

SPECIAL DIFFERENT WORLDS MODULE

A MORROW PROJECT Scenario For Post-Holocaust Earth

Operation Link-Up

Illustrated by Steve Purcell
Map renderings by Tadashi Ehara

By Barron Barnett and William A. Barton

"Operation Link-Up" concerns the efforts of a Morrow Project Recon team to link up with a Science team in the town of Washington, Indiana, and to save the town from a marauding band of Bikers and Gypsy Truckers and the ravages of a mutated disease. The scenario may be played one of three ways: As a mission for a 6-8 man Recon team, for an 8-man Science team, or as a two-team game, with two groups of players and two project directors (gamemasters). If the latter method is utilized, the project directors should take special care to coordinate the relative times and movements of the teams, allowing them contact only by radio until they actually manage to link up in Washington. Until such time as that, the two teams should be kept in separate rooms, with radio communications carried on by message or intercom. The teams should only be allowed face-to-face contact once both are safely in town.

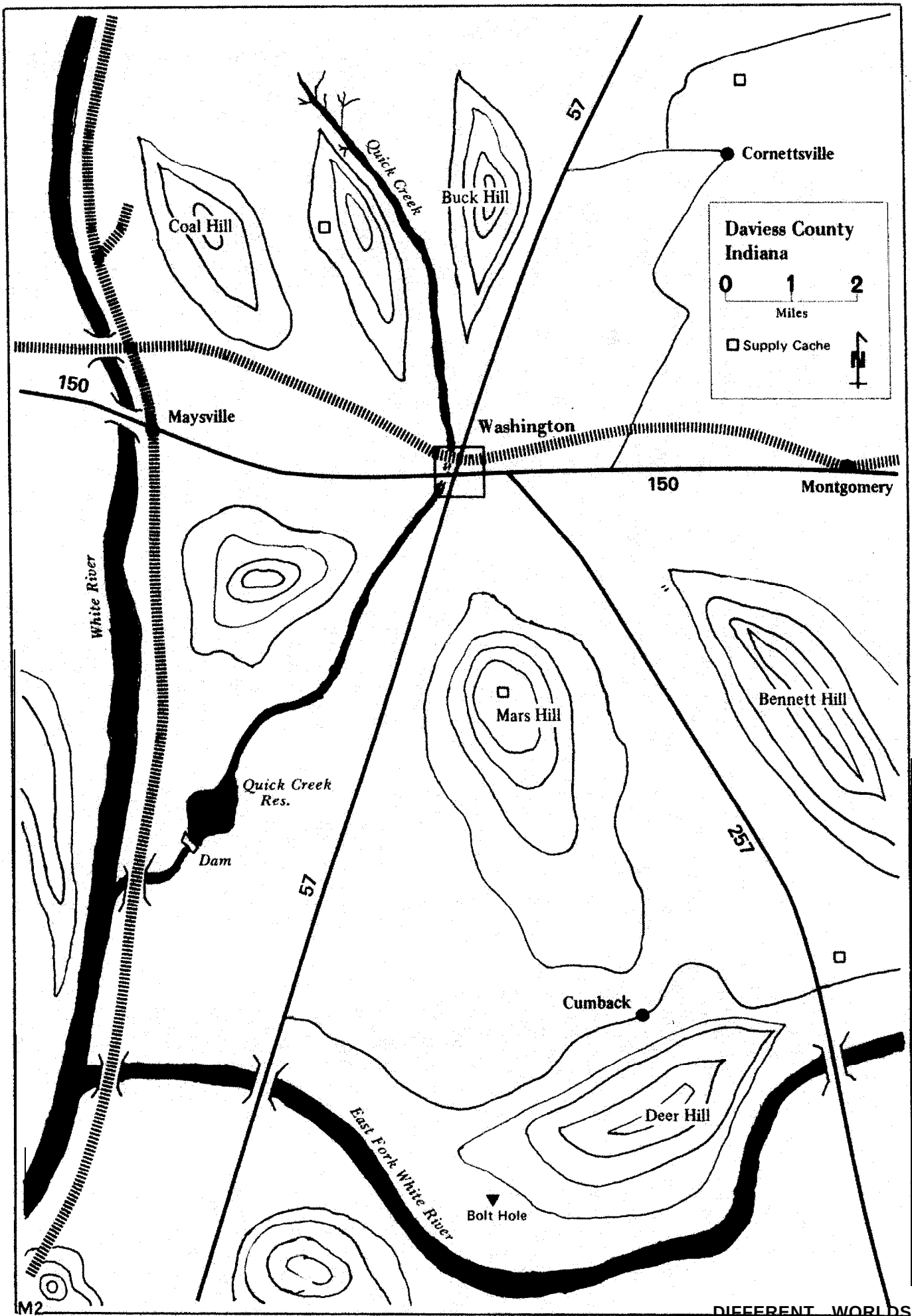
If running only one team of players, the other MP team, Recon or Science, should be played by the project director as non-player characters, drawing the team of players into Washington and the scenario. The non-player character team and their vehicle(s) and equipment should only be of minimal aid to the players, requiring them to successfully complete the scenario using their own resources rather than relying on outside help. Please note that a successful conclusion to this scenario can only be reached through thorough investigation and deductive reasoning on the part of the players, rather than through force of arms, though a less-satisfying conclusion can be reached through firepower alone. A team of players more inclined to thinking then hooting their way out of situations would best be cast in the role of the Science team; those who prefer combat solutions would fare better as the Recon team.

OUT OF THE BOLT HOLE

If playing the Recon team, or two teams are in action, MP Recon team F-18 will awaken in their bolt hole south of Washington, Indiana (see Area Map). They will soon realize that all is not as was planned and that rather than awakening a few years after WW III, a lot more time has passed. To give them somewhat more of a shock than the usual team wake-up process, the project directors may impose an immediate encounter while the team is still in the bolt hole in the form of a minimoose (*TM Handbook*, p. 59) butting their periscope, requiring them to emerge blind. Of course, all radio bands will be silent beyond background static until immediately after the team emerges. At that point, team F-18 will receive a radio message from Morrow Science team S-4. The Science team, which has been out of their bolt hole several days, is currently in Washington, Indiana. They are requesting assistance from any MP teams in radio range; their science vehicle has been disabled and they are under siege by a particularly aggressive group of Bikers (*TM Handbook*, p. 50). Furthermore, several members of the team, along with a number of the local townspeople, seem to have been stricken with a strange disease. Weakening, the team is having a hard time holding off the Bikers. Can F-18 come to their assistance?

Recon team F-18 should be equipped as the project director sees fit in terms of basic personal toads, etc. If six players, the team will have a Commando V-150 (see *TM Handbook*, p. 31, or MP scenario *Liberation At Riverton* for more information on this vehicle). If more than six players, an additional vehicle, either a Commando Scout or an XR311 (*TM Handbook*, pp. 30-31), may be added.

If playing the Science team, or two teams, MP Science team S-4 will emerge from their bolt hole some distance west of Washington, exact location and distance at project director's discretion, though no more than two days travel away (road maps or atlases of southwestern Indiana and



southern Illinois would be useful in this case). The team may be lured to Washington by several means—they could receive a radio message from Recon team F-18, already in Washington, under siege, sick, and requesting assistance, or perhaps a fleeting message from Washington radio station WXTG, repaired and held together long enough to get off one fleeting message for assistance against the ravaging Bikers.

The Science team will have a Scientific-One vehicle, though once they reach Washington, it will be immobilized for the remainder of the scenario, as a fully mobile Scientific-One mounts more than enough weaponry to easily deal with the Bikers and their allies. The team will have to rely on their secondary vehicles or the Recon team's vehicle(s) once they link up.

