany in WW II? Sure, the nazi's made some important breakthroughs and discoveries, but it was usually conducted on the prisoners in their death camps. Can the project live with itself knowing what the discoveries cost in human suffering?

How many of the scientists survived the assault? Were any of these directly responsible for the death of any innocents (at least 80% were)? How are the team members going to learn this information? Do they interview the scientists? Do they interrogate them? Do they hand the scientists over to the survivalists? Do they stoop to the scientists level and resort to torture? Or, do they make use of the interrogation drugs that the scientists created?

What about the mutants the staff have kept under lock and key? Do they simply let them all go? Do they destroy the dangerous mutants? Do they keep them in captivity? So many questions that need answering.

Completion of this adventure will provide the PD and the players with ample role playing opportunities.

New Drugs

RNA 1106

When 10cc's of this drug are injected into the human body, it creates a change in the electrical brain wave pattern of the user (which is incredibly painful for 5 minutes (DEX 1, STR 5, CON 1). After the pain subsides stats return to one-half normal, but the user has limited telepathic abilities, and can send thoughts and read minds at distances of up to 40+1d10 meters.

The chance of success for sending or receiving thoughts is automatic (100%) when the user is touching the other person, and drops by 2% per meter the user is from the other person. Thus, if the other person is standing guard 15 meters away from the user, then the chance of successful telepathy is 70% [100% - (2x15)%].

The effects of the drug are highly random, based on the subject, their body size, physical condition and mental state at the time of injection. Duration is thus variable--1d20 minutes is normal, there is no standard length of time, it changes even in the same person due to variations in mental state, alertness, emotions, etc. Total exhaustion occurs when the drug wears off (DEX 0, STR 0, CON 0) and the user passes out for 1/2 hour for every minute the drug was "active". Thus, if the telepathic effects lasted 16 minutes, the user will later pass out and sleep for 8 hours (1/2 16 = 8). This sleep CANNOT be countered, even with Stimulants, as the person's body is COMPLETELY "shut down for the night".

The drug is highly addictive; there is a 45% chance every time it is used that the user will become addicted to it. Addiction will require the user to take another dose as soon as he awakens from exhaustion-sleep, and start the telepathic cycle all over again. When the user runs out of the

drug (or is physically restrained from taking it any more) he will go into screaming withdrawal within 2d20 minutes and will die of convulsions in 1d4 hours. There is NO cure or antidote for this addiction, which is one major reason that the staff never use this drug!

RNA -2232

When 5cc of this drug is administered to a human, it opens up a section of the human brain that is usually dormant, except in certain mutants or Psi's. The user drops into a coma like state for 1D100 minutes - the individuals PSI and INT score. Example: The PD rolls 76 minutes on the 1D100 roll. The user has 12 INT and 15 PSI. Added together the INT and PSI total 27, subtract this from 76, and the user will be in a coma for 49 minutes. It is quite possible that the user may not even fall into a coma if the roll is low enough.

Unless the user first concentrates on a specific subject or person before taking this drug, the images and visions will be incomprehensible.

Once the individual awakens from this coma, he or she moves as if they are in a trance (which, technically, they are). All Physical stats are at half value. This state lasts for 1D20 minutes, + the individuals PSI score. During this time, they can see into the future a total of 3D20 minutes times the PSI score. The information gained will be vague at best, difficult to understand as it is really a jumble of images, sounds, colors and garbled words. During the visions, the user describes what he or she sees. The user must be monitored, and what he describes written down to be analyzed later.

By using this drug, the whereabouts of a specific person can be determined, the results of a test can be determined even before the test begins, etc. The chance that the prediction has been properly determined is equal to 2 x the observers INT score + the observers PSI score.

Using this drug is VERY dangerous. It can cause permanent brain damage. The chance of suffering brain damage is 1D100 - the combined INT and PSI score. Thus, if the user has 14 INT, and 16 PSI, for a total of 30, subtract that from 100 which gives a 70% chance that the user will suffer brain damage. This translates into a PERMANENT loss of 1D3 points of INT.

Fortunately, this drug is not addictive.

EB-67 Pain Blocker

One cc of this drug is effective enough to totally shut down the pain center of the brain. While on this drug, the user can ignore all the unconsciousness rolls required. However, it causes actual damage to the user.

The drug, once injected, requires 1D12 minutes to take effect. During this time, the user will begin to lose feeling all over his or her body. This will cause a reduction in all manual skills (-25% to all skills that require touch or handling).

After the drug has taken effect, it will last for 1D10 X 10 in minutes. During this time, the user will 3 points of damage for every 10 minutes the effect lasts. This damage will be ignored unless it surpasses the individuals SP total, or causes a death roll to be made.

After the drug wears off, the user must immediately make a 1D100 roll. If this total is less than the total number of minutes the user was under the influence of the drug, he or she will fall into a coma for 2 hours per every 10 minutes the user was effected by the drug.

