



DEMASUS

NEW COLUMNS:

GATEWAY QUADRANT

by DAVE SERING

MORROW PROJECT REPORT

by BILL PIXLEY

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FEATURE:

POTIONS PERILOUS

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MORROW PROJECT REPORT

By Bill Pixley



Krell Weapons

One of the problems that the Warriors of Krell ran into after the destruction or over-running of the early Morrow Project settlements and bases is that, while they captured a lot of 20mm ammo, most of the vehicle-mounted cannons were destroyed in the assault on Morrow. They were, therefore, stuck with very deadly ammo but a lack of weapons to use it. The answer to this problem was to steal an old, pre-WWII idea and create the 20mm, single-shot, bolt-action, anti-tank rifle with which to arm their infantry and home-made armored vehicles.

Krell 20mm Single-shot, Bolt-action Anti-tank Rifle:

Weight: 25kg
Effective Range: 1500m
Maximum Range: 6500m
Rate of Fire: 20 RPM
Feed Device: Single-shot,
Bolt-action

Krell Armor Vehicles

Though some Morrow Project vehicles were captured by the Krell, a large number of the Krell forces were without armored support. The answer was that one of Krell's lieutenants (a man by the name of M. Raygun) had built a number of boiler-plate covered trucks and, with a weapon on central pedestal in the open back of the trucks, gave the Warriors of Krell a bit of an advantage over most of the regular population.

Weapon can only be fired if bipod braced or if on vehicle weapon mount. Weapon uses 20mm M56A1 and 20mm T221E3 ammo. Rifles are issued with either a belt of 6 of each for non-vehicle use, or a box of 20 of each for use in vehicles. Due to the age of the ammo, there is a 1 in 6 chance of the round failing to fire and being a dud.

Krell Armored Car:

Crew: 6
Length: 6m
Width: 2m
Ground Clearance: 15m
Turning Radius: 10m
Maximum Road Speed: ... 50 km/hr
Fording Depth: 2m
Trench: 25m
Armor Class: 25

Treat the vehicle as a jeep vs explosive fire. Armament: Either an LMG or an Anti-tank Rifle on a central pedestal. Note the pedestal has an AC: 10 screen on it.



The vehicle resembles a large pickup truck covered with armor and having an open end. Radius of operation for the vehicle is 20 km.



Light Artillery Piece

In the Morrow Project Handbook, in the case of the New Confederacy and the Lakeman, they are supposed to have light artillery, but there is no explanation of what kind



of light artillery they have and what it does. So, based upon the average range and explosion burst of a number of guns from the 1860s to the 1890s, I have come up with the New Armory Light Artillery Piece.

The New Armory Light Artillery Piece: 3-inch Breechloader:

Weight (gun and wheeled carriage): 1500 kg
Crew: 3 trained men
4 - 8 untrained gun movers
Actions to set up Gun: 3
Movement by Full Crew
Pushing: . . 1m per combat turn
Movement by 4-Horse
Team: . . . 16m per combat turn

Rate of Fire: 6 RPM
Ammo Type: HE Shell
Maximum Range: 3000m
Minimum Range: 100m
Burst Radius: 10m
E-factor: 6
Anti-armor Class: E
Shell Weight: 4.5 kg

Note ammo carried in cassion with gun-cassion contains 20 shells.



The 4.2 inch mortar is the heaviest commonly used mortar of the U.S. Army. This mortar is usually used by the Army to lay smoke and other chemical gases. For the Morrow Project, the mortar is used by the Rich Five, by the Warriors of Krell, and by the Morrow Project. The Krell and the Project use the mortar as a light bombardment piece for those occasions when an 81 mm mortar shell is too light to do the job (bombarding a fortress or a bunker complex). The Rich Five, on the other hand, use the mortar as the main artillery weapon for their various fortifications. Note: due to the extreme weight of the mortar, if it is not mounted on a vehicle, a light trailer is used to haul the mortar around.

Smoke M2:

Minimum Range: 870m
Maximum Range: 4,620m
Burst Radius: 60m
Weight: 11.32 kg.

Illum M335:

Minimum Range: 640m
Maximum Range: 4,800m
Illuminated Area: . . . 800m diameter
Burning Time: 60 seconds
Rate of Descent: . . . 10m per second
Weight: 12.09 kg

XM630 Tactical CS:

Minimum Range: 1,540m
Maximum Range: 5,650m
Weight: 11.64 kg

Tear gas filling burns for 120 seconds.



4.2 in Mortar M30:

Weight Assembled: 305 kg
Rate of Fire: . . 9 RPM for 5 minutes
then sustained fire of 3 RPM

Ammo Types:

HE M3:

Minimum Range: 870m
Maximum Range: 4,620m
Fragment E-factor: 6
Weight: 12.21 kg
Burst Radius: 20m





FEATURES:

BLOOD TRIBUTE

by David F. Nalle

RULES FOR KAISSA : Gorean Chess

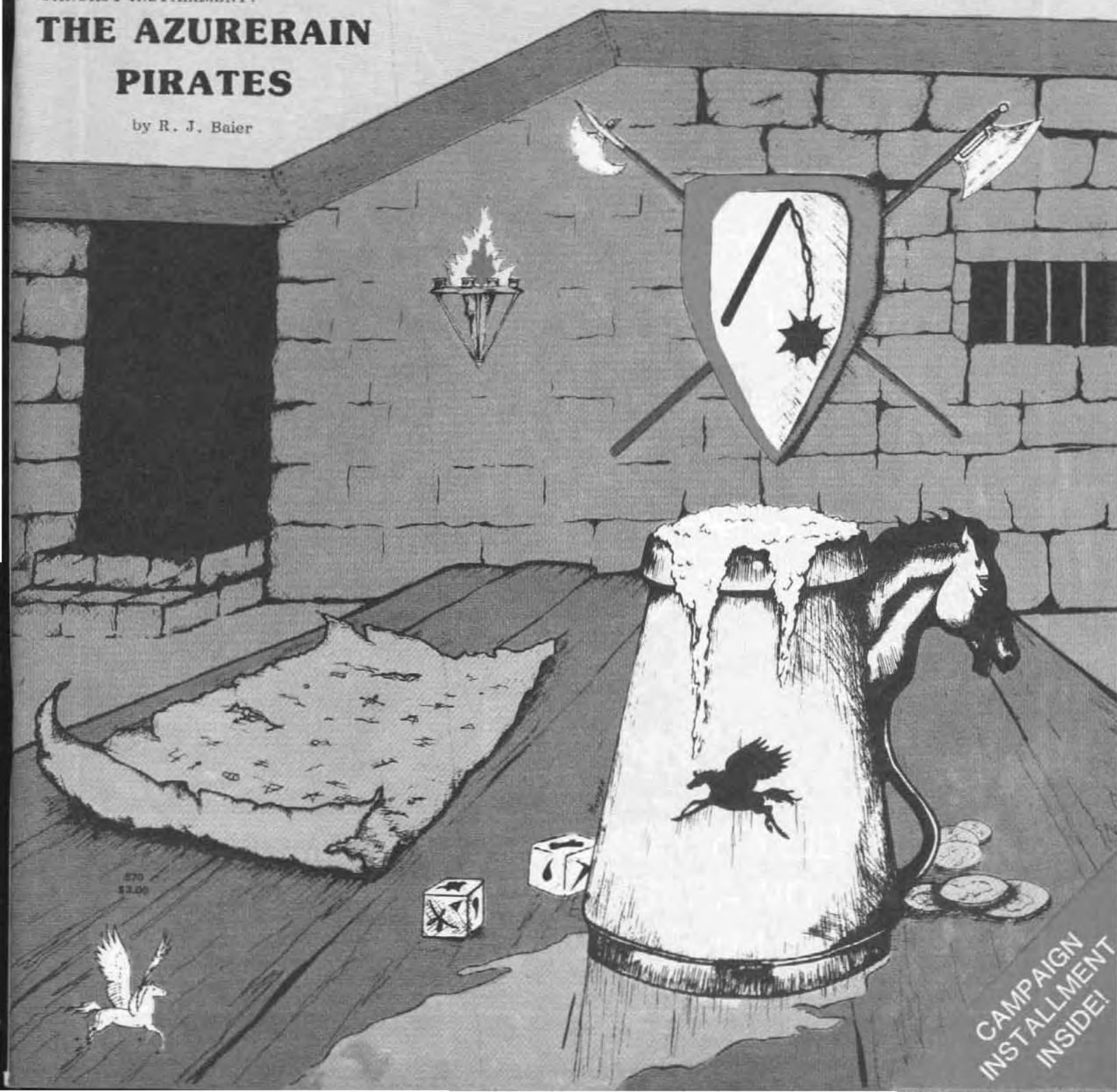
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FANTASY INSTALLMENT:

