

INDIANA

150 years after the bomb, Indiana is a mix of small independent towns and decaying cities with a lot of open and empty farming land in between. The northern part of the state is notable for the trashed coast of Lake Michigan and the remains of the once-great Maxwell's Militia. The wooded southern half is known for a preponderance of small insular settlements, many of whom have banded together for mutual protection into smaller regional empires. The Kentucky Free State is looming over the southern horizon, just across the Ohio River.

1) NUCLEAR TARGETS

- Evansville, SS-N-8
- Fort Wayne, SS-16
- Gary, SS-17
- Hammond, SS-18M2
- Indianapolis, SS-17
- South Bend, SS-N-8
- Indiana Ammunition Plant, Charlestown, SS-17
- Newport Ammunition Plant, Newport, SS-N-17
- Naval Ammunition Depot, Crane, SS-N-8

Discretionary Nuclear Targets:

- Camp Atterbury, SS-N-8
- Jefferson Proving Grounds, SS-17
- Grissom AFB, SS-N-8

2) MORROW PROJECT ASSETS

- Recon Team F-18:** Bolthole located south of Washington, along north bank of the East Fork White River. 6 men and one V-150. One of their six caches, located near Mars Hill, has been raided by Bikers.
- Recon Team F-11:** Awoke three weeks ago in the Washington area. Contacted a group of Bikers, who lured them into their camp, and were all killed by them. Most of their caches have been raided by these Bikers.
- Recon Team IN-CT-22:** Bolthole located in an old limestone mine near Marengo in Crawford County.
- Science Team S-4:** Bolthole located somewhere in western Indiana. 8 men and one Science One vehicle.
- Undesignated Engineering Team:** Bolthole locate in an old gypsum mine near Derby in Perry County. 18 members. Bolthole malfunctioned decades ago and only one man is still left alive.
- Unnamed MP bolthole:** Near the town of Bedford in Lawrence County, in an area of old mines.

3) MAXWELL'S MILITIA

Beginnings: On November, 18, 1989, a young, black airport janitor named Sam Maxwell was sweeping up litter in the terminal at the Fort Wayne International Airport. This quiet, thoughtful 28-year old man was catching a quick smoke break when the SS-16 ICBM popped over the northern part of Fort Wayne. Even though the blast was on the far side of the city, there was some broken glass and injuries at the airport, and people started to panic and things started to get out of hand. Terrified passengers, mistaking his runway pass for a security guard, begged Maxwell to help them. In that split second, when he could have very easily turned and run away with the rest of the screaming men and women, he stopped, and for a reason that he himself never understood, Sam Maxwell turned back to the people and raised his arms. An empire was born in that instant. What was it about Sam Maxwell that caused people to continue to follow him for the rest of his life? The answer is as nebulous as his own reasons for taking on such awesome responsibility in a time of global crisis. Maxwell would turn out to be a rather clear-thinking and farsighted man, and despite just a tenth grade

education, was able to firmly grasp the complexities of managing a large empire in difficult times. Over the next thirty years, Maxwell would consolidate supporters, raise a powerful army, and expand out from Fort Wayne to eventually control cities in at least eight states. At its height, Maxwell's Empire controlled most of [Ohio](#), the northern half of Indiana, much of southern [Michigan](#) and enclaves in [Minnesota](#), [Wisconsin](#), [Illinois](#), [West Virginia](#) and [Pennsylvania](#).

The Militia: His army, soon known as "Maxwell's Militia", was well-motivated and equipped with much modern weaponry. With stocks of guns, cannons, missiles and tanks taken from armories and dismembered military units, the Militia was able to crush almost every pocket of resistance. With a high degree of mobility, the Militia moved rapidly across the Great Lakes region. Driving hard through still-anarchistic areas, they eventually reached [Minnesota](#) in the west and [Pennsylvania](#) in the east. The Militia was organized into "companies", each answering to a "front commander", who in turn took orders from Maxwell himself. The companies, each with about 100 men and numerous vehicles, operated independently and company commanders had discretion to handle situations as they saw fit. This system resulted in numerous breaches of conduct and the occasional plundering massacre. Most of the time, however, it worked quite well, putting a well-armed and motivated force of armed overseers in areas that desperately needed direction and security. Most towns welcomed the Militia as saviors from the chaos and marauders.