There is a flat 20% chance that the user will suffer brain damage from using this drug (this works out to 1 point of intelligence permanently lost).

To make matters worse, this drug is addictive. Every time the drug is used, there is a 35% chance that the user will become addicted to it. Addiction will require the user to take another dose as soon as the effects of the first dose wears off. If they are unable to obtain a dose of this drug, there is a 70% chance that the victim will be driven insane, and a 20% chance that the victim will die.

AF-01 Aggression Enhancer

4 cc of this drug is required to take effect. This drug unlocks the most primal aggression urges locked away deep within the mind. It can turn the most gentle, mild mannered individual into a total killing machine.

Once injected, the drug takes only 1D4 minutes to take effect. During this time, the user notices nothing unusual, except that they begin to feel slightly agitated. Once it kicks in, all rational thought is driven from the mind, and the user immediately attacks the first thing they see, be it a hated enemy, or someone they know and love. They will use whatever weapon is on hand, and will attempt to use the most lethal or destructive weapon they have. If no weapons are available, they will use their bare hands and teeth.

The most frightening aspect of this drug is the fact that it literally doubles the users strength. This will also increase the users SP total, making the user all that much more difficult to kill. For example. A man with a strength of 12, and a constitution of 14 has a SP/BP of 168. While using this drug, the SP jumps to 288! While under the influence of this drug, the user is not required to make unconsciousness or death rolls.

The drug lasts for 1D20 x1.5 minutes. Once the drug wears off, the user will return to normal. The strength returns to its original total, as does the users SP total. If, while under the influence of this drug, the user sustained enough damage to reduce the original SP to 0, they die instantly! No matter, if the user sustained damage, all unconsciousness and death rolls must be made once the drug wears off. To make matters worse, the user will be conscious, but unable to act, as they are simply burnt out. The user will be able to communicate, but will be unable to move, fight or defend themselves.

The other unpleasant side effect of this drug is the tissue damage it causes. The user will lose 1D6 points of strength, of which 1 point may be regained every 14 days (extensive physical therapy is required). Of this total, exactly one half (round up) is lost permanently! Fortunately, this drug is not addictive.

New Mutant Races

Name: Chameleon

Type: Mutant human

Location: 3, 4, 11, 12

Size: up to 2 meters tall

ST/CN: 10-16

DX/ACC: 10-16

SP/BP: Based on ST/CN

Armor Class: A

H&M: 10-14

Attacks: by weapon type, or hand to hand

Special Attributes: Chameleon like camouflage, exceptional hunting skills

Description: Chameleons appear to be normal humans except for two differences. First, their skin and hair color is constantly changing to match their surroundings. Secondly is that they exude no body odor (they do not possess sweat or pheromone glands). Due to this fact that, they constantly stay near water, or in cooler climates so they do not overheat.

These mutants are the most accepted out of all the human mutants known to inhabit the post holocaust world. They tend to live in the highlands and mountains, but prefer the cooler climates and migrate during the summer months to more hospitable locals. Due to this, these mutants are rarely ever found in Mexico and South America, and are quite common throughout the central mountains in the United States. Canada is a favorite place to live in during the hot summer months.

They live in small communities made entirely up of their gene type. However, this is not the rule. In some of the more liberal communities in the mountains, they are sometimes accepted, and are even allowed to marry and breed with normal humans.

They have no special culture. They live as their ancestors did. The only major difference is that they are exceptional hunters, as their prey cannot smell them. On hunts, they tend to wear very little, or nothing at all, as clothing will detract from their natural camouflage abilities, and that clothing tends to carry the smell of man. They rarely ever go hungry.

They primarily use knives and bows, but the occasional chameleon will use firearms (if they can ever get their hands on them). Those who use firearms are looked down upon by their peers, because to them, it is a sign of weakness, a lack of confidence in their skill.

Name: Ghoul

Type: Mutated Human

Locations: All areas

Size: 1.8 meters tall

ST/CN: 8-14

DX/ACC: 12-16

SP/BP: Based on ST/CN

Armor Class: A

H&M: 0-6

Attacks: 2 claws, or a bite

Special Attributes: Symbiotic relationship with Necrotising Fasciitis, Hide and move silent skills at 70%

Description: This mutated humanoid is fairly rare. Physically, it appears to be a human. Their skin is totally black, caused by a skin discoloration mutation, while their hair is pure white. Their eyes are large and white giving this mutant a natural low light vision, much like a cat. Because of this, the Ghouls are very sensitive to light. Bright light is painful to them, and they suffer a - 20% to their accuracy and skill rolls. The pure white eyes, hair and jet black skin making for a very unusual contrast. They have simple slits where the nose should be, and their mouths are filled with dozens of tiny, fine teeth. Their ears are nothing more than large holes on the side of their heads. It is unusual that they can hear as well as they do.

These creatures survive by feeding off the dead. Any type of dead, be it animal or human. The 'riper' the corpse, the better they like it. Thus, the name Ghoul.