**THE AZURERAIN
PIRATES**

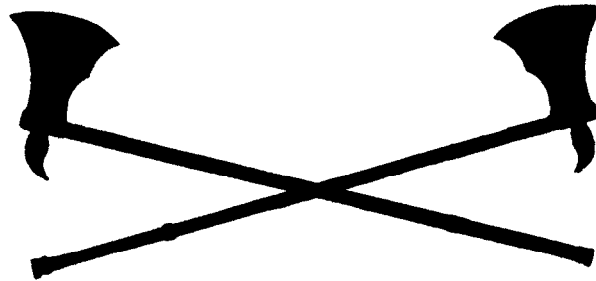
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Pegasus

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MORROW PROJECT REPORT

By Bill Pixley



More Weapons for The Morrow Project

While many weapons are listed and described for use in the Morrow Project, either in the Handbook or in the Gamemaster's Shield, numerous weapons have been left out. Of the weapons that have been left out are various Canadian and Latin American weapons that would be relatively common in the border regions of what's left of the U. S. The Latin American weapons would be of special interest in those campaigns that leave Central and South America relatively untouched and, therefore, capable of trading weapons and other goods for North American resources.

Mexico

Obregon Pistol .45 ACP

E Factor:8
Weight:1.1 kg
Effective Range:50m
Rate of Fire:35 RPM
Feed Device:7rd magazine

Obregon pistol is the standard pistol of the Mexican army. The pistol externally resembles the Colt 1911a1 but internally uses a different system of chambering new rounds.



Mexico

Obregon Pistol .45 ACP

RM2 Light Machine Gun 7.62x63mm

E Factor:18
Weight:6.4kg
Effective Range:800m
Maximum Range:3,155m
Rate of Fire:40/600 RPM
Feed Device:20rd magazine

The RM2 light machine gun is the standard light machine gun of the Mexican army. The RM2 is the improved version of the earlier Model 45. Additionally, the light machine gun has the unusual feature that, if the firing pin breaks, it can be reversed to put the gun back into operation.

Latin American Produced Arms

Produced copies of the HP-35, Colt M1911a1, and FN-FAL.

PAM2 Submachine Gun, 9x19mm

E Factor:9
Weight:2.97kg
Effective Range:200m
Maximum Range:2,012m
Rate of Fire:450 RPM
Feed Device:30rd magazine
Device Weight:62kg

The PAM2 is a copy of the M3a1 submachine gun in 9mm and is fairly wide-spread among army and paramilitary units in South America.

Enfield Pistol, .38

E Factor: 8
 Weight: 8kg
 Effective Range: 50m
 Rate of Fire: 24 RPM
 Feed Device: 6rd cylinder

The Enfield was the standard UK and Commonwealth pistol for WW II, and, as such, relatively large stocks of weapons are retained by Canada and other UK countries. Due to the general clumsiness of the pistol, at ranges beyond medium, it is a -1.

Lee-Enfield SMLE Rifle, .303 MK7 Ammo

E Factor: 16
 Weight: 3.7 1 kg
 Effective Range: 500m
 Maximum Range: 2,000m
 Rate of Fire: 20 RPM
 Feed Device: 10rd clip

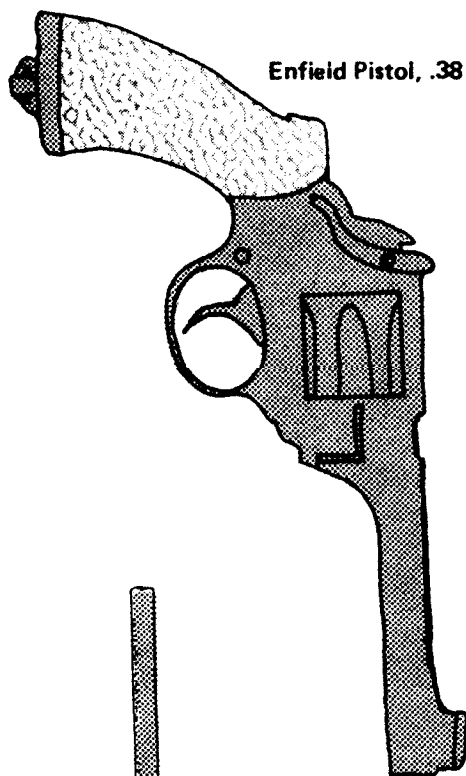
The SMLE rifle was the standard UK and Commonwealth rifle during WWII, and, therefore, large stocks of the weapon are held in Canada and other Commonwealth countries. The SMLE, while being a bolt action rifle, has a higher than normal rate of fire due to the shape and location of the bolt handle which allows a quick action on reloading the rifle.

Vickers MMG Water-cooled .303 MK 7 Ammo

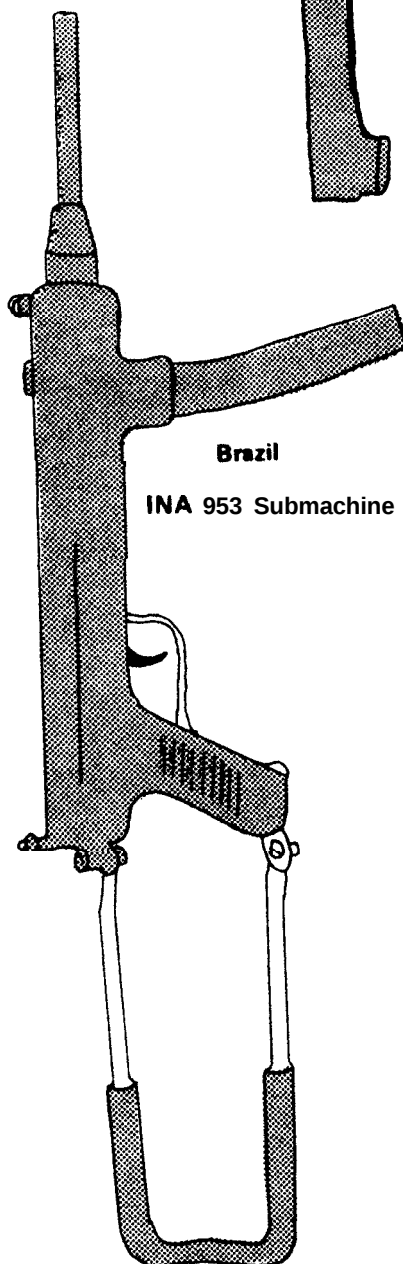
E Factor: 16
 Weight: 18.2kg
 Tripod Weight: 22.7kg
 Effective Range: 2,000m
 Maximum Range: 3,500m
 Rate of Fire: 500 RPM
 Feed Device: 250rd Fabric Belt
 Device Weight: 5kg

The Vickers was the standard Medium machine gun for the Commonwealth during WWI and WWII. The Vickers is a load to haul around, but, with plenty of water for the cooling system and plenty of ammo to fire, the gun is so well made it could literally fire all day long without letup.

(Note: The later versions of many of the weapons that usually use .303 MK 7 ammo were produced or converted in limited numbers to use the standard NATO round 7.62x51mm ammo.)