Government of the Empire: But Maxwell didn't just take by force, he was able to surround himself with excellent administrators who helped him set up a system of local governors in occupied areas. He took his inspiration from the old Roman system of military governors raising their own troops and managing their own lands, but answering to and paying tribute to, the main seat of power. Maxwell was not a historian, of course, but he was an exceptionally bright man who recognized the wisdom in re-inventing the Roman system. There are several differences from the classical Roman way, but in general it is based on the same system of tribute and trade. The complex layers of "middle management" that bogged down and led to widespread corruption in the old Roman system were mostly eliminated. Replacing it was a system of "traveling administrators" who made sure that the individual governors were following the plan, and were backed up by the power of Maxwell himself.

Queen Olga: In 1991, Sam Maxwell met Olga Aguilar in Decatur, Indiana during a visit to a water treatment plant. She was a radiant beauty, just 19-years old, and they were married within the year. Sam moved his bride and much of her extended family from Decatur north to Fort Wayne, where he was building his "capitol" at the airport. Olga achieved Jackie Onassis status while at Fort Wayne and was much beloved by the people far and wide. Olga was a kind and compassionate woman, and served as a humanizing counter-balance to Sam's often dictatorial ruling style. He would seek her counsel often and always listened. While Sam never took the title of King (officially), his wife soon became known to everyone as "Queen Olga". She proved to be an able administrator in her own right, which proved valuable in the coming decades. Not surprisingly with the fallout and the poor health conditions, only one of the four children she bore him lived past infancy. This girl, Marie, was the darling of the capitol and grew up proud and strong-willed.

The decline and fall of the Maxwell Empire: His system worked rather well for nearly thirty years, until 2022, when an ageing Maxwell was on one of his frequent trips to visit the troops in the field. Along a road outside of Van Wert, [Ohio](#), a sniper hiding in a tree house some distance away put a bullet through his heart. Like Alexander the Great dying in the field, Sam Maxwell's sudden death threw his empire into immediate chaos. In the absence of any official male heir, nearly every one of the military governors of the Empire began to bicker about who would take over next. While the throne technically passed to Queen Olga, many of the generals simply refused to acknowledge the inheritance claims of a woman. Each governor made his case as to why he should be the next leader, mostly based on who had the strongest local army. Clearly, this could not end well. In less than a decade, internal strife and open warfare had shattered Maxwell's once proud empire.

Civil War: Olga retained her husband's advisors and staff and they were instrumental in keeping the Queen in power. Throughout the civil war, the Queen held onto her core area (northeast Indiana, southern [Michigan](#) and northwest [Ohio](#)), battling back several military attacks from competing governors. In the end, she won a hollow victory of sorts. The Empire was Balkanized, but she still held onto this area.

Reconstruction: Following the civil war in the Empire, Queen Olga worked to build up and repair her region. She worked tirelessly until her death to reconcile the rival governors in [Ohio](#) (though unsuccessfully), and even brokered a peace with the Kentucky Free State. She never married again, and died peacefully in her sleep at the age of 81. She had

ruled as Queen of the Empire for nearly 60 years. After Olga died, her 52-year old daughter became Queen Marie. Marie was followed by her own adult daughters, Rose and Grace. Changing times had shrunk their sphere of influence steadily, if slowly. The [Michigan](#) colonies splintered away and the Airport became more isolated and localized.

The Empire today: 120 years after the fall, the Maxwell Empire can still be found. No longer a single cohesive empire, it has fragmented into several large and powerful fiefdoms, each claiming to be the last bastion of Maxwellian influence in a wilderness of savages. In the far-flung areas of the Empire, such as [Michigan](#), [Illinois](#), and [Wisconsin](#), most of the towns quickly went back to being native. In the far west in [Minnesota](#), and in the east in [Ohio](#) and Indiana, there are still remnants of the Empire. Feudalism is the common form of social and economic organization in these areas. Serfs in these areas have more rights and privileges than those of traditional feudal systems, but they also have more responsibilities in terms service in militias and local governance and more freedoms in terms of being able to negotiate for prices and trade agreements at a local level.

The Eastern Empire: In the east, where Maxwell's influence was always the strongest, there are still three fiefdoms that claim to be the rightful descendants of the original Maxwell Empire. In Indiana, just the area around the former capitol at Fort Wayne is still organized. In [Ohio](#), where once nearly the entire state was united under a common banner, there are now two major kingdoms and a lot of petty infighting (see that state).

The Western Empire: While the eastern half of the Maxwell Empire tore itself apart, a new outpost of Maxwellian influence was gaining power in [Minnesota](#) (see that state). The military governor in [Minnesota](#) decided just to concentrate on his state and not worry about taking over the rest of the Empire. He and his army worked diligently to pacify a large chunk of the state, declaring it to be the New Maxwell Empire. Relations with the old territory to the east have always been strained, as neither side trusts the other and constant accusations of plotting invasions have kept them separated for the last century.