If playing two teams, the project directors may alter the sequence or times of the two groups' emergence from their bolt holes however they wish, though generally it should be the Science team who reaches Washington first, with P-18 attempting to run a Biker/Trucker "blockade" to reach them.

If the project director owns *MP* scenario *Project Damocles* and following scenarios, he may wish to have the teams awakened by Damocles for a specific mission, this scenario being an obstacle that must be overcome in order to proceed with that assignment. Information on the MP bolt holes may be found in the *TM Handbook, Liberation At Riverton*, and following scenarios published by Timeline.

FIRST ENCOUNTER

F-18: While the project directors should continually roll for encounters to keep the team busy, especially if attempting to delay them long enough for the Science team to reach Washington first, the first planned encounter should go as follows: Somewhere along the way to the town, the team will encounter a group of Bikers who have just attacked an outlying farm. The team could be attracted by a column of smoke arising from the burned-down farm buildings. When they arrive on the scene, they will find several Bikers raping a farm girl. If they open fire or attack the Bikers, they will find themselves under fire by other Bikers hidden in the trees around the farm. These Bikers will be armed with what seem to be rather sophisticated weapons—autorifles, SMGs, and perhaps a rocket launcher or two. The team should still manage to route the Bikers without too much difficulty, killing most of them and rescuing the farm girl. At least one Biker should manage to escape, however, to alert the rest of the gangs to the team's presence in the area. The girl will be alive but badly injured and frightened into incoherency. The rest of her family will be dead. Upon examining the bodies of the dead Bikers, the team will discover them to be in possession of MP issue weapons, some with the stamp of Recon team F-1, and some with those of team F-18!

This encounter serves two purposes—to alert the team to the threat of the Bikers and establish them as villains in the eyes of the MP personnel, and to inflict the team with a deadly, highly virulent disease carried by the Bikers and passed on to their victim and, through her, to the player-characters. Thus the team's efforts will become a race with time to find a cure for the disease before they succumb to its effects, meanwhile having to deal with the menace of the Bikers and their Trucker allies.

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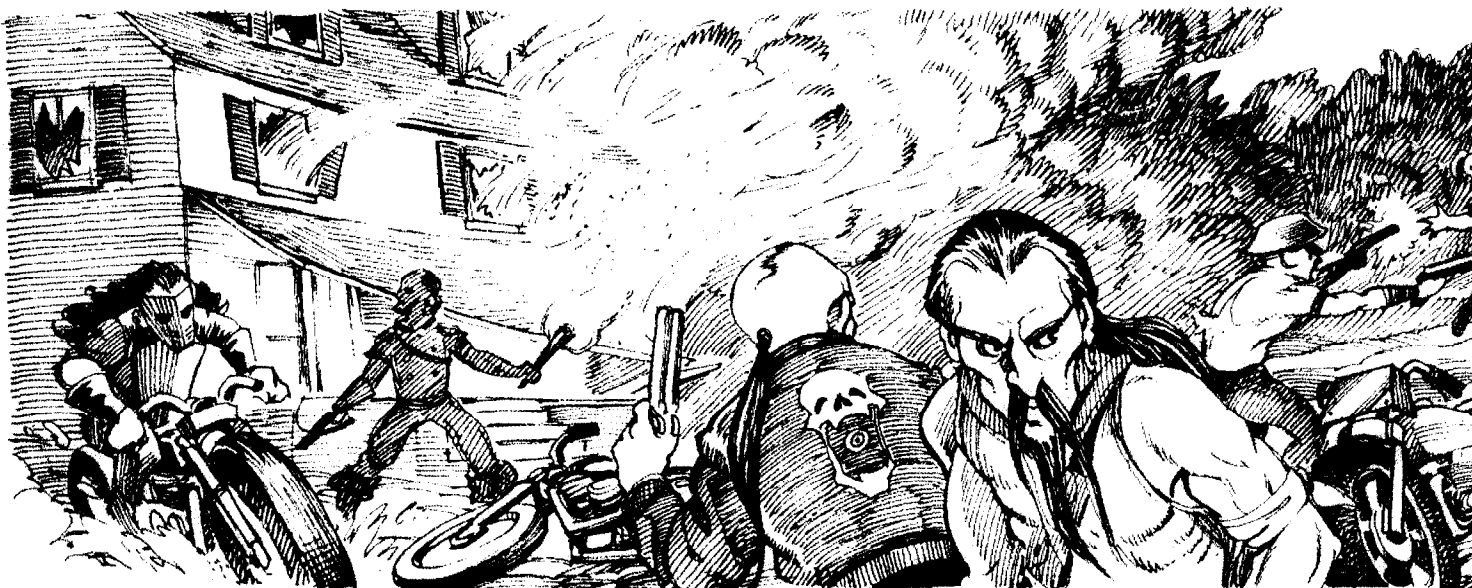
If playing the Science team, the team will first encounter the disease in the burned-out ruins of Maysville, west of Washington. Here they will find several survivors, mostly older women and young children, who will tell of the town being attacked by "raiders on small metal animals." They will be asked by the survivors to take them to Washington for refuge. The team will contract the disease through contact with these survivors. As the team travels the remaining distance to Washington, they will be spotted by Biker lookouts or, if using their radio to talk to F-18, will be overheard (see below). The Bikers will take no offensive action against the Scientific-One until it is stationary inside the city, making it an easier, more vulnerable target. They will wait until the crew is leaving the vehicle and launch an almost suicidal, blitzkrieg-like attack. While the MP team should manage to beat them back at this time, one Biker will manage to get close enough to catch the team by surprise and toss a crude pipe bomb into the vehicle. The resulting explosion will damage the interior of the vehicle enough to immobilize it. Most of the scientific and research equipment should remain intact, so that the team will have a chance to analyze the disease that is attacking them and attempt a cure. However, the vehicle will not be going anywhere for at least three weeks, the minimum amount of time it will take the team to repair it, provided the disease does not get them first.

While the Science team's problems will be minimal until they actually reach Washington, the Recon team will find themselves hounded by raiding teams of Bikers all the way to Washington. Should they attempt travel along a road, they may also encounter several Gypsy Trucker semis, which may mount a mortar or two. They will also pick up snatches of radio talk from nearby, giving short, terse orders and directions. This will be the Bikers trailing them, calling in other raiding teams in the vicinity over capture MP radios. It should not take the team long to realize this, though preventing it may be more difficult once the Bikers are on to them. The exact extent of the opposition dogging the team should depend on how long the project director wishes to delay their arrival in Washington and the team's capabilities.

Once the two teams have managed to reach Washington and link up with each other, the real challenge will begin—that of isolating the disease that is beginning to ravage them and finding a cure while fighting off the Bikers' raids on them and the town. If playing only one team, the players should find several members of the other team already stricken when they reach town. If both teams consist of player-characters, the disease will run its normal course.

THE OPPOSITION

The Bikers and Gypsy Truckers (*TM Handbook*, p. 51) who oppose the MP teams are two separate groups who have formed an uneasy alliance based on the personal charisma of their individual leaders "Duke" and "Wild Bill," and have joined together to "run the area." The Bikers moved into the area from the northeast, the Truckers from the west. Both found the old mining campsite where they have established their base at about the same time, three months earlier. The two groups were about to fight it out for the site when the two leaders decided to meet for a pow-wow. Both were smart enough to realize that a fight could be disastrous to both sides and that, by working together, they could accomplish a lot more than either



could separately, especially with those left after a deadly battle. Through sheer force of personality, Duke and Wild Bill managed to talk the other clan and gang leaders into going along with the alliance, pointing out the spoils in the area that could be shared by both. Both realize that the alliance can only last so long, but for now, it is more profitable to cooperate with each other than fight. A clever team, however, might be able to exploit the natural enmity between the Bikers and Truckers, held just below the surface by the efforts of the two leaders. to their advantage.