This mutated race has lost all but the most basic intellect, relying mostly upon raw instinct. This is not the case with all members of this species. Some are highly intelligent and can learn as easily as a normal human. They have no true language, and communicate mainly through grunts and gestures. They still feel emotions like any normal human would. A mated pair still care for each other, a parent still loves its child and will do what ever is necessary to protect it, and of course, they feel fear, hate and anger.

They live together in small tribes, mainly live near human or humanoid communities. These tribes range in size from a couple of mated pairs, up to around three dozen individuals, depending on the size of the community they live near (the larger the community, the more dead, thus the ability to support more ghouls).

They do not use clothing. So, when the winter comes around, entire tribes of Ghouls will travel at night, migrating to the southern portion of the country. Depending on where the tribes settle, some Ghouls leave to join smaller tribes, thus increasing the gene pool, and giving the larger tribes a better chance of survival, and to remain undetected.

For the most part, Ghouls are not dangerous. They prefer to be left alone, and will only attack if hungry, or if someone has invaded their home. Sometimes, a ghoul hunting party will attack solitary travelers, or small groups of travelers if they think they have any chance of defeating their target. The other reason they will attack is if they have just moved into a new area, and are famished due to traveling and lack of food. If this is the case, they will go out of their way to get fresh meat.

Strangely enough, it has been discovered that this race has developed a symbiotic relationship with Necrotising Fasciitis, the dreaded flesh eating disease. They are in no way affected by this disease, but if someone is either bitten, or clawed by a Ghoul, the bacteria is

introduced into the victims body. They must immediately make a save, or begin to suffer from this horrid disease. Also, anyone with open wounds that are in close proximity to a Ghoul have a chance of contracting the disease.

Ghouls are universally feared and hated because of both their eating habits, and their relationship with the disease. If a community discovers that a pack of Ghouls are near by, they usually send out search and destroy parties. Usually, Ghouls only get careless during their migration period (Spring and Fall), and have a chance to be discovered.

Name: Leech

Type: Mutated Human

Locations: 2, 5, 14 (Southern Swamps)

Size: 2.5 to 4 meters long

ST/CN: 18/10-14

DX/ACC: 8-14

SP/BP: Based on ST/CN x2

Armor Class: C

H&M: 0

Attacks: 2 claws, one bite

Special Attributes: Hideous, Excellent swimmers, can hold their breath for up to half an hour..

Description: This mutated creature has very little in common with its human ancestors. It appears to be more snake than human. They are quite flat, their skeletal structure being almost exclusively cartilage. They have no legs, only a short tail which slowly tapers off the longer it gets. They are totally hairless, and their skin is usually a molted greenish blue to gray in color. They have no eyes, small slits where their ears should be, huge openings covered by thick membranes where the nose would be, and a thick lipped mouth filled with shark like teeth. Their two arms are nearly as long as their bodies and end in two wickedly clawed fingers.

One of the more unusual traits is that the leech has developed amphibian lungs, allowing it to breath water as well as air.

The leeches hearing is exceptional, but sensitive to loud noises. A gunshot within ten meters of a leech will cause it too flee from the pain the sound causes. Their sense of smell is akin to that of a shark or bloodhounds. A single drop of blood in the water can be detected from up to 500 meters away.

They cannot walk, but are incredibly agile in the water. They need to keep their skin wet at all times, as the sunlight will dry it out and cause it to crack and bleed. If left in the sun too long, it will kill the leech.

The leech feeds on flesh, but its favorite food is blood, be it animal or human. They will eat anything they can get their claws into. Once this mutant has gotten a firm grip on its prey, it will sink its teeth into the victims flesh and drain it completely of blood. Then, it will store its victim in its lair to feed off until it has been completely consumed.

The creature attacks by lying wait under the surface of a pond, stream, or any other body of water. Any creature coming to close will be grabbed and dragged into the water. Here the leech will wrap itself around the victim in a strangle hold, trying to suck its blood as it drowns the poor soul. If need be, the leech can disembowel its victim if it proves to be to much to handle. The leech would prefer not to do this, as the internal organs are its favorite part to eat.

The leeches are solitary, and rarely will tolerate even each others company. They get together only to mate (late fall). If two males encounter each other, they will fight each other until one is dead or driven off. These creatures are very territorial. Once mating has completed, the male leaves the female.

The female gestates for 6 months before giving birth to 1D3 young. She stays with the young, hunting for them, feeding, and caring for them until they are old enough to fend for themselves (usually 4 to 6 years after birth). Once they part company, they never keep contact. During the mating season, if the female encounters any of her young, she will not allow them to mate with her, and if they insist, either the child, or the mother is killed. If a male encounters its

own children, it will leave them be unless the young is female. If it is mating season, the male will attempt to mate with his daughter. Only the females prevent inbreeding.

Leeches are nearly unintelligent, but they possess an incredible cunning. They have no culture to speak of.