4) MAXWELL'S EMPIRE IN INDIANA

Despite the decline of the empire, northern Indiana has a core of towns that still fly the flag of Maxwell proudly. These are mostly around the former capitol of Fort Wayne and in the corridor south to the ruins of Indianapolis.

Leadership: The leadership of Fort Wayne has been an unbroken line of women since the death of Sam Maxwell. As a reaction to the civil war in the empire in the 2020s, succession to the throne has passed to the eldest daughter instead of the eldest son. This at first was simply a matter of a lack of male heirs, but over the generations it became first tradition and then law. The sons, fewer than one would expect, have been encouraged to become military leaders or ambassadors to other empires. Several of them are currently living in the Free State and at least one in Colorado.

Queen Consuela: Currently, the Empire is run by Queen Consuela, granddaughter of Rose. Consuela is a capable leader and well-versed in diplomacy and statecraft. It's a shame that she has such a small empire left to rule. Consuela traveled extensively as a child and even spent a year studying at the Free State University in Bowling Green. While the new Queen here technically claims all of the former Maxwell lands stretching from [Minnesota](#) to [Pennsylvania](#) as her domain, she really only has influence over the towns between Fort Wayne and Indianapolis.

Revolutionary: During her time at school in Bowling Green, Consuela was exposed to the various resistance groups that are based in that college city. Somewhat of a free-thinker as a young woman, Consuela was particularly attracted to the "Children of Liberty". She attended several meetings and even helped write a pamphlet denouncing the practice of slavery. It's even rumored that she met several members of an MP Recon Team from Tennessee who were working with the Children. She was duly impressed with these men and has never forgotten them. As Consuela grew and matured, and eventually took the throne herself, these ideas influence her rule and have led her to promote reforms in her territory. She has given more rights and better status to the lower classes of Fort Wayne, a move that has made her very popular.

Fort Wayne: Home of "Maxwell's Restored Government", the last remnant of the glorious Maxwell Empire of the last century. While small, this band of towns is loyal and well-organized into strong communities of farmers and herders. Fort Wayne itself was once an industrial and transportation hub, but it's now mostly just a large area of ruined buildings

and overgrown shrubs and greenery. A vast part of the city to the north where the nuke hit still consists of barren fields of rubble. There is nothing of value in this area since everything is melted, smashed, or otherwise damaged beyond recognition. The southern and southwestern suburbs are in the best shape and it's in these areas that the bulk of the people have lived and worked for the last century. There is a major trading market and farming community centered on the Fort Wayne International Airport, once the capitol of the Maxwell Empire, home to some 6,000 people altogether. The settlement and the airport are heavily guarded by a militia of some 500 men, formed into tightly-organized Rifle Companies.

Fort Wayne International Airport: Located in the southwest corner of Fort Wayne, this airport was where Sam Maxwell began his empire. It has remained the center of power for the last 150 years, though it has been a century since the empire was anything more than a localized power. Queen Consuela holds court here, issuing proclamations and collecting taxes to the best of her ability. Every square yard of the area has been planted and cattle run in fenced pens on the runways. The hangars and support buildings have been turned into apartments and barns for the people, and the terminal is a government center. The Queen rules from her palace in the control tower, fully outfitted with salvaged communications gear. The airport's perimeter is extremely well-protected, more so than you might expect. Very early, Sam Maxwell put a lot of attention and time into securing the airport during the infant years of his empire. His men dug miles of zig-zagging trenches and filled them with mines, spikes and water. Every possible avenue of approach was covered by dozens of prepared bunkers and guard towers, miles of concertina wire fence, and an army's worth of artillery, tanks, and missiles. 150 years later, much of those defensive works remain, though the high-tech weaponry that made it so formidable has all broken down or been removed. There still remain six inoperable tanks which serve as pillboxes around the market's perimeter.