The Bikers consist of three gangs, lead overall by Duke. The individual gang leaders are Harry, Joe, and Slugger. The Truckers consist of four clans lead overall by Wild Bill. The clan spokesmen are Jimmy, Crasher, Bandit, and Black Knight. The Duke's stats are STR/CON 18, DEX/ACC 16, and H&M 11. Wild Bill's stats are STR/CON 17, DEX/ACC 18, and H&M 12. The gang and clan leaders can be considered to average 14 in STR/CON and DEX/ACC, and 10 in H&M, with all other Bikers and Truckers as average non-player characters of their type. The Bikers are armed mostly with knives, crude crossbows (see *MP scenario The Ruins of Chicago* for a sample), chains, and clubs. The Truckers possess a few crude flintlock rifles, tire irons, knives, and axes. Both have a number of modern firearms (project director's choice of what kind and how many) captured from Recon team F-11 and stolen from F-18's Mars Hill cache. Altogether, the Bikers and Truckers number about 150 individuals (70 Bikers, 80 Truckers), about a third of whom are women and children, mostly from the Truckers. The Trucker clans are all close-knit, while the Biker gangs are more individualistic, held together only by Duke. Most of the Bikers' women are those they have captured from raids on town they have passed through and who were tough enough to live through the Bikers initial attentions. The unequal distribution of women is one source of tension between the two groups, with occasional fights breaking out due to this. However, the Duke has promised his men plenty of women from the nearby town soon. Up to now, they have just been raiding the outlying areas, but are beginning to move in on Washington. In the three months since they found the abandoned camp, they have managed to establish a number of vantage points from which to spy on the town and will have regular information on the actions of

the MP teams and the townspeople as a result.

The Bikers and Truckers are already somewhat knowledgeable about the Morrow Project. Soon after establishing their camp, Recon team F-11, recently awakened, entered the area. The Bikers feigned friendship until they were able to catch the team unawares. They killed all but two of the team, finally torturing one of the survivors to death for information on the Project. The other team member, a woman, has been kept by the Bikers as a sex slave and is being held at camp. The team's vehicle was sabotaged by the commander before he was killed. The computer, power system, and 20mm cannon on the V-150 are totally useless and its undercarriage burnt out by a demo charge, though the coaxial machine gun still works. The Truckers have mounted the vehicle on a flatbed trailer, as noted in the section on the camp. Several team weapons and radios were captured and are used by the Bikers and Truckers. Learning from their prisoner of the MP caches concealed under U.S. Benchmarks, the group managed to find and recover one of F-18's caches, giving them more weapons and ammunition.

THE DISEASE

The disease inflicting the MP teams and townspeople of Washington is a mutated viral infection. It developed from a normally harmless variety subjected to radiation from the Soviet missile targetted on Crane Naval Depot to the northeast. It lay harmless for decades until picked up by the Bikers, who contracted it when drinking from a small pool about 25 miles to the north-northeast of Washington. Fortunately for the Bikers, they found the old mining camp and began drinking from the water of Coal Creek. As often happens, nature quite accidentally developed its own counterbalance to the new disease in the form of a fungus growing in the waters of Coal Creek. It is especially concentrated in the water lilies that grow in a pond near the source of the Creek. The water lilies, themselves mutated, released a weak toxic substance into the systems of those who eat them. In conjunction with the fungus, this toxin completely arrests the development of the virus. The fungus itself will only stave off the symptoms for several days. While arrested in those who partake of this natural "serum," the virus remains highly virulent and may be contracted by any sort of close contact with those who



carry it-by touch, by breathing the same air, etc. Thus the Bikers gave the disease to the Trickers, who were also protected by the waters of their campsite, and to anyone else they contacted. Protected by the arresting agent, the Bikers and Trickers are unaware they have the disease at all. The Science team picked it up from the survivors of Maysville, infected by close contact with the raiders and each other. The Recon team picked it up from the rape victim they saved from the Bikers. The townspeople caught it from the MP teams entering town, a fact the teams may wish to conceal once they discover it.

Once infected with the disease, a victim will develop a fever within 24 hours, followed shortly by a nosebleed and severe coughing. Within 48 hours, the victim will be reduced to at best 50% effectiveness. By the third day, he will be bedridden and completely incoherent. By the fourth day, he will be dead. (Alternately, if he wishes to express the deterioration in game terms, the project director may roll D100 each day and subtract that amount from the characters' total of structure points plus blood points. When both reach zero, the character is dead. The combination of fungus and lily toxin will stop the loss of points but not restore them. To do this, the disease must be cured completely.)

To discover the arresting agent, it will be necessary for the team to autopsy the body of a Biker or Tricker (or, if they wait too long, a team member-provided anyone is capable of such action at that point). However, finding the source of the agent will require capturing one of the marauders and forcing him to reveal the location of the camp (a difficult task at best). Such a course may also reveal the presence of this captured MP member at the camp, making a rescue necessary (and requiring the team to proceed with more caution than they might otherwise in any assault on the Biker/Tricker camp). Once they have the arresting agent, the disease will be checked, though not cured. If the arresting agent is not constantly consumed, the disease will reassert itself within 24 hours. The only way to cure the disease is to isolate the virus, grow it in culture plates, kill it (intense radiation will do the job), and inject the dead virus into the victim along with the arresting agent. This will effect a complete cure. To last long enough to do so, the team may need to secure enough of the arresting agent to keep going. The lab equipment on the Scientific-One will enable them to

develop the vaccine if they manage to stay alive long enough. In any event, they will eventually have to assault the Biker/Tricker camp to secure the agent so they can develop the cure for themselves and the townspeople. (Note: MP Universal Antibody, if tried, will prove ineffective against the disease; the virus will only mutate again and reappear within 24 hours of each injection.)

THE AREA

The Area Map centers on Washington and shows the location of Recon F-18's bolt hole and supply caches (the Mars Hill cache has been looted by the Bikers). The shaded area to the northeast is an area of desolation with some residual radiation from the bombing of Crane Naval Depot. The other towns marked around Washington are nothing but ruins, Maysville being recently burned out by the Bikers on one of their raids. The area immediately surrounding Washington is farmed, with most of the rest of the surroundings being forested. The roads are rubble with foot and cart paths next to them. The railroads are mostly overgrown, though they could be used if one had a locomotive. The small spur off Coal Hill is not known to the townspeople and will not appear on any crude map of the area (though it might on MP maps). There is occasional contact with towns to the east, west, and south, and traders pass through the area periodically, though news of the outside world is limited at best.