Fortunately, leeches are exceedingly rare.

Name: Wraith

Type: Mutated Human

Locations: Anywhere (forests only)

Size: up to 2 meters tall

ST/CN: 10-16

DX/ACC: 12-18

SP/BP: Based on ST/CN

Armor Class: A

H&M: 6-12

Attacks: Fists, bite, or by weapon

Special Attributes: Invisible

Description: These mutants are exceedingly rare. They are quite human in appearance, except for nearly translucent blue tinted skin. They have large, blood red eyes without pupils. They are totally hairless, and have unusually long arms and legs. Their sense of smell, hearing and sight is the same as a normal humans. The mutant's noses are so flat as to be nearly non-existent.

These mutants eat normal food. They require no special type of diet.

Wraiths are as intelligent as a normal human, but they are shy and shun contact with those who are not of their own gene type. They are also incapable of making any type of noise, as this species does not possess vocal cords, or tongues.

To make up for this drawback, these mutants have developed an incredibly elaborate sign and body language. It would take a non-wraith many years to learn the subtleties of this type of language.

They live together in small communities of no more than ten individuals. These communities are hidden deep in the forests all over the United States, Canada, and Mexico. These tiny communities are nothing more than extended families. They travel rarely, usually only to find potential mates.

They live, love, hate, and feel emotions as any normal humans do. Due to the fact that it is quite difficult for these mutants to breed, they cherish their children, and will fight ferociously to protect them. It has happened on occasion that a wraith child has been killed by a normal human. The parents hunted down the individual, terrorizing him before killing the victim slowly and painfully.

The reason these mutants have gained the name Wraith is because of their unique psionic ability. They are able to bend light around themselves, so they can appear nearly invisible. Casual searching will miss a wraith altogether. If someone is actively trying to spot a wraith, they have to roll their intelligence or less on 1D100, or they will miss the wraith entirely. If they succeed, they will notice something odd about the area they are searching, and will then get another roll, this time 3 times their intelligence on 1D100. If they succeed this time, they know exactly where the wraith is located.

Wraiths are not hostile. They simply do not want to be contacted. When they are forced into a contact situation, they will attempt to flee. If this is impossible, they will fight with their fists, crude weapons, or they will attempt to bite.

If they are anywhere a human community, they will use their psionic ability to sneak into it during the night. They will take food, clothing and other items that they need, but rarely ever take any more than is necessary. After several raids, they will then move out of the area, as not to attract too much attention to themselves.

Over the years, when a wraith has been spotted by normal humans, they are mistaken as ghosts as they seem to disappear from sight right in front of them. The Wraiths have encouraged this, as it sometimes will drive intruders away from a wraith community.

New Diseases

Necrotising Fasciitis (Flesh Eating Disease)

If someone is clawed or bitten by a ghoul, they must make a constitution check. Multiply the victims constitution by 5. This will give the victim his or hers constitution total. Then roll 1D100. If the roll is equal or less than the victims constitution total, the victim staves off the infection. If the roll is greater than the constitution total, the victim is in serious trouble. A lesion will form where the victim was bitten or clawed.

The lesion is incredibly painful and it causes actual damage (4 Dp). If not treated immediately, roll 1D6 and multiply this by 10. That is how long in minutes that will pass before the lesion will spread to a randomly determined location right beside the original lesion. This will cause another 4 Dp, and unless the lesion is bandaged, the victim will lose 1 BP every 5 minutes.

The only way to stop the spread of the lesions, is to amputate the infected area. This will require a successful medical roll. If it is successful, the amputation will cause 10 Dp - the doctors skill level. Example. A doctor with a medical skill of 60% will reduce the damage the victim suffers to four points. The damage cannot be reduced below four points.

Now, if the doctor is unsuccessful, he was unable to remove all the infected flesh, and the infection will return in 1D6 times 10 minutes.

Now, once all the lesions have been removed, the victim will get another chance to throw off the disease. To do so, the victim must make another constitution check. If successful, the victim can begin recovering. If the roll fails, in 1D6 times 10 minutes, a new lesion will occur.

Now, the victim gets a bonus of +1% for every 1% the doctor made his skill roll by. Example. A doctor with a medical skill of 60% rolls 24%. This gives the victim a 36% bonus to try and throw off the infection. This bonus is reduced by 10% for every lesion the victim has suffered. So, if the victim suffered from 2 lesions, the victim has a -20 to his / her constitution check. So instead of having a bonus of +36% to throw off the infection, the victim has only a +16% bonus. Better this than nothing at all.

Finally, if lesions develop on the head or neck, the victim is dead.

NPC Statistics and Skills

Detailed below are all the important NPC's that will be encountered throughout the adventure. The skill level has not been included, as this is up to the individual PD. Also, the skills are taken directly from GURPS. Tailor the skills to suit your campaign.