Enfield Pistol, .38



Brazil

INA 953 Submachine Gun, .45 ACP**INA 953 Submachine Gun, .45 ACP**

E Factor: 8
 Weight: 3.4kg
 Effective Range: 200m
 Maximum Range: 2012m
 Rate of Fire: 650 RPM
 Feed Device: 30rd magazine
 Device Weight: 92kg

The INA 953 is a copy in .45 ACP of the Danish M/50. The sub-machine gun is rugged and reliable but has no startling special features.

G-3 Assault Rifle, 7.62x51mm

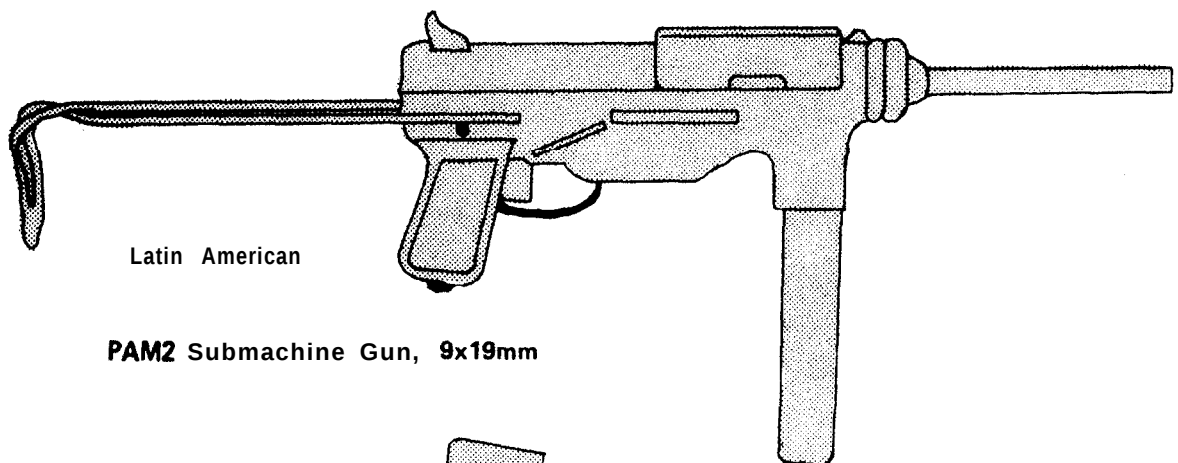
E Factor: 17
 Weight: 4.25kg
 Effective Range: 400m
 Maximum Range: 3,725m
 Rate of Fire: 40/100/600 RPM
 Feed Device: 20rd magazine
 Device Weight: 625kg

The G-3 is a German-designed assault rifle that, like the FN-FAL, is produced by many countries under licenses throughout the world. The weapon is rugged and reliable with semi-auto copies being sold in the U.S. as survival weapons. These survival weapons are not usually Brazilian made.

Dominican Republic**Cristobal Model 2 Assault Rifle 7.62x33mm**

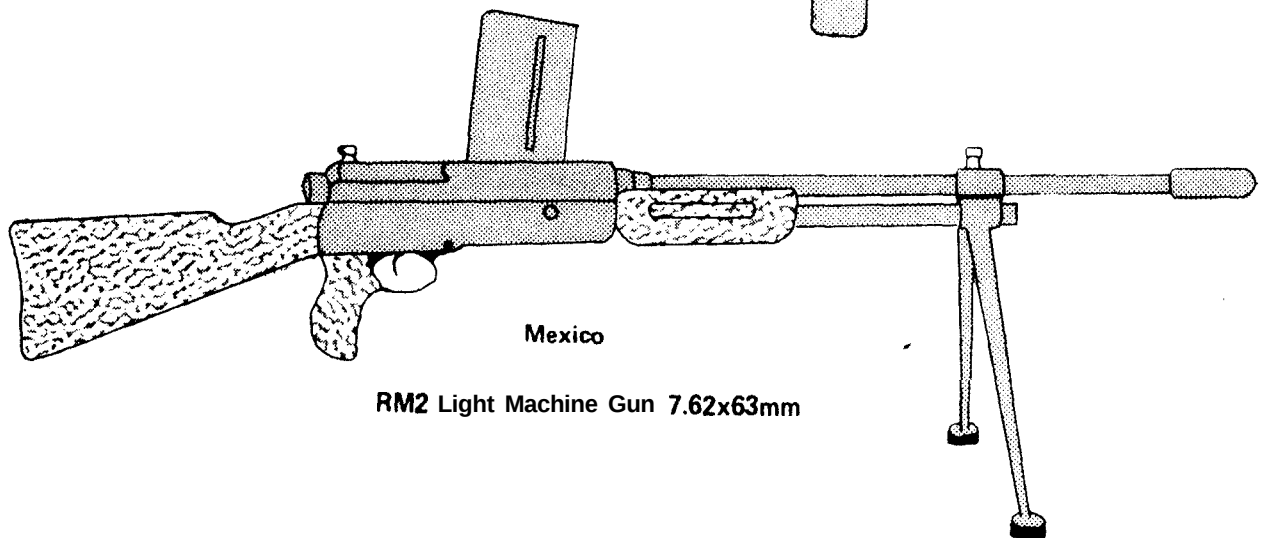
E Factor: 12
 Weight: 3.52kg
 Effective Range: 300m
 Maximum Range: 2,100m
 Rate of Fire: 40/580 RPM
 Feed Device: 30rd magazine
 Device Weight: 2.25kg

The Cristobal is presently in service with the Dominican armed forces. A wire stock version of this rifle is also produced. Note: This weapon is rather light to be an Assault rifle-but is classified as such because it fires a cartridge too powerful to be termed a submachine gun.



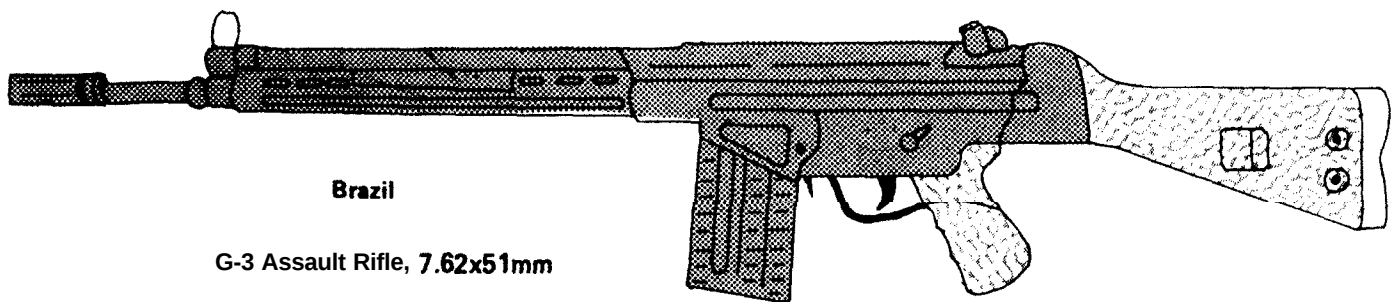
Latin American

PAM2 Submachine Gun, 9x19mm



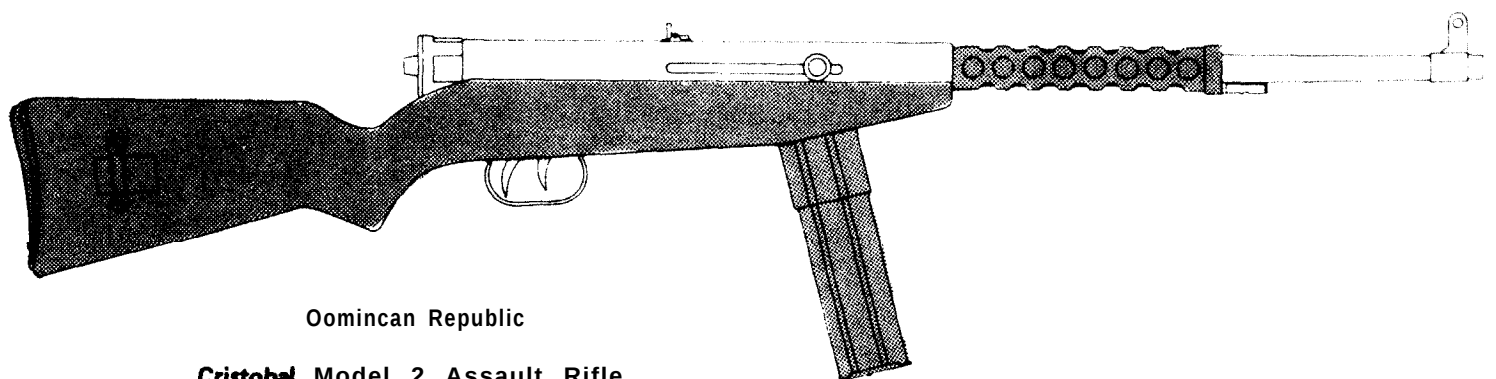
Mexico

RM2 Light Machine Gun 7.62x63mm



Brazil

G-3 Assault Rifle, 7.62x51mm



Oomincan Republic

**Cristobal Model 2 Assault Rifle
7.62x33mm**



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FEATURE:

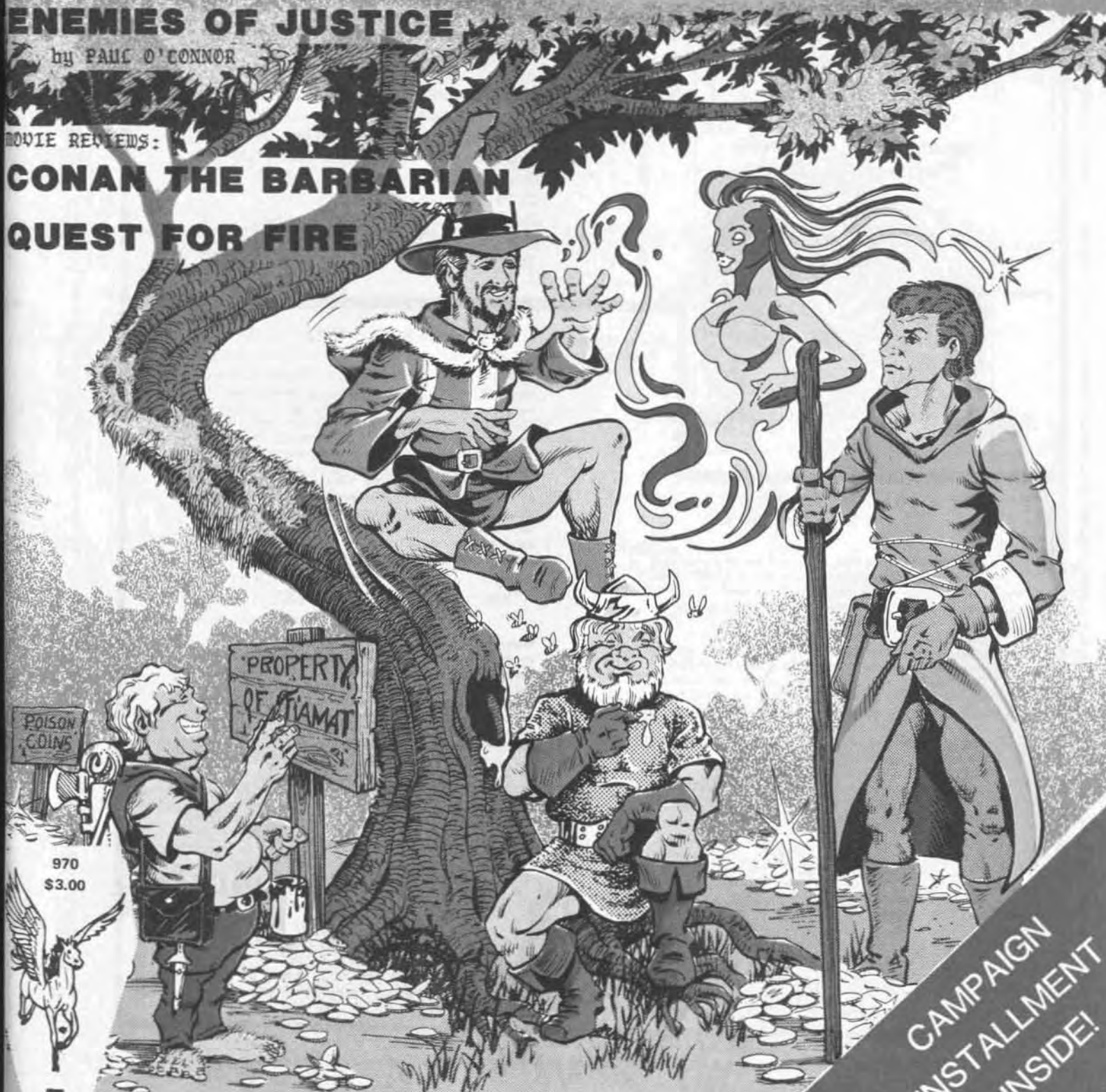
ENEMIES OF JUSTICE

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MORROW PROJECT REPORT

By Bill Pixley



Mortars

Since Mortars are very useful in the brush fights typified in the Morrow Project, a Mortar that is not in the Morrow Project but due to the large number in reserve storage around the U.S., the M19 60mm Mortar would probably be found in hidden reserve stocks or in the hands of the various groups out in the world.

M19 60mm Obsolescent U.S. Army Mortar:

Weight. 21.03kg
Rate of Fire 8 RPM

Ammo Types

M49A4 60mm HE Shell:

Weight. 1.46kg
Minimum Range 45m
Maximum Range 1,814m
Burst Radius. 9m

M302E2 60mm WP Shell:

Weight. 2.26kg
Minimum Range 40m
Maximum Range 1,465m
Burst Radius. 10m

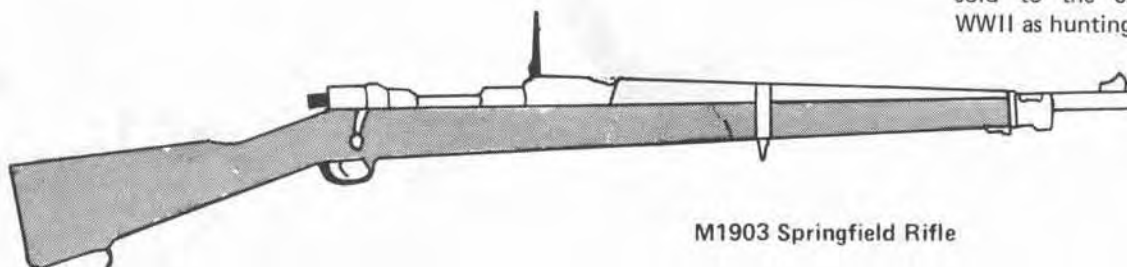
M83A3 60mm Illuminating Shell:

Weight. 2.27kg
Minimum Range 375m
Maximum Range 1,000m
Illuminated Area 600m diameter
Burning Time 25 seconds

M1903 Springfield Rifle 7.62 x 63mm:

E-factor. 18
Weight. 3.64kg
Effective Range. 800m
Maximum Range 3,155m
Rate of Fire 15 RPM
Feed Device 5 Rd Clip