THE TOWN

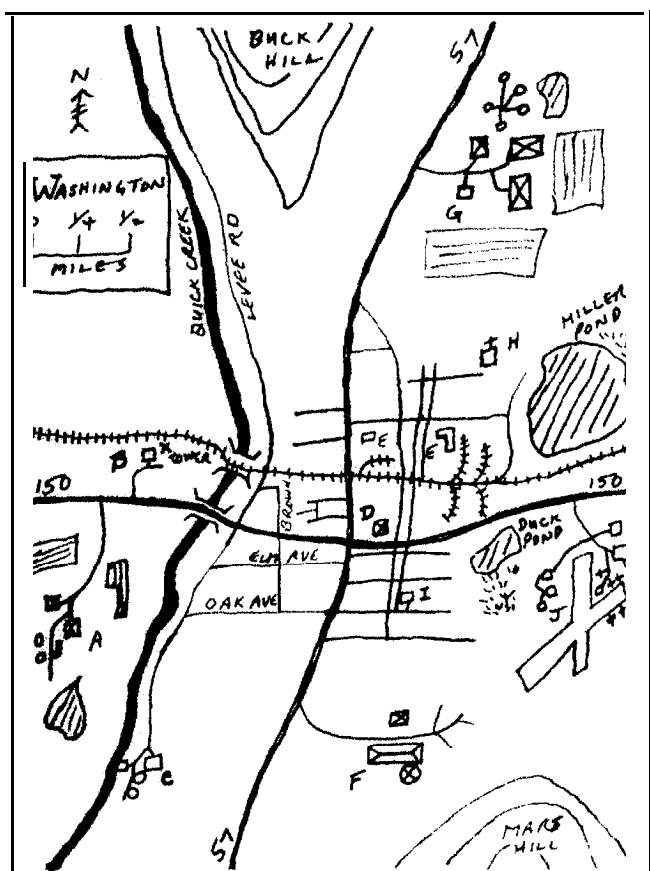
About 75 families live in Washington. Of them, most will be of little interest or help to the MP teams. The exceptions will be the Owens family, Mayor Todd Scott, Sheriff Bernard Taylor, and Old Man Miller. Mayor Scott is the decision-maker of the town, holding the community together in his hereditary office. Sheriff Taylor, with the help of the Owens, keeps the peace. Once these men begin to deteriorate, either from the effects of the disease or Biker attacks, the unity of the town will start to crumble and the teams will find themselves without allies—except Old Man Miller, if they have dealt with him fairly. Miller can be a wild card for the project director to play in any way he sees fit.

A. The Owens Farm: Brad and Martha Owen and their seven sons and daughters are the only family in Washington that can be considered well-to-do. This is from the fact that they have three working .30-06 rifles, one with a scope, and approximately 60 rounds for them, kept intact and passed down in the family since the war. They also own a .38 handgun with five rounds left. The Owens assist the sheriff as deputies, organizing patrols, etc., whenever outsiders come through town—"just in case."

B. Radio Station WXTG: Unless the project director has used it to broadcast a message to lure the Science team to Washington, it will be in ruins. If used, Old Man Miller will have cobbled together enough parts for one last broadcast before burning out the last bits of surviving equipment, leaving it useless.

C. Water Company Pump Station: This area is a worthless dump. It was electrically powered, and when the power went, it was abandoned.

D. City Courthouse: This is where the Mayor keeps his office. It also holds the sheriff's office and jail (Sheriff Taylor lives here as well). The mayor is a gracious, yet



decisive man. He will greet the first team to arrive with the keys to the city. Thus he will be the first in town to contract the disease. The sheriff will be cool and detached, watching the teams warily until convinced they are here to help, not harm the town. Once assured of their good intentions, he will support them in any way he can until he, too, succumbs to the sickness. He carries a .38 handgun, similar to that of the Owens. He has only one round, however, which he keeps in his old uniform pocket until needed. There is a bell tower in the courthouse, which could be used as a lookout post.

E. Abandoned Warehouses: These were formerly for storage of materials coming through town by rail.

F. Power Station: It is in a condition similar to the water station. No one ever goes there (a Maggot currently has taken refuge there, though no one in town knows it).

G. The Browns' Farm: The Browns will be the first victims of the Bikers' initial raid on the town, just as the first MP team has entered Washington and is meeting the townspeople. This will be part of a small raid on the town's north side, to feel out its defenses and to draw out the newcomers and eliminate them as a threat. By the time anyone gets there, Brown and his two sons will be dead and his wife will have been captured by the Bikers. During this raid, the pipe bomb may be thrown into the Scientific-One.

H. The Town Church: It is called just that and is kept intact by the citizens. It is still attended, though not on any regular day or basis—just whenever the people want to. Mayor Scott doubles as a town preacher.

I. The Mayor's Home: When not at the courthouse, Mayor Scott can be found here—usually at night.

J. Owens Airport: Though it shares their name, the airport

has nothing to do with the Owens family. Actually, it is the property, by way of his having lived there since anyone can remember, of Old Man Miller (if he has a first name, no one remembers it, including himself). Most of the buildings are abandoned, though one hanger doubles as Miller's home and as a storage area. Around the runways, which Miller keeps cleared, are the cannibalized remains of several old bi-winged crop dusting planes. None have more than half their parts and would be impossible to get into the air. Inside the hanger, however, is an intact plane, kept together by Miller from the parts of the others. It currently needs a piece of gas line pipe to get into readiness (a piece of copper tubing, etc., would work). Miller has only one such piece left, which is at the moment attached to his still. He will be very grateful to anyone providing a piece of tubing so he can get the plane flying again without having to sacrifice his still (a gift of whiskey would also get him on the team's side). Miller can actually fly the plane (his daddy taught him, he'll recall), and can thus greatly assist the group by providing an aerial recon of the area—if they get on his good side. Flying with Miller could prove a harrowing experience, however, as he is constantly inebriated. On the surface, Miller is a cantankerous old coot, generally left alone by the townspeople except when they need something tinkered back together, but he will fight for the town if it appears threatened. He seems to have a natural immunity to the disease, but this will not help the team. If it appears Miller is assisting the team, the Bikers will carry out a raid on the airport to take him out, requiring the team to go to the old man's aid (Miller will be holding them off with an ancient shotgun in incredibly good working order). The hanger is stocked with dozens of drums of aviation fuel; a good hit from an explosive weapon could set it off.

THE BIKER/TRUKER CAMP

A. Main Bunkhouse: See following description. The tents north of this area represent where the Bikers camp. Several bikes are parked at this location.

B. Several Flatcars: They are rusted. On the southernmost car sits the burned out V-150 captured from Recon F-11. One Biker or Trucker sits inside this at all times manning the machine gun.

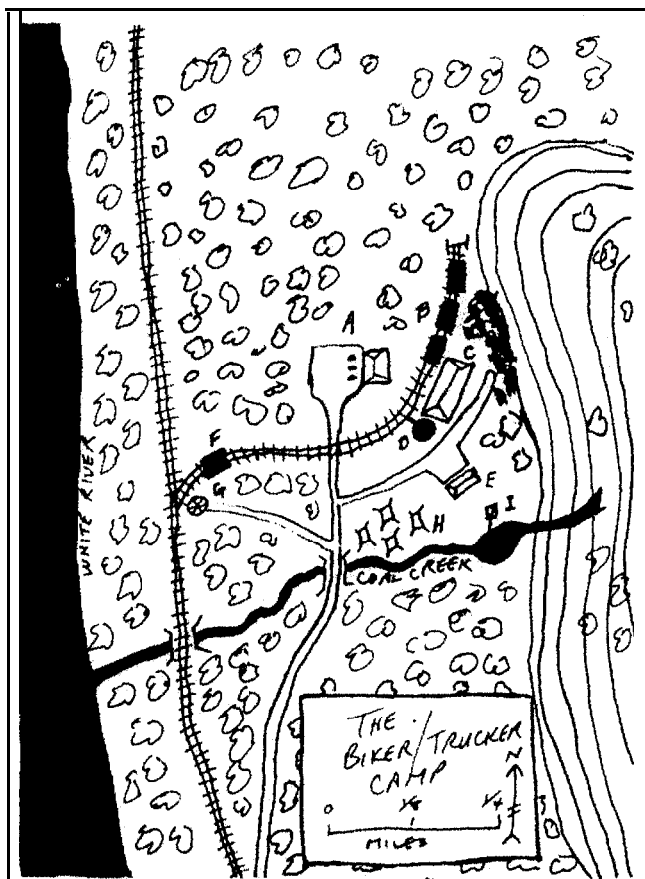
C. A Shed: It is full of rusted digging equipment for the coal mines just east of this location.