Roger Whitefeather

ST: 12 CN: 12 DX: 9 CH: 15 LK: 5 IN: 13 PSI: 17

HT: 1.85 M WT: 77 KG SP/BP 144 Blood: A+ Move: 3, Age: 43, Sex: Male

Skills: Ride, knife, bow, first aid, cartography, stealth, swim, climb, survival (cold, mountain, desert, forest, swamp), tracking, hunting, bowyer, literacy, botany, mathematics, skiing, tomahawk, throwing, fishing, spelunking

Will Whitefeather

ST: 19 CN: 16 DX: 11 CH: 13 LK: 10 IN: 11 PSI: 7

HT: 2.06 M WT: 99.7 KG SP/BP 304 Blood: A+ Move: 3, Age 20, Sex: Male

Skills: Ride, knife, bow, bowyer, tomahawk, spear, cartography, skiing, snowboard, swim, boating, seamanship, climb, spelunking, survival (cold, mountain, forest, desert), hunting, fishing, stealth, literacy, mathematics, tracking, stealth.

Martin Sheeves

ST: 15 CN: 14 DX: 13 CH: 18 LK: 13 IN: 16 PSI: 11
HT: 1.75 M WT: 70.3 KG SP/BP 210 Blood: B+ Move: 3, Age: 37, Sex: Male
Skills: Pistol, riding, jeweler, accounting, economics, history, literacy, mathematics, prospecting, psychology, administration, diplomacy, fast talk, gambling, merchant, hold out, sleight of hand.

Marie De Guan

ST: 7 CN: 13 DX: 11 CH: 8 LK: 8 IN: 11 PSI: 11
HT: 1.44 M WT: 40.8 KG SP/BP 91 Blood: A+ Move: 3 Age: 26, Sex: Female
Skills: Riding, first aid, cooking, knife, climb, swim, dance, pottery, leather-working, seamstress, language (Mandarin Chinese, Tagalog), diagnosis, acting, sex appeal

Daniel Brynn

ST: 13 CN: 10 DX: 19 CH: 11 LK: 12 IN: 13 PSI: 10
HT: 1.65 M WT: 65.7 KG SP/BP 130 Blood: O- Move: 5 Age: 171, Sex: Male
Skills: Drive automobile, armor, motorcycle; martial arts, pistol, rifle, SMG., anti tank weapons, bow, crossbow, fast draw, knife, garrote, spear, ride, acrobatics, jumping, skiing, swimming, throwing, fist aid climbing, naturalist, navigation, seamanship, survival (all terrain), tracking, Electronic operations (communications, computers, security), literacy, carousing, fast talk, gambling, leadership, tactics, strategy, camouflage, demolition, disguise, escape, holdout, interrogation, shadowing, sleight of hand, stealth, traps, fishing, hunting.

Sarah Anne Rook

ST: 11 CN: 12 DX: 12 CH: 15 LK: 5 IN: 16 PSI: 10
HT: 1.70 M WT: 58.9 KG SP/BP 132 Blood: A- Move: 3 Age: 17, Sex: Female
Skills: Riding, animal handling, automobile driving, ATV driving, acrobatics, jumping, skiing, snow boarding, climbing, swimming, knife, pistol, rifle, SMG., brawling, sign language, first aid, fishing, hunting, naturalist, mountaineering, spelunking, survival (cold, forest, mountain, underground), tracking, literacy, mathematics, leadership, diplomacy, tactics, camouflage, interrogation, stealth

Erik Rook

ST: 17 CN: 10 DX: 18 CH: 14 LK: 12 IN: 14 PSI: 9
HT: 1.80 M WT: 77 KG SP/BP 170 Blood: O- Move: 4 Age: 45 Sex: Male
Skills: Riding, animal handling, automobile driving, ATV driving, guitar, singing, bard, jumping, skiing, swim, throwing, knife, pistol, rifle, SMG., bow, bowyer, crossbow, brawling, sign language, first aid, fishing, hunting, naturalist, prospecting, spelunking, mountaineering, botany, survival (cold, mountain, forest, underground), tracking, teaching, literacy, diplomacy, mathematics, tactics, camouflage, interrogation, stealth, shadowing, economics, merchant, climbing, leadership.

Carson 'Cougar' Smith

ST: 19 CN: 11 DX: 17 CH: 10 LK: 10 IN: 15 PSI: 17
HT: 1.77 M WT: 90.7 KG SP/BP 209 Blood: AB+ Move: 4 Age: 28, Sex: Male
Skills: Riding, animal handling, jumping, climbing, swimming, boating, seamanship, spelunking, mountaineering, skiing, snow board, acrobatics, boating, throwing, knife, pistol, rifle, SMG., brawling, spear, net, bola, naturalist, survival (cold, mountain, forest, desert), tracking, stealth, shadowing, literacy, mathematics, camouflage, interrogation, carousing, fast talk, gambling, sex appeal, tactics, strategy, detect lies, escape, holdout, sleight of hand, sign language, fast draw

