

Semper Fidelis

The War in the Carolinas

*A Module for 'The Morrow Project' Role Playing Game, a product of Timeline©, Inc., and may not be reproduced for sale without the express written permission of the author.
by Michael A. Cessna*

Introduction

In most Morrow Project adventures, the bigger the force, the meaner and more vicious they are. But this is not always the case.

This adventure is a-typical of Morrow Project adventures. It is intended to give the PC's something to look forward to, beyond constant battles against the (usually *very* long) odds.

Get ready for some surprises. The Project may be floundering in the wake of the damage to Prime Base, but hope is on the way.

(And, in case you're wondering: Yes, I am related. See Below.)

The Team

Recon Team F-22 was frozen on December 3, 1987. Their mission was the reconnaissance of Central North Carolina and Northern South Carolina. The Team's vehicle is a standard Project Commando V-150.

The Team members are acquainted with each other, having gone through the Project training course together. There is at least one Psychology Specialist on the Team, as the Team is fully aware of the prevalence of racial tensions in the area, which would, no doubt, be exacerbated by the War.

The Bolthole is a standard project unit, just large enough for the Team's vehicle, freeze tubes, and equipment. There is one large exit, for the vehicle, equipped with massive hydraulic rams to push away the covering earth. There are two personnel escape hatches, cofferdammed with sand; a cabinet in the Bolthole contains the tools necessary for this. There is a large table, lockers for the Team's personal equipment, and the Bolthole computer. In addition, there is a periscope, to conduct a visual check of the Bolthole's exterior. It should be noted, however, that there are no toilet or shower facilities present. The Bolthole was not intended for long-term habitation; it was *designed* to be abandoned.

The War

The Second Marine Division was lucky. When the War began, on that cold November day, only two of the division's nine infantry battalions were afloat--one in the Eastern Mediterranean, and one in the Bight of Benin.

The Soviet missile sub assigned to fire a missile at the division's base, at Camp LeJeune, North Carolina, spent three days dodging a '*Los Angeles*'-class attack submarine. When it finally fired its missiles, a fault in its targeting system sent most of its missiles wildly off course.

The Second Marine Division used the three-day respite well. Opening 'canned' war orders, the Division split into its three component brigades, each built around an infantry regiment.

The 2nd Marines headed north, into Virginia, to establish refugee centers, and assist local authorities; Sixth Marines headed for the town of Clinton, N.C., which sat at the juncture of six state highways; the 8th Marines, along with the Divisions headquarters, the bulk of its support units, and the Second Marine Air Wing (2nd MAW, from MCAS Cherry Point), all moved out for the port town of Wilmington, near the mouth of the Cape Fear River.

Four days after the missiles stopped flying, the division's surviving LCAC (Landing Craft, Air Cushion) and LCU (Landing Craft, Utility) units rescued the staff, instructors, and recruits of the Recruit Training Regiment at Parris Island, South Carolina.

However, the divisions luck couldn't last forever: the 2nd Regiment ceased to exist in early 1990, destroyed by a combination of plague, rioters and marauders; the 6th was wiped out by the errant SSN 4 SLBM that splashed its warheads along the 6th's route of march, between the towns of Warsaw and Clinton.

By the spring of 1990, the 8th Marine Regiment (Reinforced) was alone in the Carolina pine barrens. But they would not be alone for long...

The New Confederacy

At the end of March 1990, Division Intelligence received hard and disturbing information on the formation of a new 'Confederate States of America'.

During the hell of the previous winter, an odd conglomeration of rebels and activists, malcontents and white supremacists had begun to coalesce, seemingly by design, and begged, argued, pleaded, browbeat, cajoled, and occasionally assassinated the leaders and populace of several southern states into 'seceding'. Their usual 'pitch line' went something like "Them DAMN Yankees up North are the cause of all this!" It was crude propaganda, but, with people freezing and starving in the midst of a nuclear winter, it worked.