D. Water Tower: It is filled by a pump at location I. Most of the Bikers drink from the water stored here.

E. A Pumper Station: Just west of it is an underground 50,000 gallon tank of diesel fuel. It was half full when the Bikers and Trucker found it. Near it is a 55 gallon drum where the Bikers boil down the diesel fuel to get a cheap, but usable, gas for their bikes. Several bikes are parked in front of the pump station.

F. Diesel Engine: Small and working, it was originally used to move the cars of coal to the main line. The Trucker managed to get it back into working order only recently. Plans are to use it to tow the flatcar with the V-150 into the town to shoot up the place and show the townspeople who is really in charge. The plans may be accelerated if the MP teams prove to be much of a threat to the marauders.

G. The Old Switch Tower: It is used as a lookout tower by the camp.



H. Main Camp Area: This is the area where most of the Truckers and their families camp.

I. The Pumper: The pumper over the creek here pumps water to the tower and the main bunk house. Once or twice a day, the Bikers hook up a bike to it to get it working to send water to the two areas. The pond here is where the water lilies grow and where the fungus thrives. The Truckers generally drink from it directly, while the Bikers use the water in the tower.

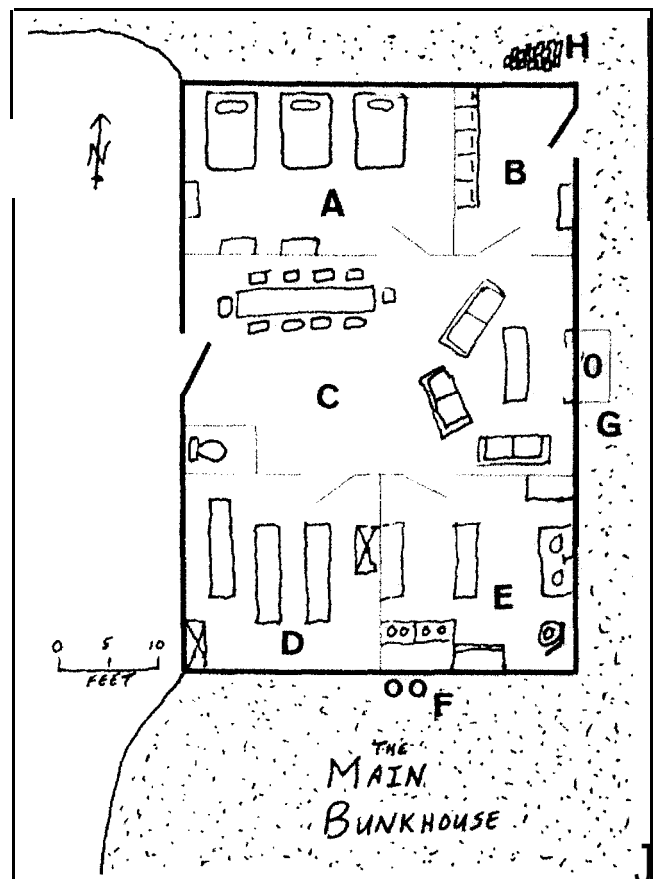
THE MAIN BUNKHOUSE

This is where Duke and Wild Bill live, along with the gang and clan leaders and their women. Usually several bikes and Wild Bill's truck are parked in front of the building.

A. Main Bunkroom: Wild Bill and his wife, and Duke and his current woman sleep here.

B. Storage Room: Currently, the only survivor of MP Recon team F-11 is being held prisoner in this room. Her name is Maura McAhab. She is a pretty, slim redhead in her mid-20's. She has been badly abused by the Bikers, but her strong spirit and hopes for rescue has kept her going. The Bikers have played on her hope cruelly, once dressing in the ragged clothing of the F-11 personnel and staging a fake rescue. Since Maura, who is nearsighted, lost her contact lenses during her capture, she could not see clearly enough to discern the truth until the Bikers led her into something quite different from a rescue. As a result, she will be somewhat suspicious of the team when they do attempt to rescue her.

C. The Main Living Room: The other clan and gang leaders and their women sleep here. All eat here, more or less sociably--as long as Duke and Wild Bill are there. There is a small, working (when the pump is hooked up) bathroom



in the southwest corner of this room. A foul odor drifts from the bathroom whenever the door is opened.

D. Another Storage Room: It has three standing shelves in the middle and two large boxes, one in the southwest corner and one on the east wall. The shelves contain generally useless odds and ends. The boxes contain dynamite used in the mines. There is a 40% chance that a stick will not explode due to old age, despite the fact it was remarkably well-preserved.

E. Kitchen: The cupboards contain 150-year-old cans of food (so far untouched). The sink works when the pump is hooked up. The stove works, too, when it is fueled up. The Bikers and Truckers have made a mess of this area and it smells almost as bad as the bathroom.

F. Propane Gas: There are two large bottles.

G. Fireplace: It has a chimney also.

H. Woodpile: This is for the fireplace.

FINAL NOTES

If attacked at the camp, the Bikers will fight almost suicidally. The Truckers will do everything possible to defend their women and children, but if the opportunity arises, will withdraw rather than die defending the camp (dooming themselves to eventual death from the disease, along with anyone else they contact-a fact the team should not overlook if any escape). To prevent the spread of the disease beyond this area, the team will have to either kill or cure all the Biker/Trucker members, possibly a morale dilemma in itself. Once the disease and the Biker/Trucker menace are dealt with, the team might try using the small engine to link up the city with other communities, furthering the goals of the Project in rebuilding civilization in the area.

a

OPERATION: DEEP FREEZE



By Robert Rosenthal
Illustrated by Waker Moore

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

CAMPAIGN BACKGROUND

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

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

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

PROJECT DIRECTOR'S BRIEFING

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

THE ABDUCTION

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

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

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

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

THE RICH FIVE

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

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

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

WESTWARD HO!