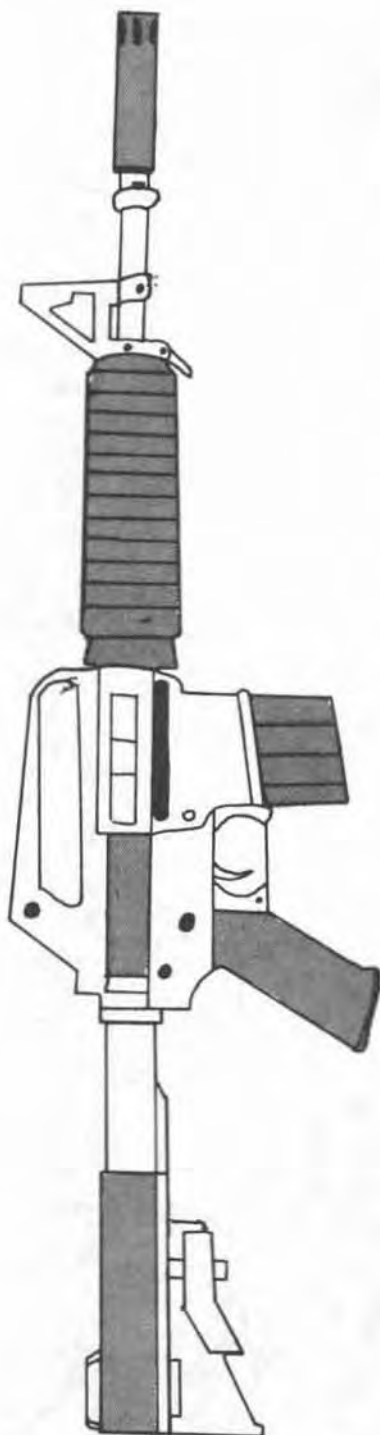
The M1903 was the standard infantry rifle of WWI for the U.S. Army. The rifle (like most pre-WWII weapons) is rugged and very dependable. It should be a very common weapon in the hands of the survivors because large quantities of the rifles were sold to the civilian populace after WWII as hunting rifles.



M1903 Springfield Rifle

**The Colt Commando Assault Rifle
5.56 x 45mm:**

E-factor 14
Weight 2.78kg
Effective Range 200m
Maximum Range 2,600m
Rate of Fire 45/700 RPM
Feed Device as per M-16



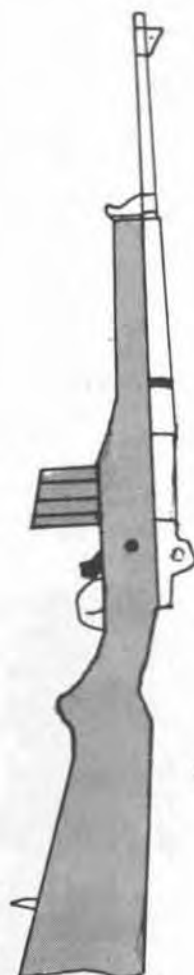
The Colt Commando Assault Rifle

The Colt Commando is a much lightened M-16, so lightened in fact, that despite it being called an assault rifle, it is really a submachinegun. The weapon's lightness makes it rather flimsy and therefore rather rare to have survived the time since the war, unless it is in the hands of those who would take good care of it (the Rich Five and the Snake-Eaters).

Ruger Mini-14 Rifle 5.56 x 45mm:

E-factor 14
Weight 2.9kg
Effective Range 300m
Maximum Range 2,650m
Rate of Fire 40 RPM
Feed Device . . . 20 or 30 Rd Magazine
Device Weight . . 20 Rd Magazine: .2kg
30 Rd Magazine: .35kg

The Mini-14 is a civilian rifle that because of its relatively low price, has been highly touted as a survival arm. Folding stock versions also exist.



Ruger Mini-14 Rifle

Ruger AC-556 Select Fire Weapons:

Rate of Fire 40/750 RPM

The Ruger AC-556 is the select fire version of the Mini-14. The AC-556 has been sold to some police departments.

Markov SL Pistol 9 x 18mm:

E-factor 9
Weight 0.9kg
Effective Range 50m
Rate of Fire 35 RPM
Feed Device 8 Rd Magazine
Device Weight 0.1kg

The Markov is the standard sidearm of the Soviet Army and therefore it can be found in the hands of the Soviets. Note the round used in the pistol is not 9mm Parabellum and cannot use 9 x 19mm ammo.

RPK Light-Machinegun 7.62 x 39mm:

E-factor 15
Weight 5kg
Effective Range 800m
Maximum Range 2,200m
Rate of Fire 660 RPM
Feed Device 40 Rd Magazine
or 75 Rd Drum
(May use 30 Rd Magazine from AK-47)
Device Weight . . 40 Rd Magazine: 1.13kg
75 Rd Drum: 2.1kg

The RPK is the Light-Machinegun version of the AK-47 and is used by the Soviet Army (and therefore would be in the hands of the Soviets). The RPK shares with the AK-47 many parts and like the AK-47 is very rugged and dependable.



Next issue, I have a special adventure scenario planned for you. It is an assault on a Krell base complete with light armored vehicles and varied weapons. In the future, I will have other scenarios involving Soviets, Canadians, Mexicans, and Brazilians.



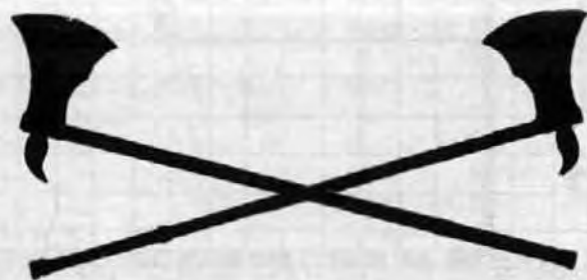
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MORROW PROJECT REPORT

By Bill Pixley



Once again the Krell are up to their old tricks. They move into an area that lacks any strong force, blow the local strongmen apart, and then reorganize the populace exacting severe taxes in the form of arms, grain, and most importantly, alcohol for their trucks. In exchange for the taxes the locals get no protection, most of their arms taken away (except for Muskets and Shotguns), and wiped out if they dare complain. The supplies are then sent back to the main Krell Base to strengthen the Krell. Additionally, a selected number of young men are impressed into slave labor units back at the Krell Base. When they have served fifteen years in back-breaking labor, under brutal conditions, and have been thoroughly indoctrinated, they are turned into regular Krell soldiers. Mixed with them are various children taken by the Krell and raised as their own to be totally loyal to Krell and his appointed leaders. This system allows Krell to develop a totally loyal army, and with bonuses for spying on one's comrades, the system almost always insures total loyalty (Krell has gone so far as to fake the capturing of a unit, selected at random, and then execute via torture anyone who foolishly joins the capturing side).

This particular scenario is a Forward Base that has just recently arrived to dominate an area. They have shot dozens of people, blown apart Monks, stabbed truckers who gave them a rough time, and carried off a quota of children. Their current base had been a Trading Post, held to be neutral territory by many of the surrounding groups before the arrival of the Krell. After massacring the people who ran the Trading Post (which served to trade items between two otherwise hostile groups) the Krell fortified it. The building has been completely sandbagged up to and including the roof (with suitable reinforcements to hold the sandbags in place). Each of the roads (at the points marked) have road blocks rigged upon them. The road blocks consist

of four I-beams scavenged from a nearby town, sunk into the roadway with three more I-beams acting as crosspieces. The barricade is covered with barbed wire and thorn branches. Hidden on the far side of each road block is a home-made mine (treat as a M26A1 Fragmentation Grenade with a 20% chance of not going off because of incorrect setup and wiring). Additionally, scattered about the map are several two-man weapons pits (located at positions marked by   and they also are boobytrapped as per the road blocks.