Tamara Raptor

ST: 17 CN: 22 DX: 25 CH: 11 LK: 7 IN: 8 PSI: 12
HT: 2.06 M WT: 63.5 KG SP/BP 374 Blood: O- Move: 7 Age: 23, Sex: Female
Skills: Riding, jumping, climbing, swim, skiing, dance, acrobatics, knife, bow, bowyer, pistol, rifle, SMG., cooking, sign language, fishing, hunting, naturalist, spelunking, mountaineering, survival (cold, forest, mountain, underground), tracking, camouflage, escape, literacy

Dr. Tony Greci

ST: 10 CN: 12 DX: 11 CH: 20 LK: 15 IN: 10 PSI: 6

HT: 1.78 M WT: 71.7 KG SP/BP 120 Blood: O+ Move: 3 Age: 178, Sex: Male

Skills: Pistol, first aid, diagnosis, physician, surgery, accounting, compute operation, electronics operation (medical, communication, security), biochemistry, chemistry, genetics, mathematics, physiology, research, administration, diplomacy, leadership, politics, public speaking, teaching, detect lies, interrogation, Automobile Driving.

The 'Colonel'

ST: 13 CN: 10 DX: 14 CH: 18 LK: 20 IN: 11 PSI: 8

HT: 1.80 M WT: 72.3 KG SP/BP 130 Blood: B+ Move: 4 Age: 189, Sex: Male

Skills: Riding, acrobatics, jumping, swimming, throwing, pistol, rifle, SMG., Anti Tank weapons, bow, bowyer, crossbow, fast draw, knife, martial arts, spear, garrote, armory, gesture, lip reading, first aid, boating, seamanship, fishing, hunting, naturalist, mountaineering, spelunking, navigation, survival (all terrain), tracking, literacy, mathematics, leadership, tactics, strategy, climbing, camouflage, demolition, detect lies, escape, holdout, intelligence analysis, interrogation, lock-picking, poisons, shadowing, sleight of hand, stealth, traps, automobile driving, armor driving, motorcycle, powerboat pilot, crew served weapons.

Dr. Dan Springfield

ST: 11 CN: 10 DX: 14 CH: 9 LK: 8 IN: 17 PSI: 5

HT: 1.73 M WT: 122.4 KG SP/BP 110 Blood: A+ Move: 4 Age: 176, Sex: Male

Skills: First aid, diagnosis, physician, surgery, computer operation, electronic operation (medical equipment), biochemistry, chemistry, mathematics, physiology, research, pharmacy, administration, carousing, poisons, driving, literacy.

Felicity Barns

ST: 11 CN: 16 DX: 12 CH: 11 LK: 12 IN: 14 PSI: 16

HT: 1.52 M WT: 52.2 KG SP/BP 176 Blood: B+ Move: 3 Age: 183, Sex: Female

Skills: Artist, bard, calligraphy, poetry, writing, acrobatics, jumping, swimming, skiing, pistol, cooking, literacy, climbing, naturalist, accounting, computer operation, heraldry, first aid, diagnosis, history, mathematics, occultism, physiology, research, administration, carousing, sex appeal, teaching, detect lies, lip reading, seamanship, boating, Automobile Driving, motorcycle, midwifery.

Dr. Wanda Richter

ST: 7 CN: 13 DX: 9 CH: 13 LK: 6 IN: 18 PSI: 16

HT: 1.83 M WT: 72.6 KG SP/BP 91 Blood: O- Move: 3 Age: 178, Sex: Female

Skills: Pistol, fist aid, diagnosis, physician, surgery, computer operation, electronic operation (medical equipment), biochemistry, chemistry, literacy, physiology, research, martial arts, interrogation, whip, lasso, hypnotism, psychology, administration, politics, detect lies, sleight of hand, Automobile driving, knife.

Dr. Jason Ross

ST: 8 CN: 17 DX: 15 CH: 11 LK: 11 IN: 18 PSI: 1

HT: 1.80 M WT: 77.1 KG SP/BP 136 Blood: A+ Move: 4 Age: 24, Sex: Male

Skills: First aid, diagnosis, physician, surgery, computer operation, electronic operation (medical equipment), biochemistry, chemistry, literacy, mathematics, virology, bacteriology, genetics, physiology, research, administration, diplomacy, politics, teaching.

Lee G. Charnock

ST: 13 CN: 14 DX: 12 CH: 17 LK: 10 IN: 15 PSI: 15

HT: 1.83 M WT: 79.4 KG SP/BP 182 Blood O+ Move: 3 Age: 29, Sex: Male
 Skills: Riding, animal handling, artist, swimming, pistol, rifle, carpentry, mechanic, literacy, fishing, naturalist, navigation, survival (cold, grassland, forest, mountain), computer operation, electronics repair, electronics operations (communications, security), history, mathematics, psychology, research, administration, carousing, diplomacy, gambling, leadership, sex appeal, teaching, climbing, Automobile driving, motorcycle driving.