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

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

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

OLD MAN MERLIN

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

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

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

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

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

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

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

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

THE BREEDERS

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

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

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



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

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

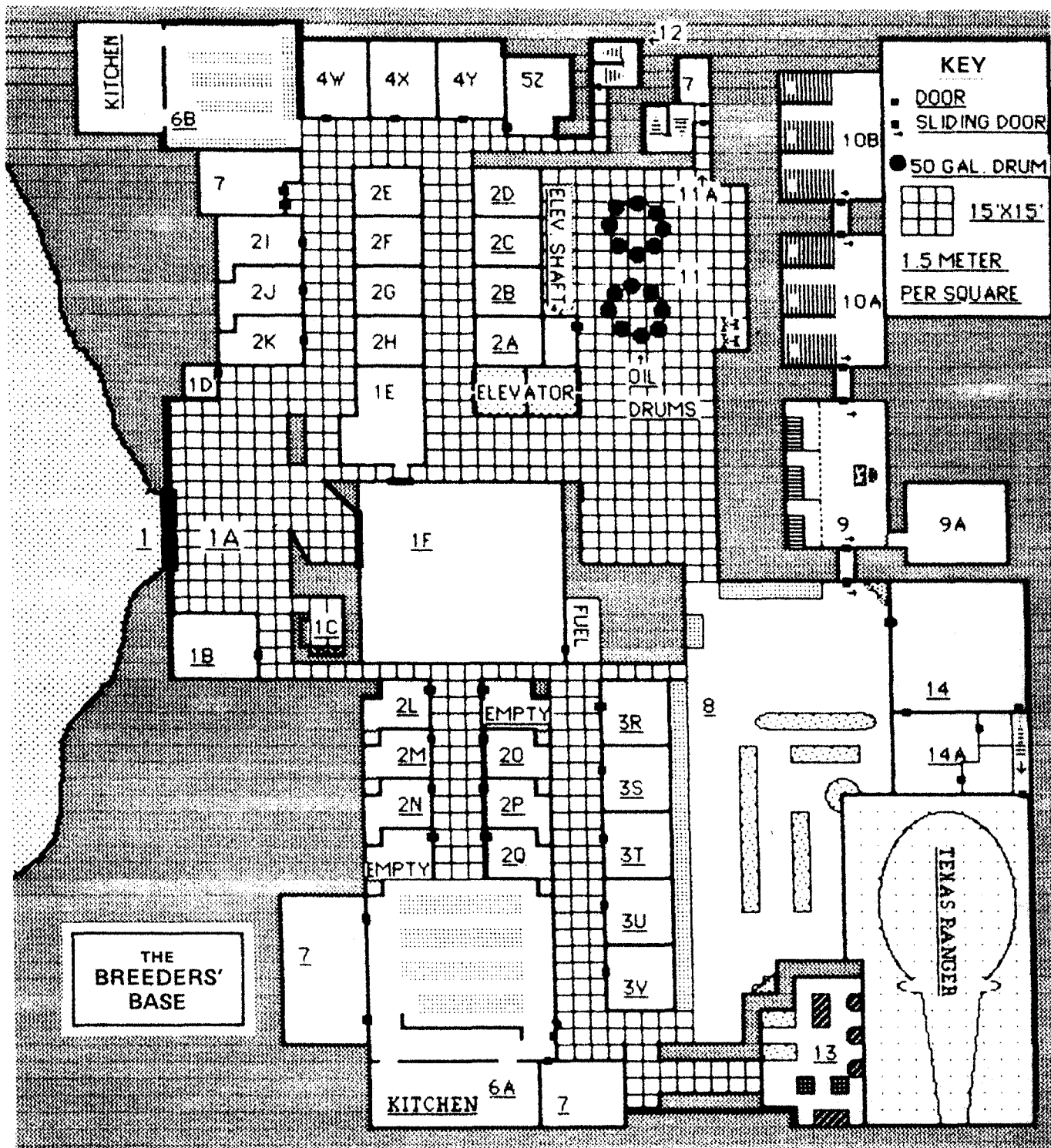
THE BREEDERS' BASE

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

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

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

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



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Adventuring in the World of **THE MORROW PROJECT**

By Joseph Benedetto, Jr.

Illustrated by H.N. Voss

THE YEAR was 1962. Seeing that a Third World War would someday engulf the Earth in nuclear war, millionaire-industrialist Bruce Morrow created the Council of Tomorrow, a group of the country's best thinkers and industrialists. Together they created a plan that would ensure the survival of civilization: The Morrow Project.

In the years that followed 1962, the Project grew and developed and refined itself. The idea behind the Project was simple: take people, train them to do their jobs, then arm and equip them; take them to specially-constructed bunkers (called Boltholes) scattered around the country, and freeze them in suspended-animation until after the war. Provide major facilities for them—power stations, re-supply points, hospitals, etc.—and give them the materials needed for the reconstruction.

A central HQ (Prime Base) would wait out the conflict and then, when things were judged safe (perhaps months or even two or three years after the bombs fell), Prime Base would send coded radio signals to the Boltholes to awaken the teams. RECON teams would come out and scout out the terrain in their area, and then report the situation(s) back to Prime Base. Prime Base could then raise Science teams or specialty groups or MARS units (Mobile Assault, Res-

cue, and Strike teams . . . the strong arm of the Project) to handle the local problems that the Recon teams could not handle. All of these teams would eventually link up, and, acting as the eyes and ears of Prime Base, help the survivors to rebuild.

At least that's the way it worked out on paper. . . .

THE BEGINNING OF THE END

World War III broke out on Thursday, November 18, 1989, when the United States launched a first strike attack against the Soviet Union. The strike was launched in response to an apparent attack from the Soviets; it was later discovered that the attack was only a programmed simulation accidentally fed into the NORAD computers. However, because of this first strike, the US was able to knock out a large portion of the Soviet arsenal. Of course, retaliation came, and the United States was badly devastated. Every major city was a target, and

most were plastered by nuclear blasts; others were poisoned by bio-war agents. The destruction was incredible.

The outbreak of another world war released years of hatred around the globe and most of the planet was swept up into the One-Day-War as the smaller countries began attacking each other. Within hours, the major nations had ceased to exist as cohesive entities; within days, as the bodies of the dead and dying piled up, most forms of technology destroyed, and the cold of late fall/early winter setting in (in the Northern Hemisphere, anyway), "civilization" collapsed. Without his technological tools, scientific man was left defenseless: no electricity to run his many gadgets, and no knowledge of how to return to a simpler way of life; those who survived the bombings were to die from their lack of knowledge in survival-related skills. For some, it could be how to plant and farm; for others, something as simple as opening a can without a can opener. By the spring of 1990, some 95% of the world's population was dead of various causes. Those few who remained were reduced to a pitiful level, scraping out a meager existence off of the poisoned land. They became quick, cunning,

R-001 LIBERATION AT RIVERTON

By H.N. Voss

The first of the Timeline modules introduces a new, comprehensive combat damage system for armored vehicles—the players' vehicle in particular! This combat system, using hit locations, penetration chances, and percentage of internal damage, allows for a much more realistic system than the earlier "You're hit: two dead, one injured, car stops" system found in the rulebook. The new system lists various items in the vehicle in the way of the blast, as well as chances for crew injuries ("The blast deafens you momentarily, and the car rocks on its shock absorbers. Bill is picking the battered remains of the radio out of his lap, and when Dave shifts gears, all you hear is a sick, crunching sound.")

Riverton deals with a Recon team that awakes into chaos, without orders or contact from Prime Base, apparently cut-off and on their own, with the locals in trouble from the "imps." The module contains detailed interior views of the players' vehicle, a Cadillac-Gage Commando V-150 Armored Car with a 20mm, turret-mounted autocannon; the aforementioned combat system, with charts for the V-150 20mm and the M60 Main Battle Tank; information on new weapons not covered in the Game Book, a floorplan of a typical Bolthole, and background details on the Project and the players' gear. The various plans and charts are a very good aid to playing the game; this is a very good module for beginners, and is extremely high in "shoot-'em-up" potential.

R-002 DAMOCLES

By H.N. Voss

The second module is rated "for the experienced to expert player," mainly because, although it has a high potential for being a shoot-'em-up, it is actually a "let's think this one through" game. Set in Michigan's Upper Peninsula, this module sets a Recon team into a frigid, harsh land where the locals tell strange tales and unusual things are happening. The players must investigate, in a situation that calls more for diplomacy and talk rather than heroics and gunplay.

The module contains an extensive section on computers, blueprints, combat tables, and illustrations of the New Commando Scout Armored Car and the XR311 "jeep," plus the Morrow Project Cold Weather Kit, and extensive background information on the situation. A very fun module, it is more suited for experienced players, and those

TIMELINE HAS so far produced only seven modules for their *Morrow Project* game, but these all tend to be well done, and each lends itself well to campaign play. The modules are also easily linked together for a running campaign of adventures, even though each one starts out assuming the players to be a local team just waking up to the new world of the 22nd century.