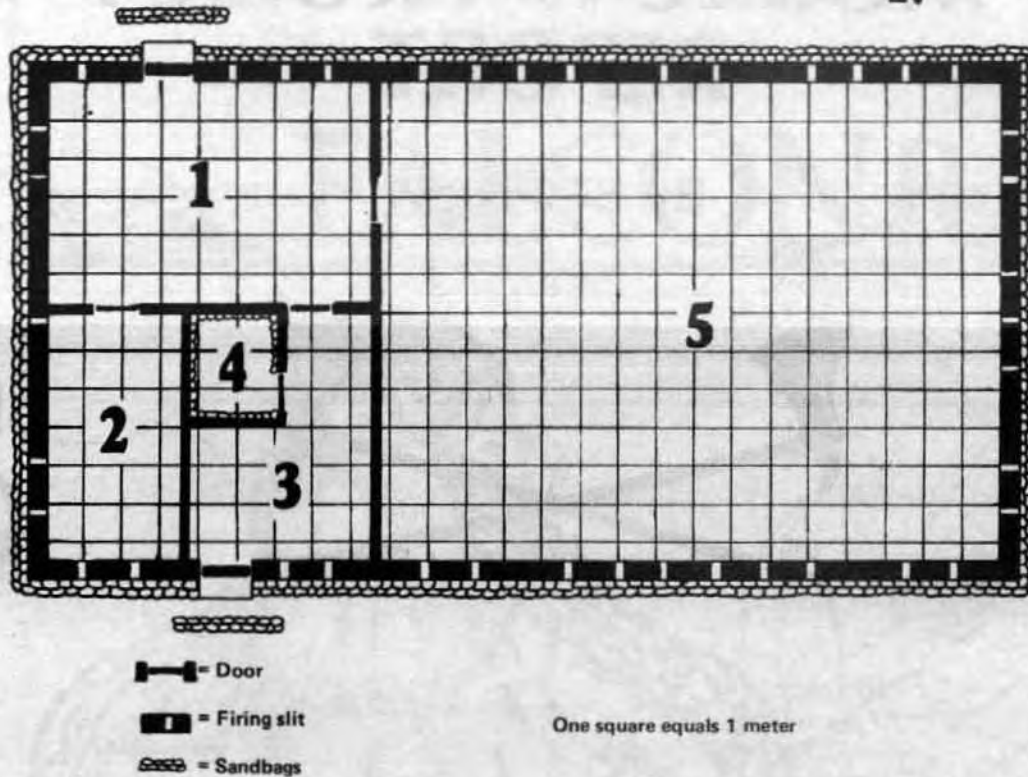
Krell Force Leader: Warrior William Followerson

Warrior William is one of the descendents of the original Warriors of Krell from right after the war. A hard man, he regularly flogs and otherwise disciplines his men harshly, but never without reason. A fanatical follower of Krell (who he has never seen), he would consider it an honor to die in Krell's service if he could take out some of the enemy in the giving of his life. He has the only key to the electrical box that controls the various boobytraps that lie by the road blocks and in the weapon pits.

STR/CON: 15; DEX/ACC: 12; SP/EP: 225; Equipment: one M17A1 Protective Mask, three M26A1 Fragmentation Grenades, one S&W M27 3½, 10 rounds, .357 Magnum, 12 rounds, .38 Special, Ruger AC-556 Assault Rifle (see *Pegasus* 7), three 20 round magazines, one Armburst.



THE FORT



The Fort
Hex 2014

Room 1: The old front room of the gas station that the fortress was built on. The door to the outside is two inch wood and is held in place by a four inch crossbar. Soldiers No. 1 and No. 2 are always present in this room on guard (actually, they switch off with the other members of Unit One, but at the time of the assault, they will be in this room).

Room 2: This room serves as the office/living quarters for Warrior Followerson. The Warrior will be present in this room. The room contains a cot, an old pre-war metal desk, and twenty days worth of food.

Room 3: This room serves as the storage room for the fort. It contains 240 days worth of food (mainly corn meal and salted meat). This room has a door to the outside like that found in Room 1.

Room 4: This small room is a recent addition. It is built of 4 inch, rough sawed wood with a layer of sandbags surrounding it. The door is made of 3 inch raw sawed logs and is locked by an old pre-war lock (Warrior Followerson has the only key). This room contains various weapons, ammo and explosives that aren't issued to the troops. The room contains seven .69 Muskets, a Barrel containing 20 pounds of Black Powder (each pound contains 12 charges for black powder weapons), 20 pounds of Lead, fifty .69

20 Pegasus

Bullets, a .69 Bullet Mold, an AK-47 with three empty 30 round Magazines, a crate of 5.56mm rounds (1,500), a box of 400 7.92mm Rifle rounds, a box of 1,000 .30-06 Rifle rounds, 7.62 x 63mm Ammo, 50 rounds of .38 Special, two M1903 Springfield Rifles, fifty 20mm M56A1 rounds, 100 rounds of 20 gauge Buckshot Ammo, 100 9m x 19mm rounds of Ammo, and one loaded Colt Police Special.

Room 5: This is the sleeping quarters for the Soldiers No. 3 - 6 in Unit One. The room contains 150 days worth of rations in various forms, ranging from old G-rations to hand-ground corn meal, various blankets and other sleeping gear, a pair of butcher knives, and a loaded Flintlock Pistol. At night, Soldiers No. 3 - 6 of Unit One will be in the room.



Krell Unit No. 1

Soldier No. 1: STR/CON: 12; DEX/ACC: 13; SP/EP: 244; Equipment: one M16A1, three 30 round magazines, one Armburst.

Soldier No. 2: STR/CON: 8; DEX/ACC: 13; SP/EP: 172; Equipment: Colt Commando Assault Rifle (see Pegasus 7), two 30 round Magazines, Enfield Pistol, 12 rounds of .38 Ammo (is not .38 Special Ammo), one M26A1 Fragmentation Grenade.

Soldier No. 3: STR/CON: 16; DEX/ACC: 9; SP/EP: 236; Equipment: BAR, three 20 round Magazines, Colt Police .38, 12 rounds of .38 Special, one .54 Flintlock Pistol, 30 Balls and 30 charges worth of Black Gunpowder.

Soldier No. 4: STR/CON: 10; DEX/ACC: 10; SP/EP: 200; Equipment: M-16A1, two 30 round Magazines, two Colt Peacemakers in a cowboy fast draw rig, 53 rounds of .45 Colt, four MKII Pineapple Grenades.

Soldier No. 5: STR/CON: 10; DEX/ACC: 7; SP/EP: 200; Equipment: Remington 870P, 30 rounds of 12 guage Shotgun Ammo, Colt M1911A1, three 7 round Magazines, one MKII Pineapple, Bayonet.

Soldier No. 6: STR/CON: 16; DEX/ACC: 16; SP/EP: 236; Equipment: Krell 20mm Anti-Tank Rifle (see Pegasus 5), 20 rounds of M56A1 20mm Ammo, Markov S1 Pistol, one 8 round Magazine, 10 extra rounds (see Pegasus 7), .54 Flintlock Pistol, 10 Balls, 10 charges of Powder.

Unit One is Warrior Williams personal squad. They obey him solely and enforce discipline on the rest of the men under his command.

Unit No. 2

Soldier No. 1: Location: Hex 2712; STR/CON: 9; DEX/ACC: 9; SP/EP: 181; Equipment: Krell 20mm Anti-Tank Rifle, 10 rounds of M56A1 20mm Ammo, Colt Police .38, 10 rounds .38 Special.

Soldier No. 2: Location: Hex 2813; STR/CON: 4; DEX/ACC: 4; SP/EP: 116; Equipment: M1903 Springfield (see Pegasus 7), three 5 round Clips.

Soldier No. 3: Location: Hex 2321; STR/CON: 9; DEX/ACC: 1; SP/EP: 181; Equipment: M1903 Springfield, three 5 round Clips, Machete.

Soldier No. 4: Location: Hex 2121; STR/CON: 6; DEX/ACC: 16; SP/EP: 136; Equipment: KAR-98, four 5 round Magazines, .54 Flintlock Pistol, 12 Balls, 20 charges worth of Powder, .54 Bullet Mold, P-08 Luger, one 8 round Magazine, 15 extra rounds.

Soldier No. 5: Location: Hex 2719; STR/CON: 4; DEX/ACC: 13; SP/EP: 116; Equipment: M1 Garand, three 8 round Clips, .44 New Model Army, 30 Balls, 50 charges worth of Powder, 100 Percussion Caps, .44 Bullet Mold, .54 Flintlock Pistol, ten .54 Balls, 10 charges worth of Powder, .54 caliber Bullet Mold.

Soldier No. 6: Location: Hex 2304; STR/CON: 6; DEX/ACC: 7; SP/EP: 136; Equipment: M1 Garand, two 8 round Clips, 10 loose rounds, Colt Police .38, 30 rounds .38 Special.