Dr. Peter Tyrus

ST: 13 CN: 11 DX: 17 CH: 9 LK: 16 IN: 19 PSI: 8
 HT: 2.16 M WT: 70.3 KG SP/BP 143 Blood: A+ Move: 4 Age: 34, Sex: Male
 Skills: First aid, diagnosis, physician, surgery, genetics, biochemistry, chemistry, physiology, research, administration, teaching, literacy, computer operations, electronic operations (medical equipment), mathematics, history.

Ghoul

ST: 12 CN: 14 DX: 16 CH: 18 LK: 13 IN: 16 PSI: 6
 HT: 1.44 M WT: 38.6 KG SP/BP 168 Blood: A+ Move: 4 Age: 16, Sex: Female
 Skills: Jumping, swimming, brawling, climbing, naturalist, survival (forest, mountains, ruins, grassland, swamp, desert), camouflage, escape, shadowing, stealth, tracking.

Below are some statistics for the average people that the team may encounter during the course of the adventure. These stats also include weapons that may be carried when encountered, and combat oriented skills. Also detailed below are the stats for any town's people that may join the team in the raid, and civilians that will be encountered in AREA 27.

Average Survivalist

ST: 10 CN: 12 DX: 14 CH: 10 LK: 13 IN: 10 PSI: 12
 SP/BP 120 Move: 4
 Weapons: Knife, browning high power, M-16A1
 Skills: Pistol 60%, Rifle 70%, Knife 50%, Hide: 80%, Move Silently 60%

Average AREA 27 Soldier

ST: 13 CN: 14 DX: 16 CH: 8 LK: 11 IN: 9 PSI: 6
 SP/BP 182 Move: 4
 Weapons: M16A1 or HK CAW, HK SOCOM pistol, 2 M26A1 fragmentation grenades, knife
 Skills: Pistol 70%, Rifle or Shotgun 80%, Knife 40%, throwing 60%

Average AREA 27 Scientist / Assistant

ST: 8 CN: 12 DX: 11 CH: 10 LK: 10 IN: 18 PSI: 9
 SP/BP 96 Move: 3
 Weapons :improvised only (scalpels, broken glass, etc.)
 Skills Brawling 40%

Average AREA 27 Civilian

ST: 10 CN: 10 DX: 12 CH: 11 LK: 7 IN: 12 PSI: 10
 SP/BP 100 Move: 4
 Weapons: Improvised only (tools, farming implements, etc.)
 Skills: Brawling 50%

Average Townsfolk

ST: 14 CN: 12 DX: 10 CH: 8 LK: 10 IN: 11 PSI: 10
 SP/BP 168 Move: 3
 Weapons: Knife, bow, civilian hunting rifle.

Skills: Knife 40%, Bow 75%, Rifle 45%

Drug enhanced spider monkeys.

ST: 18 CN: 12 DX: 16 CH: 0 LK: 0 IN: 0 PSI: 0

SP/BP 216 Move: 4, Armor A, weapons 2 claws, one bite

New Weapon Systems

SPAS 15

Weapon Type: Shotgun

Caliber: 2 " 12 Gauge (18.5 x 70 mm)

E-Factor: 8

Muzzle Velocity: 1145 fps

Length: 109 cm

Weight: 4.20 kg

Type of Fire: Pump or Semi auto

Feed Device: 6 round magazine

Magazine Weight: 0.72 kg

Effective Range: 50-100 M

Maximum Range: 1000 M

Notes: Can be fitted with a variety of sights, as well as a harness, and can fire Rifle Propelled Grenades.

H&K MSG90

Weapon Type: Sniper Rifle

Caliber: 7.62 x 51 mm (.308 Winchester)

E-Factor: 17

Muzzle Velocity: 2586 fps

Length: 116 cm

Weight: 7.40 kg (including scope)

Type of Fire: Semi auto

Feed Device: 5 or 20 round magazine

Magazine Weight: 5: 0.18 kg, 20: 0.70 kg

Effective Range: 900-1200M

Maximum Range: 3800 M

HK 0.45 SOCOM

Weapon Type: Combat Pistol

Caliber: 0.45ACP

E-factor: 8

Muzzle Velocity: 885.6 fps

Length: 24.5 cm

Weight: 2.25 kg (fully loaded)

Type of Fire: Semi Automatic

Feed Device: 12 round magazine

Effective Range: 50 M

Maximum Range: 1337 M

Note: Can be fitted with a flash suppresser, ambidextrous safety, can be fit with laser sight.