The proof, however, was in the pudding - and, as spring came, the New Confederacy began to deliver. Crops were planted, and Confederate militia's managed to recruit, wipe out, or drive off most of the marauder bands. The *Rule Of Law* seemed to on the way to being restored. Only later would people wonder why the New Rebs' never seemed to get around to repealing the '*slave clauses*' in their constitution.

But, as the book goes, "Pride goeth before a fall." The Confederates got cocky. They reasoned that, since most of the South's ports had been hit, Wilmington, with its

docks, fishing fleet and airport, all untouched by the bombs, would be an important place to have. There was just the 'simple' problem of 10,000-odd U.S. Marines to deal with.

From the Confederate viewpoint, they made a very generous offer: if the Marines would swear loyalty to the Confederacy, they would become the new Confederate States Marine Corps--and, incidentally, the only full-time military force in the new nation.

They made their pitch on May 31, 1990--and were nonplussed when the division commander angrily refused, castigating the Confederate party as a "bunch of Goddamned Traitorous Bastards!"

The Confederates grimly decided that, if the Marines wouldn't join them, then the Confederate Army would "overrun" and "destroy" them.

They should have known better.

The stage was now set for the bloodiest battle on the North American continent since the first Civil War.

Hell in a Very Small Place

Throughout the months of May and June, the New Confederacy assembled its *First Army*. Most of the troops came from North Carolina, but small contingents came in from South Carolina, Georgia, Tennessee and Alabama. Most of them were pretty raw; most organized military units had been destroyed in the maelstrom of the preceding winter. The Confederates had good raw material, but their lack of experience would ultimately kill them.

Things seemed to start out well enough. The lead Confederate units slowly established a cordon within 10 miles of Wilmington; then they began to close in to within 5 miles of the city.

One ominous incident went unheeded. A force sent to capture the Sunny Point Ordnance Depot, at the actual mouth of the Cape Fear River, was repulsed with heavy losses. First Army command put it down as a fluke, and decided to isolate the garrison and finish them off later. It was to be a fatal bit of bravado.

On June 1, Confederate artillery began a prolonged 'sniping barrage', firing one or two shells per day as 'harassment'. The same guns never fired twice on the same day, until July 1, when a steady, if slow bombardment began.

The Marines responded in a desultory and ineffective fashion. What shells they fired in reply to the Confederates did no damage. The Confederates began to take heart; the Marines' vaunted moral seemed to have deserted them. By the end of July, they weren't even shooting back. When the general bombardment began on August 1, the Confederates stopped shifting their firing positions. It was to be their last mistake.

The Confederates decided to launch their ground attack one hour after sunrise, on the morning of August 4--right into the rising sun.

The Rebs had managed to salvage three MLRS (Multiple Launch Rocket System) firing platforms, and these would cover the infantry assault. Their regular artillery would cease firing at 0300, to lull the Marines into thinking that they would try one last parley.

The Plan seemed to be coming together that morning.

Within Wilmington, when the firing ceased at 0300, a malicious green dragon began to stir.

Far from being demoralized, the Marines in Wilmington were chomping at the bit, grimly waiting to exact revenge for the weeks of shelling.

The preceding months had been used well. The surrounding countryside had been ruthlessly stripped of every possible foodstuff; the weeks before the bombardment had been spent constructing artillery-proof bunkers. Consequently, the Marines had suffered very little actual damage from the rebel guns.

When the steady shelling began, Marine artillery radars backtracked every shell, pin-pointing the location of every Confederate artillery piece. The Marines had by then worked out firing positions for their guns from every possible spot in town. Moreover, every night since April, the Marines had flown their three remaining RPV's (Remotely Piloted Vehicles) over the Confederate positions. When dawn came on July 4, the Confederates had no secrets.

The Confederates made several fatal assumptions. Their lack of technical experience led them to believe that most of the Marines' electronic equipment had been wiped out by EMP (Electro-Magnetic Pulse)--this was not so; because of their lack of artillery officers with recent experience, they failed to account for the Marines' artillery radars; they refrained from shelling the airport and the docks, not wanting to rebuild them later. Finally, they assumed that the Marines had no remaining operable aircraft, even though their attempts at aerial reconnaissance (in civilian aircraft) had been downed by ground fire.