Soldier No. 7: Location: Hex 2109; STR/CON: 6; DEX/ACC: 16; SP/EP: 136; Equipment: Mini-14 (see Pegasus 7), two 20 round Magazines, one .54 Flintlock Pistol, .54 Bullet Mold, twelve .54 Balls, 10 charges worth of Powder, MKII Pineapple Grenade.

Soldier No. 8: Location: Hex 1513; STR/CON: 12; DEX/ACC: 7; SP/EP: 244; Equipment: KAR-98, four 5 round Magazines, Colt M1911A1 Pistol, ten 8 round Magazines, 30 loose .45 ACP rounds, four MKII Pineapple Grenades, Sabre.

Soldier No. 9: Location: Hex 1609; STR/CON: 5; DEX/ACC: 12; SP/EP: 125; Equipment: Sten MKII, two 32 round Magazines, Colt Police .38, fifteen rounds of .38 Special.

Soldier No. 10: Location: Hex 2321; STR/CON: 11; DEX/ACC: 15; SP/EP: 221; Equipment: Carbine, two 15 round Magazines, Colt Police .38, 12 rounds of .38 Special Ammo, MKII Pineapple Grenade.

Soldier No. 11: Location: Hex 2309; STR/CON: 3; DEX/ACC: 19; SP/EP: 109; Equipment: M1 Garand, four 8 round Clips.

Soldier No. 12: Location: Hex 2813; STR/CON: 18; DEX/ACC: 10; SP/EP: 264; Equipment: M1903 Springfield, three 5 round Clips, two .54 Flintlock Pistols, .54 Bullet Mold, twenty .54 Balls, 30 charges worth of Powder, MKII Pineapple Grenade.

Hex 2515: Krell Armored Car, 50 gallons of Alcohol (500 miles of driving).

Hex 2516: Krell Armored Car, 100 gallons of Alcohol (1,000 miles of driving).

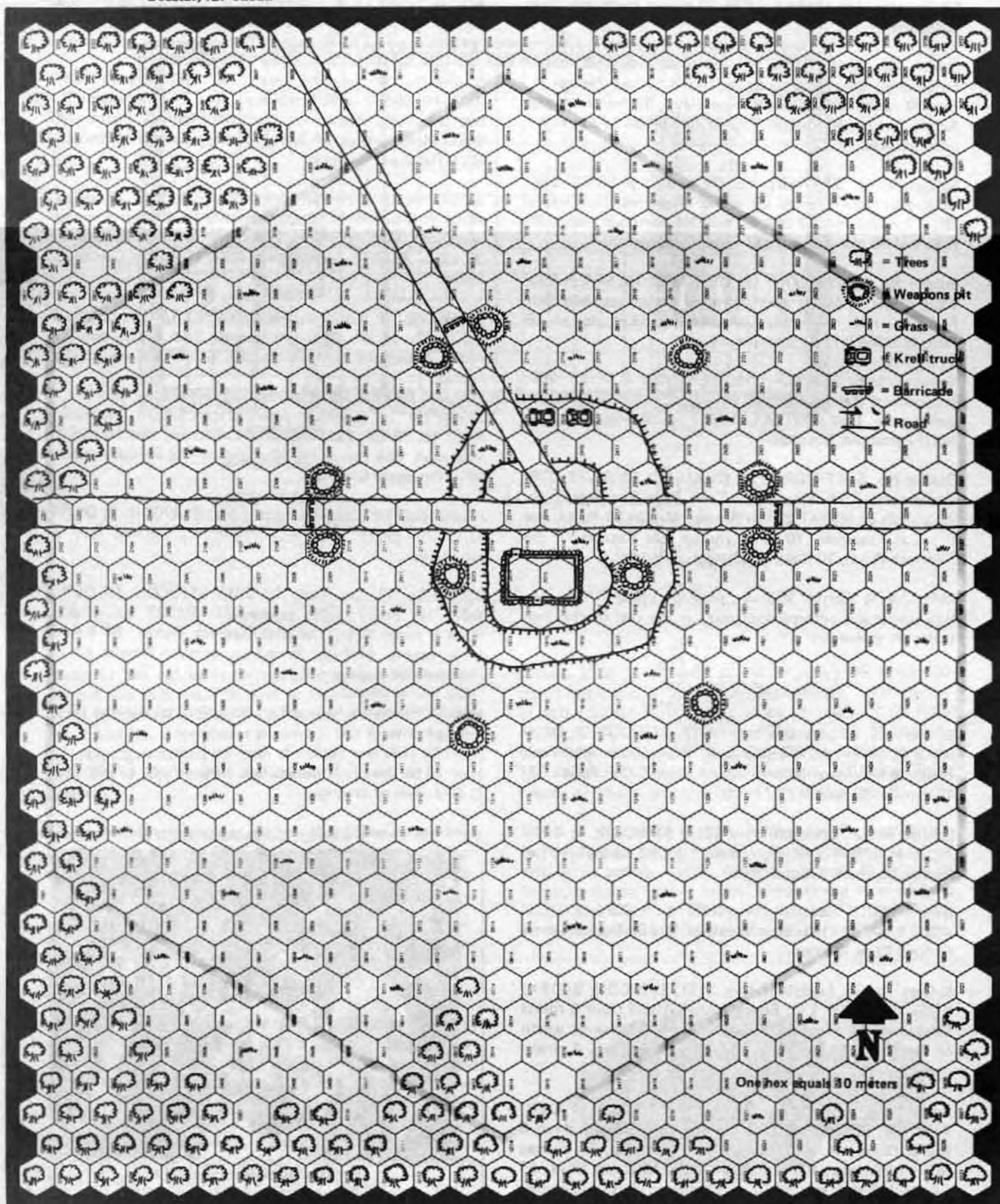
KRELL COMMANDOS!!!!



Backs of Rick Houser and Chuck Simpson, then Ed Mortimer, Wes Crum, and John Mortimer.

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Area Mapped _____





DEADLINE



9

FEATURE

RAYGUNS IN FANTASY

by KEN ST. ANDRE

FEATURE

EMPIRES IN SPACE

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NIRANG'S KEEP

by SCOTT FULTON



CITY-STATE
CAMPAIGN
INSTALLMENT
INSIDE

THE GREAT SEAL

An Aftermath/Morrow Project Scenario

by *Bill Pixley*

Operating out of a series of seemingly-natural caves, the Cannibals of the Great Seal have raided dozens of farmsteads and communities, taking the bodies or parts of the bodies of those they kill back to their hideout. Although no one knows for sure what the Great Seal might be, some claim that it is the local state constitution. Once much feared for their skills as warriors and for the numerous automatic weapons they carried, the Cannibals slowly used up their ammunition and now only use one of their sub-machine guns when in retreat to discourage any pursuers. They are the slaughterers of children and delight in the torture of their enemies. Why they gained the name of followers of the Great Seal is unknown; the locals, however, do not care to speculate. They have placed a 100 rd (50 .22 long rifle, 20 12gauge buckshot, and 30 x 19mm pistol ammo) for anyone who destroys the Cannibals.

The True Story of the Cannibals of the Great Seal

Immediately before the war, the President of the US was out and about, making speeches and generally trying to drum up support for his foreign policy. Caught away from his escape craft, the Secret Service took the President to a secret cave that contained a hidden bomb shelter. However, on the way to the shelter, the party passed through a cloud of released chemicals which affected their minds. By the time they reached the cave, the President and the entire group had become quite mad. Once in the cave, the President executed his family, who had been traveling with him, and then committed suicide. His faithful but insane followers, the Secret Service, placed him in his "tomb," the armored limo in which he had been traveling, and a type of cult-worship grew up around him. The Secret Service personnel and the secretaries and media crew who were left lived on the stored rations in the bunker and, eventually, mated and produced offspring. For five years, they lived in the hidden bunker, subsisting on the provisions, breathing the tainted air, and creating a sub-society for themselves. Then, as the food ran out, the insane Secret Service men resorted to cannibalism and, with their equally crazed descendants, emerged from the hidden cave and began to raid the surrounding area for the Lord of the Great Seal (as they called the President).