Bluffton: This smallish farming town south of Fort Wayne and neighboring farms were overrun with refugees from Fort Wayne in the chaos. Fighting with residents was bloody and pointless, leaving half the town in flames by the time the winter snows came. Soon the first unit of Maxwell's Militia came to town. They were not here to destroy but to ask the surviving citizens of Bluffton to join with them. Recognizing the value of well-armed protectors, they agreed and became the very first town to be a part of Maxwell's Empire. This has always been a point of pride for the community and they will tell you all about it if you ask. Being so close to the capitol, Bluffton saw a lot of immediate and long term improvements. The looming stone town hall was fortified into a virtual Medieval citadel and a thirty-foot wide, ten-foot deep moat was built around the town center using equipment and heavy machinery from local construction sites. Though worn down somewhat from decades of erosion, the dirt from the moat still forms a continuous hill ten feet in from the moat. The moat itself is often about half-filled with rain water, making the whole thing extremely difficult to cross on foot and impossible by vehicle. There is only one opening, along Highway 1 on the north edge of town, and one bridge over the moat that is heavily guarded. Most of the town is in better-than average condition, and it has plenty of new buildings and businesses. Bluffton now makes a comfortable living by overproducing food and selling it to Fort Wayne. During the winters, they also over-hunt. Some 2,500 people call Bluffton home, with another 2,000 or so on area farms.

Huntington: A large Maxwell town specializing in farming and the making of farming implements. Cholera has raised its ugly head in Huntington. The disease is highly contagious and water-borne. In this large town of about 3,000 inhabitants, it is killing 30 per day at its worst. This epidemic began this summer and might just rage unabated until the first winter freeze. Needless to say, the survivors are frightened and some are fleeing.

Decatur: This small Maxwell community of some 150 farmers and hunters takes advantage of its position as a crossroad of river and road. Decatur was also the home of the first Queen Olga, and as such has always had a favored status in the Empire. Olga would often travel back to Decatur, lavishing the citizens of the town with gifts and public works projects. For a time, Decatur was the summer retreat of the "royal family", and the residents took pride in "their queens". In the last few generations, however, the town has declined as the last two Queens have not visited that often.

The ruins of Indianapolis: Devastated by four low-altitude nuclear airbursts, Indianapolis' scant surviving population was panicked into a mass exodus. Today, the ruins where the rats far out number the people. There are a number of fixed structures still standing, but few if any have ever been reclaimed as there is still quite a bit of lingering radiation. There are now three main settlements in the Indianapolis area. The first is a peaceful settlement of 250 farmers centered on the expansive ruins of Fort Benjamin Harrison. The second is a not-so-peaceful group of 200 farmers and salvagers

living in the cleared and planted White River Park area. The last group is the oh-so-violent Latino clan called the "El Gato Loco" (the "Crazy Cats"), who prowl the southern suburbs and ambush anyone who enters their territory. They have about 50 members, and in the summer they like to run around naked and get crazy on moonshine.

5) NORTHERN INDIANA

The towns listed below are no longer under Maxwellian influence. Many of them were once part of that Empire, but the pressures of post-collapse life have forced them to go their own path. Each of the larger towns have their own militias, but there is little or no cooperation between them. Trade is often conducted with Fort Wayne and there seems to be no animosity about their shared history.

Lake Michigan shore: The nuclear blasts over Gary and Hammond set afire the string of productive oil wells along within the city, sending firestorms racing through the surrounding area. 150 years later, the Lakeshore is still completely ruined, with ninety-percent of the buildings to the foundations. Today, barely 250 people remain on the southern fringes of the area, most of them subsistence farmers trying to eek out a living along the creek beds. One or two of the oil wells still burn fitfully, however, and this has attracted the attention of people over the years, who want to know if the wells can be reopened. The main problem is finding people who know how to extinguish the 150 year-old fires and cap the well-heads.

South Bend: The single-warhead missile aimed here was a dud, saving the city from nuclear destruction but not from the resulting riots and chaos. Long after the refugees and epidemics left, South Bend is now a well-run farming town of some 2,700 people who are generally quite happy. They have a strong local militia with a little over 250 full-time soldiers plus many volunteers, armed mainly with percussion cap rifles and pikes. The soldiers carry out regular anti-bandit duties within a 30-mile radius of South Bend, serving to inspire the local farms. South Bend merchants have caravan routes out in all directions to spread their influence, including a regular service with Fort Wayne. Five surrounding towns each have a garrison of sorts of South Bend Militia in them now, being Elkhart, Plymouth, Michigan City, Goshen and Niles, [Michigan](#). The garrisons are usually about ten men and help patrol the towns against bandits and protect the convoys of food shipped to South Bend.

Peru: Peru was resettled by a Hispanic refugee group following the war and the current community has a distinct Hispanic flavor to it. The old town itself is used for residences and the area across the Wabash River is plowed for farming.

Grissom Air Force Base: Radiation levels are still pretty high but not what they should be considering the time which has passed since the nuke hit and the amount of damage sustained. It is a mystery why this is so.