Morrow Project MODULES



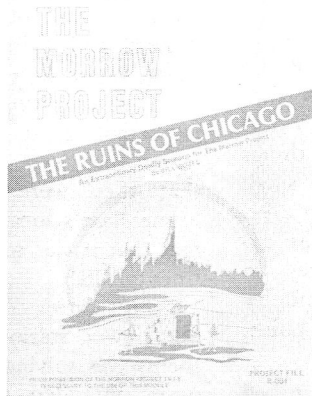
who realize that it is often better to talk than to shoot. It is also designed to be linked with modules R-003 and/or R-004 if desired.

R-003 OPERATION LUCIFER

By D. Patrick Backfield
and H.N. Voss

Setting yet another Recon team into action, this module takes place in Wisconsin, putting the players into a race to find an unexploded nuclear bomb. Strange radio messages from an unknown unit order the team into action, but no one appears to know just where exactly the bomb is; the team has over 20,000 square miles to cover! To make matters worse, there is the threat of a Krell invasion, so the players must scramble to find, recover, and disarm the bomb before the bloodthirsty Krell can get it. Strange dangers and wonders, from unusual places and creatures to the return of Zorro plague the players' footsteps.

This module contains charts and interior views for the V-150 APC (armored personnel carrier), more new weapons, the Morrow Project Contact Pack, and a listing of the typical items to be found in a standard Recon team cache. Full of excellent details, this is a good module for beginners although it can become a wild-goose chase if the players aren't kept on course. Definitely not a shoot-'em up (except perhaps at the end).



R-004 RUINS OF CHICAGO

By Bill Worzel

A team awakes and is ordered into the ruins of the city of Chicago by an unknown radio unit operating on scrambled MP frequencies; the team must Recon a local university and survey the possibility of resurrecting a computer center and setting up an advance base. On the way, the players must deal with the local inhabitants, strange creatures, the "City Machine," and the big surprise, "Fort Morrow"! Players have to be fast on their feet if they hope to accomplish this mission!

Contains interiors and combat charts for the Commando Ranger Armored Car, plus new weapons and gear. It is extremely dangerous, though, and fully merits the warning on its cover: "An Extraordinarily Deadly Scenario for the Morrow Project." Definitely not for beginners!

R-005 THE STARNAMAN INCIDENT

By C. Starnaman and
H.N. Voss

Set in Kentucky, the players (a Recon team assigned to a MARS group) awake into a place where they are feared and hated, for no apparent good reason; twisted legends and confusing evidence only worsen the situation. Most important of all, this lone team has to locate and secure Delta Base, a nearby MP facility.

Contains the usual new weapons and gear, plus information and charts on two new MP vehicles: the V-150 81mm mortar carrier, and the V-150 ARV (armored recovery vehicle). Also, there are detailed maps of Delta Base, a MP re-supply facility full of goodies needed by the Project to rebuild civilization. The module is good for beginners, and is generic enough to be set in almost any campaign with little difficulty. A "let's think" module rather than a shoot-'em up.

R-006 LONESTAR

By H.N. Voss

Set in Texas, a special group, Combined Team 13 (half MARS/half Science) has been given a mission: recover the Johnson Space Center. Not an easy task when an army of brutal savages is sweeping in from the south, maiming everyone in sight. With the earmarks of an out-and-out war, this is not a simple, quiet scenario!

It introduces three all-new MP vehicles of the ACV class (air-cushioned vehicles, or hovercraft, if you prefer): the Albatross Scout, the Flying Dutchman MARS vehicle, and the Quequod Science vehicle. New weapons and data are included as usual. Good for beginners and experts alike, this is most definitely a shoot-'em up.

R-007 DESERT SEARCH

By Joseph Benedetto, Jr.
and H.N. Voss

A Recon team assigned to Group N (a collection of MARS, Recon, and Science/Support teams) is in the middle of the Southern Nevada Desert with the mission to guard a MP power station. Ensuing events soon leave the players alone, without aid, and in trouble as they fight a ruthless enemy while trying to find the missing power station before it can fall into unfriendly hands.

Desert Search introduces two more MP vehicles: the V-150 TOW carrier the FAV (fast attack vehicle, a dune buggy-like jeep), but, sadly, does not include any damage tables for these new vehicles! However, information is included on new MP weapons and gear, the MP Desert Terrain Kit, and a complete layout and description of the MP power station. Good for both beginners and expert players, it lends itself to be either a shoot-'em up, or a let's think module. (This module is also the lead-in for the upcoming *Prime Base* module.)

R-008 PRIME BASE

This module, not yet released, will deal with the missing Prime Base facility.

selfish, and often cruel; that was how they managed to survive.

The world they inherited was a shambles. The dread "nuclear winter" did not materialize, but its ghost was felt by way of shorter summers and longer winters (every season is now colder than its pre-war counterpart). The land lay in ruins: radioactive fallout, bioweapons, the blasted ruins of the cities, crazed survivors at every turn—those who were left alive and sane had little with which to work.

And the Project? Well, of course things didn't work out just right. True, the vast majority of the Project had survived the bombings intact; the only point was, they were still asleep. Prime Base was the only MP facility that stayed awake through the Third World War. It survived, and, after things quieted down, sent out a few small teams to scout the surrounding area. Things were as good as could be expected under the circumstances, so Prime Base set up a small community and started to rebuild. At that point, everything went wrong.

A madman named Krell destroyed the colony with a nuclear device, and then used biological sabotage to destroy Prime Base. The destruction of the key in the MP plan was so swift that there was not enough time to send off radio signals to any of the buried teams or to the back-up Prime Base (a facility similar to Prime Base in all respects except for the fact that the entire complement of personnel were in cold-sleep). Thus, Prime Base was knocked out of action before the major portion of the plan could be implemented.

The result was that the frozen teams never came out of cold-sleep. The radio signals were never sent; the Bolt-hole computers waited patiently, keeping their sleeping charges alive and well. Years went by; still the teams slept on. Occasionally, someone would stumble onto a team's cache of supplies, or even across one of the Bolt-holes, but, by and large, the members of the Project slept on undisturbed and unaware of the passing of time.

In 2139, a damaged computer began to function again, and started sending the wake-up signal to various teams scattered around the US. These teams, awakening and gearing themselves up for the "brave new world" found that although someone had sent the coded wake-up signal, there was no one to be contacted—Prime Base did not respond to radio calls, nor did any of the other MP facilities.

The players soon find out that they are alone in a world that has changed far more than could be possible in just a few months or even a few years after a nuclear war. In effect, these people, who remember their TV and frozen pizzas as if it were yesterday, have become unwilling time-travelers thrown 150 years into their own future, with no way back.

Equipped with the pack, gear, and weapons on their backs, and (usually) at least one fusion-powered armored vehicle to carry them, they are out on their own, trying to help the locals, trying to find other members of the Project, and trying to locate the now-silent Prime Base. (As it is in every good organization, security was all-important—most players belong to teams that were so low security-wise that they were never informed of Prime Base's location, other than the fact that it was somewhere in the continental US.)

From fighting "imps" to protecting a MP power station, teams often find themselves solving problems they were never intended to face; their only standing orders are: Help the people in any way possible, link up with the rest of the Project as soon as possible. This means the players must be imaginative, creative, diplomatic, and must work together. However, unlike other post-holocaust role-playing games, players in *The Morrow Project* usually have enough gear and goodies to swamp a landing barge; this serves, though, to create problems of another nature: given so much in the way of guns, ammunition, and technological playthings, players end up worrying more about bandit raids on their camp during the night ("Did ya see all them guns and stuff them strangers had, Ace?") than they do about running out of ammunition and supplies ("Here they come again, Linda! How much ammo do we have left?" "Oh, about three or four cases..."). Of course, recovering an entire supply cache can mean problems too ("Six weapons, a plow, seed corn, twenty cases of ammo and grenades, and twelve boxes of gear. Where are we supposed to put all this stuff?!"). In the end, it still means the same thing: does Might make Right? (or more simply, Do I shoot and hope for the best, or should I try talking this out?).