Armor Kit

For Aftermath, all of the Cannibals wear Pants (HC with armor value of 2 that cover locations 10 + 18), light leather shoes (LL armor value of 3 that cover areas 19 and 20), Shirt (LC with armor value of 1 which covers areas

4 + 9 and 21 + 28), and a Heavy coat that is HC and covers areas 4 + 11. In the Morrow Project, the Cannibals would have a 8 armor class on their chests and arms.

The Walls and Doors of the Bunker

The walls of the complex are made of 6" thick concrete, and the doors are made of 2" thick steel. Unless it is otherwise stated, the doors are presumed to be not locked, and the lock mechanisms are no longer operable.

The Underground Complex

Tunnel A:

Tunnel A is a three meter wide tunnel that leads to the rest of the large tunnel system of which the hideout of the Cannibals of the Great Seal is only a small part.

Tunnel B:

Tunnel B is a meter wide tunnel that leads into the remains of the sewer system of the nearby town.

Tunnel C:

Tunnel C leads out to a hidden entrance on the surface. The tunnel is a meter wide and is natural in origin.

Room 1:

Room 1 is a natural cave room that the Cannibals are using as a guard post. The room is guarded by a pair of Cannibals and is lit by a crude torch set in a hole in the wall.

Cannibal 1: STR/CON 9, DEX/ACC 10, SP/BP 181, Average Quality, Novice in skill (BCS 8) with the Bowie knife that he carries.

Cannibal 2: STR/CON 10, DEX/ACC 12, SP/BP 200, Average Quality, Trained in skill (BCS 11) with the machete that he carries.

Room 2:

Room 2 is a concrete room that is a second guardpost to the only tunnel that leads directly from the complex to the surface. The doors aren't locked, and the room is lit by five candles on holders set about the room. The room is guarded by a single Cannibal who is busily eating a chunk of roasted human arm. If attacked, the Cannibal will try to flee into Room 5 in order to get help from the Cannibals in that room.

Cannibal: STR/CON 11, DEX/ACC 15, SP/BP 221, Average Quality, Trained in skill (BCS 11) with the hammer that he carries. In his pockets are a dozen wooden strike-anywhere matches and two 9 x 19mm (9mm parabellum) rounds.

Room 3:

Room 3 was the old main garage of the complex. The vehicle that had been stored in this room was wrecked during a raid by the Cannibals many years ago. The room currently contains four Cannibal guards who are protecting the Tomb of the Great Seal that lies in Room 10. The room is lit by five crude torches that are stuck in old shelf brackets around the room.

Cannibal 1: STR/CON 8, DEX/ACC 9, SP/BP 164, Average Quality, Novice in skill (BCS 11) with the belt knife that he carries.

Cannibal 2: STRKON 10, DEX/ACC 8, SP/BP 200, Average Quality, Trained in skill (BCS 11) with the belt knife and the S&W M-27 that the Cannibal carries (has ten ordinary rounds of .357 in his pocket, and the gun is kept fully loaded).

Cannibal 3: STRKON 10, DEX/ACC 8, SP/BP 200, Average Quality, Novice in skill (BCS 8) with the belt knife he carries.

Cannibal 4: STRKON 9, DEX/ACC 10, SP/BP 181, Average Quality, Trained in skill (BCS 11) with the belt knife that the Cannibal carries.

Room 4:

The main sleeping quarters of the Cannibals, this room contains various piles of rags and hides that serve as beds for the Cannibals. The room contains three Cannibals and is lit by three wall-mounted torches. Hidden among the filthy bedding are five .22 Long Rifle rounds, a pair of belt knives, ten candles, and the partially-eaten arm of a child.

Cannibal 1: STRKON 12, DEX/ACC 14, SP/BP 244, Average Quality, Veteran in skill (BCS 14) with the S&W M-27 revolver and the belt knife that he carries. He has three .38 special rounds and five .357 magnum rounds in his pocket.

Cannibal 2: STRKON 15, DEX/ACC 16, SP/BP 325, Superior Quality, Veteran in skill (BCS 14) with the Bowie knife that he carries. In the Cannibal's pocket are the keys to Room 9 and a set of brass knuckles.

Cannibal 3: STRKON 10, DEX/ACC 8, SP/BP 181, Average Quality, Novice in skill (BCS 8) with the belt knife that the Cannibal carries.

Room 5:

Room 5 is the corridor to the room of the boss of the enclave. Therefore, a pair of armed Cannibals watch the corridor for trouble. The room is lit by three candles.

Cannibal 1: STR/CON 15, DEX/ACC 15, SP/BP 325, Superior Quality, Veteran in skill (BCS 14) with the UZI and the belt knife that the Cannibal carries. The UZI has a full magazine in it, and the Cannibal has 10 extra 9 x 19mm (parabellum) rounds for it. The Cannibal also carries a gas-mask (proof against CN and CS gas) and wears a bullet-resistant vest (for Morrow Project, it gives an armor class of 7 to his trunk and groin, and, for Aftermath, it is Fabulon, format FQ, 115 protection and covers areas 4 - 12).

Cannibal 2: STRKON 10, DEX/ACC 10, SP/BP 200, Average Quality, Trained in skill (BCS 11) with the machete that he carries. This Cannibal also has a gas-mask and a bullet-resistant vest like Cannibal 1.

Room 6:

Room 6 is another of the sleeping quarters for the Cannibals. This room is lit by three wall-mounted torches and

contains two Cannibals. Hidden among the dirty bedding in the room are ten extra torches, a box containing five strike-anywhere matches, three sets of flint and steel fire starters, five candles, a bag that holds five day's worth of rations of parched corn, and a bottle of bad, home-made whiskey that one of the Cannibals removed from the body of a drunk that they killed.

Cannibal 1: STRKON 9, DEX/ACC 8, SP/BP 181, Average Quality, Novice in skill (BCS 8) with the belt knife that he carries.

Cannibal 2: STR/CON 10, DEX/ACC 7, SP/BP 200, Average Quality, Novice in skill (BCS 8) with the Bowie knife that she carries.

Room 7:

Room 7 is the room of the boss of the Cannibals. The boss, who is called The Pres by the Cannibals, is relaxing in the room and carries the keys to Rooms 8 and 9, where the Cannibals store their equipment and food.

The Pres: STR/CON 11, DEX/ACC 15, SP/BP 221, Average Quality, Veteran in skill (BCS 14) with the S&W M-27 revolver and the hatchet that he carries. The Pres has the keys to Rooms 8 and 9 and a dozen rounds of .357 ammo in his pockets. The Pres wears a bulletproof vest and carries a gas-mask like those carried and worn by the Cannibal in Room 5.

Room 8:

Room 8 is the equipment room for the Cannibals. It contains a wooden box that holds five rounds of .38 special ammo, three rounds of .357 magnum ammo, twenty rounds of 9 x 19mm (parabellum) ammo, ten crowbars, a couple of Phillips screwdrivers, a clawhammer, fifty crude torches, 100 emergency candles, and a plastic box containing 104 strike-anywhere matches.

Room 9:

Room 9 is the food storage room for the Cannibals. The room contains 100 day's worth of rations of dried human flesh, 50 day's worth of parched corn, ten day's worth of dried beans, and five day's worth of LRP (Long Range Patrol) rations.

Room 10:

Room 10 is the burial chamber for the last President of the USA. The room contains the President's armored limo, which has been stripped for trade goods. Inside the car, in the back seat, is the body of the President and the skulls of his wife and daughter. Also in the back seat is a small, black, locked, leather bag that contains the activation codes for the missile systems of the US. The case is trapped to keep unauthorized personnel out of it, and any attempt to force it open will cause it to selfdestruct and destroy the contents. Around the President's neck is a chain sporting a metal tag with the combination for the case inscribed upon it.

S&W M-27 3 1/2" barrel . Aftermath statistics:

BBL: SHT

ACTION: DA

MAG: Swing-Cyl 6

DUR: 5

ENC: .33

Caliber: .357 Magnum

FEATURES: Can also use .38 special