Lafayette: Home to a loose theocracy of armed "priests" and fortified homesteads, holding true to a rather militant interpretation of the bible. They are very xenophobic and do not accept traders or wanderers without a very good reason.

6) WESTERN INDIANA

Terra Haute: Once a powerful Maxwell town, Terra Haute declared itself independent about 115 years ago. Since then they have grown and declined in cycles, some of them quite drastic. Currently they are doing well, and are the trade nexus for the region. With a population of some 4,000 people, the town is one of the largest in the area. There is a strong militia based at the old Hulman Regional Airport numbers about 350 men. Several chemical companies in the city have been salvaged and Terra Haute produces a large amount of gunpowder and explosives for the militia and the trade market. They are always severely short of tools and supplies, however. Much of the gunpowder is traded up the Wabash River to the Fort Wayne area, a clear sign that the old Maxwell history has been forgotten.

Bloomington: Until recently a thriving farming town. A peculiar wasting sickness has taken its toll on this city over the past few years and now less than 300 people still live here. Bloomington's problems have caused a ripple effect throughout the area, with people slowly moving away from the area and becoming refugees.

Washington: The largest town in the area, mostly a farming village with about 75 families living in the immediate area.

Trade and contact with outside areas is limited and people generally look out for themselves. It is a typical town, insular and isolated, with a few main personalities holding order and the peace.

The enemy: The area is being terrorized by a group of Bikers and Gypsy Truckers, who have recently formed an uneasy alliance to pillage the local towns. They are well armed for a group this size, helped by having raided the stocks of Recon Team F-11, who they tricked into letting their guard down. After torturing a Team member, they gained access to several resupply caches, providing them with rather sophisticated weapons, including autorifles, SMGs, and a rocket launcher or two, all Morrow Project issue. The two groups make a very un-harmonious band, and internal conflicts and clashes are common and often violent. They are based at an old mining camp along Coal Creek, northwest of Washington. Together they number about 150 individuals, 70 Bikers and 80 Truckers, and about a third of those are women and children. The bad guys are also carrying a deadly, virulent wasting disease. The disease has been in the area since 1989, a residual hangover from the Soviet bioweapons used across the Midwest during WWII. It is somewhat dormant, but can flair up easily and is quite deadly to those without immunity.

7) SOUTHERN INDIANA

Columbus: A large settlement of farmers and traders. To the northwest of Columbus, Camp Atterbury was hit by a single nuke, but its good location and mostly intact facilities have made it ideal as a local power base. Columbus' militia is called the "Atterbury Infantry Battalion" and is armed with many old military weapons salvaged from this base.

Corydon: A group of slavers operating for the Kentucky Free State is wintering in the area around Corydon. There are 30 slavers with some 20 captives here. The local farmers are debating ambushing the slavers and freeing their captives. They are afraid, however, of reprisals from the Free State Army.

7) OHIO RIVER BORDER TOWNS

The northern bank of the Ohio River, from Evansville to Madison, is heavily influenced by the powerful Kentucky Free State to the south. See [Kentucky](#) for a thorough description of the KFS.

Evansville: Blasted by a nuclear weapon during the war, Evansville took nearly a century to recover to any appreciable level. Now a growing river trading town, home to some 650 people. As their main trade partners is the Free State to the south, it is no surprise that much of the town's leadership is in the pocket of the Rich Five. This means that southern traders and merchants always get the best deals (often the only deals). In return, the Free State has "sold on the open market" a larger quantity of trade rifles than normal, allowing the Evansville militia to defend the river port effectively.

Maukport: A town centered around the intact Highway 135 bridge across the Ohio River. While not officially part of Free State territory, the town is heavily influenced by money from the south. A Free State-trained and armed militia keeps the bridge open for trade into [Kentucky](#).

Madison: Jefferson Proving Ground north of Madison was nuked during the war, roasting the vegetation and flattening out the hills for miles around. Some fifteen years ago, the small river town of Madison suffered a mysterious low-yield sub-kiloton nuclear explosion. The cause remains unknown, but it is suspected that some weapon in the ruins of the Proving Ground, or Crane Weapons Center to the west, was somehow moved into the town by some unknown party. There is also some speculation that the Free State was responsible for the blast, though the reasons are unknown. The explosion badly polluted the fields to the east and killed off everyone in town. The funnel cloud was seen by several Free State barges who reported it back to Louisville. People there saw numerous KFS Army units rushing to the area but were told that "nothing happened, now go away."

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