It is said that the victorious armies are the ones that make the fewest mistakes. The Confederates, due to their inexperience, made several; the Marines made virtually none.

Götterdämmerung

When dawn came that fateful morning, the Second Marine Division opened a small corner of hell, and poured it all over the unsuspecting Confederates.

The three-hour lull had given the Marines time to emplace their artillery without interference. When dawn came, at 0613 hours local time, every artillery piece that the 10th Marine Artillery Regiment could muster opened fire.

Variable-time fused shells shredded Confederate infantry and artillery crews; ICM (Improved Conventional Munitions) rained grenade-sized bomblets onto Confederate vehicle columns. Then, the rebels got their worst (and last) shock, as the 2nd Marine Air Wing roared into action.

Harrier jump-jets and A-6 Intruder fighter-bombers struck deep into the Confederate rear, dropping high explosive and cluster bombs; Sea Cobra attack helicopters struck at point targets with 20mm cannons and TOW missiles; and, a squadron of Air Force A-10 attack planes, that had escaped the destruction of Pope Air Force Base, turned their massive GAU-8 30mm Gatling cannons on the Confederate MLRS's. The few modern aircraft the Confederates managed to muster were viciously batted from the sky by Marine, and a few Navy, F-18 Hornets.

The carnage lasted an excruciating ninety minutes. Then, as the artillery and aircraft paused, the three battalions of the 8th Marine Regiment roared out of Wilmington in trucks, jeeps, and Humvee's, into a blasted wasteland. In the days that followed, the

Marines ruthlessly pursued, rooted out and destroyed every Confederate unit they could find.

And then--suddenly--things got out of hand; the troops went berserk, and a massacre began. Perhaps it was the War, or the rebellion, or the shelling, but the men of the 8th began to kill everything in their path. It took every shred of courage, discipline and threat of punishment, up to and including summary execution, before the regiment's officers restored order.

When the smoke cleared, a numbing shock came over the Marines. The carnage was biblical in scale: well over 100,000 Confederate troops and civilians had been killed in an area the size of Greater Los Angeles. The Confederate First Army had been annihilated; never again would the Confederacy be able to muster so large a force in one place.

The Marines pushed out their lines to their current positions, and dug in. The civilians who had taken refuge in Wilmington during the War and the Confederate attack got the bodies buried in mass graves, then got a late crop into the ground...

And a deathly stillness fell over the Pine Barrens of North Carolina.

Aftermath

In the succeeding 150 years, little has changed.

The Marines, due to a lack of numbers, have not been able to push beyond their present boundaries. But, once the Confederacy reinstituted chattel slavery, the Marines began launching raids to free slaves, and return them to what they have incorporated as the 'State of Franklin'.

The Battle of Wilmington rocked the Confederacy to its nascent core. Never again would they have the ability, or inclination, to mount so large an operation. To date, the pleas of North and South Carolina for aid against Marine Raider 'Tubman Raids' have not been able to rouse the Confederacy to action.

Play of the Game

Recon Team F-22's Bolthole is located 10km NW of the town of Spivey's Corner (now, there is only an inn there). The Team's mission is to recon Central North Carolina.

The Team is likely to have one of two initial encounters. They will either meet Underground Railroad 'Conductor' Annabelle Gillmore (see below), or, they will come across a 'Tubman Raid' in progress--which, of course, will not at first appear to be what it is.

Firing on the Raiders is a *very* bad idea (though the Team won't know that). This is a great opportunity for the PD to relieve the players of their vehicle, and maybe even kill a couple of Team NPC's. Since the 'Rebs' still use a few modern tanks, the Raiders are equipped with '*Thunderball*' anti-tank rockets (E Factor 500). These rockets are armed with a depleted-uranium penetrator, and accelerate to hypersonic velocities within 75 meters; they have an effective range of 2000 meters. See the '**Design Notes**' for the

explanation of how the Marines got these things. Incidentally, one of these missiles will kill any Project vehicle except the MARS or Science One.