But there are always problems of one sort or another. The *Morrow Project* world is certainly not the same world found in *Rogue 417*, *Invasion US*, *Gamma World*, *Aftermath!*, *Twilight*:

2000, or *Price Of Freedom*; it has its own unique trials and dangers for the unwary. The unbelievably radioactive "blue undead," gigantic bears, a world populated by peoples believing strange legends passed down and twisted by more than a century of retelling... all combine to form a world that is dangerous, intriguing, and fascinating. Given the right circumstances, the team (and the players themselves) can decide how to help the people, and how to reconstruct the civilization that died out in 1989. This means that the players could become the new law-givers, the new Washingtons and Lincolns. It also means that they could become the new Napoleons and Hitlers....

THE PEOPLE

Survivors began to band together wherever it was possible; they found that the places they could go to, were no better than where they had started from. Many simply stayed put, fighting for survival in a place that they at least recognized.

The land lay empty. Without man's intervention, the Great Forest, a mass of trees that once stretched from the Atlantic coastline, far out into the Midwest, was returning. Secondary succession of plant growth reclaimed the land, and man's monuments to himself were lost to nature. Animals returned; cities, even those untouched by the war, lay uninhabited, without water or power or people, until age took its toll and they fell into ruin. The land was left empty and abandoned except for a few small pockets where people still lived.

Morals and ideals changed from those held before the war: a famous country singer might be allowed to starve so that an unknown farmer could survive and practice his trade. A little-known writer who had researched survival skills and knew how to build log cabins would be protected so that he could pass on his knowledge; a writer of famous porn books would be left to the wolves. And so it was: those who were valuable were kept alive by others; those who couldn't (or would not) contribute to the group survival were left to fend for themselves. It was a cruel world; it had to be.

Technology was lost in the shuffle to survive. What good is it to know how to run a computer or fix a TV set if you haven't any food to eat? So, technology fell by the wayside and died out, save in a few small enclaves where it was kept alive, jealously guarded,

and preserved by the few who could use it. By and large, however, the ways of the past were lost; they became nothing more than legends and odd memories. The ways of the "Old Ones" were lost, forgotten, or attributed to "magic." (Although few people "today" attribute the old legends to actual magical powers—anyone trying the "See my great magical powers" routine usually gets laughed at.)

THE WORLD OF 2139

This is 2139, in the 22nd century, into which the MP teams are thrust. Technology is still very low: most people use muskets and early-design rifles (if they even have any firearms at all!), while others have little more than clubs and bows. Few (if any) places have a tech level worth mentioning; what few modern guns remain are old, worn, and very low on usable ammunition.

The immense amount of radiation released during the war, often combined with strange and mutated bio-war agents, created strange creatures that now inhabit the earth. However, these creatures are much less deadly and far less strange than most science-fiction writers would have had us believing were coming; most things that mutated were strange and often hideous, that's true, but were also almost always sterile. There were no giant landsharks, no dog-people, no huge birds shooting radiation from their eyes.

But there were other creatures that did mutate and survive: creatures whose mutations helped (or at least did not hinder) survival. Thus, the average man of the 22nd century thinks it common to see gigantic skunks, two-story-tall grizzly bears, a moose that stands three-feet tall when fully grown, and a black fly whose size is measured in feet, not millimeters. The cities spawned their own radiation-induced monsters: strange little humanoid things that live in sewers and tunnels, coming out at night to kill and to eat (people, of course); people who were affected by a mutated virus and are now able to only digest fresh blood—modern vampires; the hideous "blue undead," a creature, apparently once human, that is now nothing more than a man-shaped mass of glowing blue matter that is incredibly radioactive, and nearly indestructible; monsters that can kill a person dead real quick (and, just as it is in real life, there is no "resur-

rection spell" to bring a character back to life).

The remaining ruins of the 20th century have become a home for men and animals alike; places of curiosity, havens of shelter, spots of local taboos, or goldmines waiting to be searched and rummaged-through for tradeable goods. With all this, it is little wonder that so little remains from before the time of the war. The 21st century, with its emphasis on survival, left little time to salvage much from the ruins. The 22nd century, with its relative stability, had found little to rebuild.

The survivors have become set along various paths, usually at low tech levels reminiscent of the America of the late 1700s and early 1800s. They have recovered what they can, and through trial and error, and by rediscovery, are returning to higher tech levels. Because of what the war did, much of the population is uncivilized, or just barely so. Those who are civilized need help just to survive, let alone prosper through these dark years. The Project is often aptly suited to some of the needs of the new population, but just as often is ill-equipped to handle the situation: what good are a hundred geiger counters to a community that needs rifles or seed corn?

The United States is not alone in these problems, although no one alive today has any real knowledge of what is going on in other parts of the globe. The Morrow Project had more than enough trouble preparing to survive a nuclear holocaust in the United States; yet, they planned to help the other countries of the world as well. A plan was devised, a plan to help the other nations of the planet rebuild to a time of peace and safety: The Atlantis Project. For its part, however, the Morrow Project deals with the United States; later modules will deal with other locales on the globe.

THE WORLD AS IT IS TODAY

The world is in as sad a shape as it has ever been. The Great Forest covers much of the continent, save in places where trees do not naturally grow, or man has cleared the land. The forest has swallowed up and covered entire cities, erasing much of the lost civilization; it is a dark and foreboding place of moving shadows and lonely narrow wagon paths, and one never knows what may lie around the next bend in the road ("Did you hear that?").

To the far north, a new Ice Age has begun, expanding the Polar Ice caps

and lowering sea level. All seasons have noticeably cooler; short summers and long winters are the norm now. Mutant wolves—throwbacks to the dire wolves of the last Ice Age—are stalking the land; the cold winters have driven the animals as far south as Kentucky, where these smart, semi-intelligent animals are threatening the local population.

New wars are being fought: Krell, who survived the 20th century by going into cold sleep and having himself revived every few years to lead his armies, is again awake and leading an army of killers on a great push along the Mississippi in an attempt to capture and kill as many MP personnel as he can.

In the south, the Republic of Texas, probably the largest and most civilized spot left in North America, is under attack from savages from the South, the descendants of survivalists who took refuge in southern Texas prior to the war. These people are moving northward, bringing terror and destruction with them.

In the east, the Rich Five—20th-century industrialists who had themselves and parts of their empires frozen before the war, have come out of cold-sleep and are constructing a slave-holding culture along the eastern seaboard, from Vermont to Georgia and as far west as Kentucky. They are even building an honest-to-goodness city in the Kentucky Highlands. What threat these people pose to the Project has yet to be determined.

In the west, a new civilization is taking root in the region around Lake Tahoe in Nevada. Strange groups populate the few inhabited towns, and Amerinds control the desert regions. Morrow Project facilities in Lower Nevada have already been threatened by these people. The barren wilderness is once again an uninhabited land.

Around the country, various groups—from flying 'balloon cities' to technology-destroying Razers to witches and warlocks to 20th-century Green Berets and Canadian Commandos, who were put into cold-sleep to find out what the "Morrow Project" was—all move across the land, all live and work in this world, and all pose potential threats to the Project.

Enter the Project. Scattered few and far between, various teams that are otherwise cut-off have tried to help, to survive, to make contact with each other, and to pool their resources to help improve the lot of their fellow man. It is an uphill battle all the way. □