H&K CAWS

Weapon Type: Assault Shotgun

Caliber: 3" Belted All-Brass Magnum 12 Gauge (19.5 x 76mm)

E-Factor: 8

Muzzle Velocity: 1145 fps
Length: 76 cm
Weight: 4.31 kg
Type of Fire: Selective: Single shot or Full auto
Feed Device: 10 round magazine
Magazine Weight: 1.20 kg
Effective Range: 50-90 M
Maximum Range: 1000 M

H&K MP5K-PDW (Personal Defense Weapon)

Weapon Type: Submachine Gun
Caliber: 9 x 19 mm (9 mm Parabellum)
E-Factor: 9
Muzzle Velocity: 1230 fps
Length (Folded): 36.83 cm
(Extended): 60.33 cm
(Folded W/ Silencer): 56.51 cm
(Extended W/ Silencer): 80.01 cm
Weight: 2.79 kg
(W/ Silencer): 3.36 kg
Type of Fire: Selective: Single shot, 3 Round burst or Full auto
Feed Device: 15 or 30 round magazine
Magazine Weight: 15: 0.30 kg, 30: 0.50 kg
Load Time: 3 seconds
Effective Range: 200 m
Maximum Range: 2000 m
Note: This is a shortened version of the MP5 with side folding stock. Was designed for downed air crew and vehicle drivers. Looks like an MP5K.

New Vehicles

M548 Cargo Carrier
Crew: 1+3 passengers
Weight:
7439 kg. (empty)
12882 kg. (loaded)
Maximum load: 5443 kg.
Length: 5.892 meters
Width: 2.69 meters
Height:
(excluding M2HB) 2.81 meters
(reduced) 1.94 meters
(load area) 1.21 meters
Load Area: 3.32 meters X 2.45 meters
Ground Clearance: 0.6 meters
Maximum Road Speed: 64 KPH
Maximum Water Speed 6 KPH
Fording: 1 meter
Vertical Obstacle: 0.609 meters
Trench: 1.68 meters
Armor Class: 50
Armament: M2HB
Ammunition: 300 rounds .50 caliber belted ammunition

This vehicle was adapted by the project to be used by the route recon teams, to make it easy to carry ATV's, and traverse very rough terrain. The M548 has very little in the way of protection from both small arms fire and anti tank weapons, but it wasn't expected to encounter combat, unlike the MARS teams, or the regular RECON teams.

A winch mounted on the front of the vehicle has a 9072 kg. capacity.

M2 Bradley Infantry Fighting Vehicle

Crew: 3+7 passengers

Weight:

19005 kg. (empty)

22590 kg. (loaded)

Length: 6.453 meters

Width: 3.2 meters

Height:

(gunners sight) 2.972 meters

(turret roof) 2.565 meters

Gradient: 60%

Ground Clearance: 0.432 meters

Maximum Road Speed: 66 KPH

Maximum Water Speed 7.2 KPH

Fording: Amphibious with preparation

Vertical Obstacle: 0.914 meters

Trench: 2.54 meters

Armor Class: 150

Armament: 1X25mm cannon, 1X7.62mm MG (coaxial), 2XTOW ATGW launcher, 2X4 smoke dischargers

Ammunition: 900X25mm, 1340X7.62mm, 7XTOW ATGW

Quad All Terrain Vehicle

Crew: 1

Weight: 249 kg

Length: 1.94 meters

Width: 1.15 meters

Height:

(seat) 0.785 meters

(overall) 1.08 meters

Ground clearance: 0.06 meters

Maximum Road Speed: 45 KPH

Fording: 0.3 meters

Vertical Obstacle: 0.186 meters

Trench: 0.33 meters

Armor Class: 0 (Driver not protected from fire)

Cargo Capacity:

(front) 40.8 kg

(rear) 81.6 kg

(hitch) 13.6 Kg

Towing Capacity: 385.6 kg

Fuel Capacity: 12 liters

Range: 250 Km

Armament: None

Ammunition: None

Authors notes

There are several people who deserve not only a mention in this module, but they also deserve a very heartfelt thanks.

First, to my wife Rosalie. If it wasn't for her encouragement and patients, it may have taken me far longer to complete this work. I hope you're proud of me honey!

Secondly, a huge amount of credit goes to my good friend Joseph Benedetto (hey, his name is on the cover right beside mine, isn't it?). He took a first time author under his wing, and gave me far more encouragement and praise than anyone has over the years (next to my wife that is). He came up with some incredible ideas for me to add to this work, and he also read over everything I wrote and sent to him. He asked all the questions that needed asking, pointed out some really dumb mistakes, critiqued, criticized, commented the hell out of this module. The finished product is far, far better than it would have been otherwise. Thanks my friend!

Third, I would also like to thank Gary Gore for helping me with the module. He caught the occasional mistakes that both Joe and I missed, again, pointed out some glaring errors that had to be addressed, and even provided me with some of the vehicle and weapon data I couldn't locate on my own. With his help, I won't be forced to come up with answers on the fly for those who discovered the mistakes, and those who are sticklers for correct weapon and vehicle details won't be breathing down my neck, telling me how wrong I was!

Finally, I would like to thank Phil and Janel Cottrell for giving a first time author a chance at fame.

I put a lot of effort into this module, and I certainly hope that you, the reader enjoy reading it as much as I did writing it!

Chris Van Deelen

Finish