'Annabelle Gillmore' (real name Annette Jackson) is 26 and slightly built, with long, straight black hair, blue eyes and a café-au-lait complexion, is a Staff Sergeant 'on loan' from the 2nd CIT (Counter Intelligence Team) to the *Office of Strategic Services*. If encountered, she will be armed with a .44cal 'Single Action Army' revolver (E Factor 13, six shots) of recent manufacture, and a double-barreled 12-gauge shotgun (E Factor 8, two-shot, breechloading). When encountered, she will be escorting 1d10-escaped slaves. She will be dressed raggedly, as will the escaping slaves with her. She will, at no time, reveal her true identity.

She will tell the Team, truthfully, that she is helping these slaves to freedom "in Franklin", will ask for their assistance, and will act impressed and mystified by the Team's vehicle. If the Team agrees to help her, she will direct them to the nearest 'Border Control Point (BCP). This is a miniature firebase, manned by a 50-man platoon of United States Marines. They are armed with FN-FAL's (E Factor 17, 20-shot magazine), rifle grenades (E Factor 4, per fragment), 60mm mortars (E Factor 5, per fragment), .50cal HMG's (E Factor 30, 100-rnd belt), and 'anti-tank rockets' ('*Thunderball*' missiles, E Factor 500). The Marines are dressed in 1980's-pattern BDU's (Battle Dress Utilities), Olive Drab in color, with the traditional octagonal-shaped 'square-block cover' (basically, a 'ball cap' with eight distinct sides) and 'M1' 'Steel Pot' helmets (circa WW2) hanging from various places on their gear. The covers and helmets have black-colored Marine Corps emblems embroidered on their front.

Jackson will do everything she can to entice the Team from their vehicle, insisting that they are among friends; if most of the Team exits the vehicle, she will give a signal. The Team will be seized, and one or two Marines will lunge for the nearest open vehicle hatch, shove their rifles inside, and begin screaming at the remaining occupants to come out with their hands up.

It must be emphasized to the Team that, if they resist, no matter how much damage they do (and it won't be much), they will be wiped out, or captured.

Once the Team has been secured, they will be packed off to Wilmington for interrogation. They will be of great interest to the CIA, who know little to nothing about this 'Morrow Project'.

In all cases, the referee should determine the subsequent flow of events.

SSgt Annette Jackson, USMC

(aka, 'Annabelle Gillmore', Underground Railroad Conductor)

Age: 26 Sex: F Ht: 5'9" Wt: 120lbs Hair: Black Eyes: Blue

Int: 17 Cha: 18 Luck: 13 SP/BP: 250

Rifle: 60% Shotgun: 50% Handgun: 50% Grenade: 40% Crew Weapon: 40%

Knife: 40% Hand-To-Hand: 55% Ride(Horse): 40% Repair Mechanical: 40%

Hide: 80% Listen: 70% Oratory: 70%

Average Marine

Age: 23 Sex: M Ht: 6'0" Wt: 180lbs Hair: Black Eyes: Blue

Int: 15 Cha: 15 Luck: 13 SP/BP: 275

Rifle: 60% Grenade: 40% Crew Weapon: 45% Knife: 40% Hand-To-Hand: 45%
Tactics: 45% Repair Mechanical: 25% Hide: 40% Listen: 45%

Average Slave

Age: 26 Sex: M Ht: 5'11" Wt: 120lbs Hair: Any Eyes: Any
Int: 14 Cha: 12 Luck: 9 SP/BP: 180
Hand-To-Hand: 40% Hide: 60% Listen: 60%

Designers' Notes

A) As stated, the Marines/OSS have no knowledge of the Project (or of the 'snake-eaters' or 'Krell', for that matter). Naturally, they possess a great deal of information about the New Confederacy; they are also well aware of the KFS, and rightly consider them to be a much greater threat to 'national security' and 'national reunification'--at least, at the present. They are vaguely aware of the existence of the 'Lone Star' division in Texas, but will have very little information on them.

B) The '*Thunderball*' missiles use a small explosive charge to propel the rocket from its tube. Once the rocket has traveled 40 meters, the sustainer motor kicks in. This quickly generates an extreme chemical reaction, which accelerates the rocket to hyper-sonic velocities. On impacting the target, the depleted-uranium penetrator behaves exactly like the similar round fired by late-20th Century tank guns. This weapon was developed in the years following the War as an out-growth of the Hydra-70 hyper-velocity anti-aircraft missile.

C) The biggest surprise for the Team (and, no doubt, the players) is that the United States of America is alive and well, thank you very much. It consists of five states--Franklin, of course, and four more: Monroe, Jefferson, Paine and Adams--all of which are in West Africa!

It happened like this. When the War began, the 22nd MEU (Marine Expeditionary Unit), built around the 3rd Bn, 2nd Marines, had been rescuing American citizens from Liberia's violent civil war. When the War happened, the 22nd MEU settled into Monrovia, Liberia's capital. There was considerable debate among the sailors and Marines over whether or not to return home, until six '*Spruance*'-class destroyers showed up off the Liberian coast, escorting five packed cruise ships from the Caribbean. They explained, in graphic detail, that there was nothing to go home to. Resigning themselves to their fate, they decided to pacify Liberia, since it appeared they weren't going anywhere for a long, long time.

On the other side of the continent, the 22nd's sister unit, the 24th MEU, built around the 1st Bn, 6th Marines, had been transiting the Red Sea, heading for Mogadishu, Somalia on a similar mission, when the missiles started flying. They completed their mission, rescuing American and British civilians from the war zone. They then linked up with the survivors of the '*Saratoga*' and '*Kitty Hawk*' carrier battle groups, and the two Maritime Pre-Positioning Ship (MPS) supply squadrons from the island base of Diego Garcia, in the Indian Ocean, and determined to '*Round the Horn*'--sail around the bottom

of Africa, and head home. Along the way, they picked up the British garrison of Diego Garcia (who had no where else to go) and a large group of American and British citizens from South Africa who wanted to go *anywhere* but there.

When the fleet entered the Atlantic, they made contact with the 22nd MEU in Monrovia, and, being appraised of the situation, decided to join them.

Over the next few years, several of the surrounding nations collapsed in anarchy; more in the interest of self-defense, than anything else, the 'rump' Marine Corps and Navy pacified these areas, and reestablished order.

Ten years after the War, a '*Movement For Peace*' began to gain momentum along the Gold Coast. Its only real 'plank' went: "Since the U.S. Navy and Marine Corps are essentially running several countries, anyway (and more effectively than they have ever been run before), and, since all these Americans have no where else to go (indeed, the Marines and Navy had been recruiting heavily among the local population in return for 'citizenship'), why not create a 'new' United States in Africa?

Despite initial (and somewhat strident) resistance from Navy and Marine commanders, the movement achieved a groundswell of support. When the military leaders surveyed their rank and file, and found that they to, wanted some stability back in their lives, the commanders acquiesced--on one condition. In the Declaration of this 'new' America, a clause had to be included that resolved to eventually recover the 'Old 50'. This was readily agreed to.

Thirty years after the War, this 'New America' decided to send one of their few operational ships back to the 'Old 50' to check on conditions. Because of their strong historical ties to the area, the first place they went was Camp LeJeune.

The meeting of the descendants of the 'lost units' was emotional, to say the least. Although they had rebuilt their unit in Africa to divisional strength, the 'Americo-Africans' had not recreated their 'dead' units; the new regiment they created was the 18th, the new division, the 12th--numbered both to remind themselves of where they had come from, and to remember what they had lost.

The mutual discovery of the 'lost units' caused a riotous outpouring of patriotism on both sides of the Atlantic. Although they knew it would be a long, long road, eventually, the United States would be returned to its former--or even greater--glory. (If the government in New Washington learns of the plight of the 1st Cav in Texas, they will feel obliged, both morally and legally, to 'pull-out-the-stops' to assist them).

And, after 130 years of waiting, and building a totally new infrastructure, the United States of America is almost ready to recover its homeland...

Currently, President Eduardo MacAllister presides from the 'temporary' capitol of New Washington (the former Monrovia). The states of Monroe, Jefferson, Adams, and Paine are the former nations of Liberia, Sierra Leone, Guinea-Bissau, and Guinea, respectively.

The current U.S. flag is the old stars and Stripes--with 55 stars. This is the flag that flies over Wilmington as the game opens.

The United States currently maintains diplomatic ties with the nations of: the Federation of Sud Afrika (the former South Africa, Botswana, Namibia, Angola and Mozambique); the Republic of Greater Nigeria (Nigeria, Niger, Benin, Togo, Ghana and Ivory Coast); the Greater Kingdom of Morocco (including the Spanish Sahara and parts of the former states of Algeria, Mali and Mauritania); the Tuareg 'Caliphate of the Rift'

and the Republic of Nuevo Leon (Argentina, Chile, Paraguay and Uruguay) and the British Government-in-Exile (centered on the Falkland Islands, Ascension, and St. Helena).

Known conditions in Europe and the rest of Africa, not to mention the Middle East, are politely described as 'barbaric'.

D) The United States Armed Forces of 2140 are a study in contrasts. In a reverse of pre-War practice, the Navy and the Marine Corps have become the premier services; the US Army and Air Force serve primarily supporting and Home Guard functions.

While thin on rear-echelon troops, compared to pre-War levels, everyone except the newest of recruits usually wear at least two hats.

The United States Marine Corps

The United States Marine Corps, which remains part of (and subordinate to) the Navy Department, retains the pre-War Corps' Marine Air/Ground Task Force (MAGTF) concept. As a result, the Marine Corps consists of two divisions, each with approximately 22,500 men: the 2nd, whose component regiments are the 2nd, 6th and 8th; and the 12th, composed of the 18th, 19th and 20th. Each regiment is composed of three infantry battalions, each with 800 men split into three 'line' companies, and a 200-man Headquarters & Service Company; Regimental Headquarters is made up of a 200-man company. Each division is directed by a 200-man Headquarters Battalion.

Each company in a battalion has 200 men. The infantry companies are divided into four fifty-man platoons: three infantry, one HQ. The infantry platoons have five 10-man squads. One squad each operate a .50 M2HB or a 60mm mortar; two other squads have two M-60A3 GPMG's (E Factor 17, 250 rnd belt); the last squad is the platoon headquarters, with four communicator/messengers and two Navy corpsman-medics. The H & S company is composed of Battalion Headquarters(30 men), Supply(30 men), Motor Transport & Maintenance(60 men), Communication(50 men), and Medical(30 men), platoons.

Each division is directly supported by the following units:

- A huge artillery regiment (4000 men total) containing five battalions. Two battalions are equipped with twenty-four 105mm light howitzers each, half mounted in self-propelled chassis, with a range of approximately 8000 meters; one battalion equipped with eighteen truck-towed 155mm howitzers, each with a range of 15km. One battalion contains twenty-four forty-tube BM-21 122mm rocket launchers mounted on trucks (range, about 15km). The last battalion is equipped with 36 towed rocket launchers; these are sixteen-tube 122mm units, with a range of approximately 8000 meters. In addition, each of these weapons can be broken down into eight 1-man loads, each two-tube unit capable of being fired separately;
- A 400-man tank battalion, with 24 tanks (See below for details on tanks) and 40 support vehicles;
- A cavalry battalion of 700 men, in 200 light trucks, 12 LAV-25's, 2 LAV-Command's and 2 LAV-Recovery's, equipped with small arms, 20mm Oerlikon cannons (E Factor 57, on the LAV-25's) and 60mm mortars;

- A 600-man "amphibious assault battalion", in light boats and a very few Landing Craft Utility's (LCU), mostly used as a riverine force;
- A 500-man airborne battalion (organized exactly like its Army counterpart; see below for aircraft details) for fast reaction;
- A 600-man combat engineer battalion;
- A 600-man Raider battalion. This battalion functions as reconnaissance, commando, and ANGLICO (Air-Naval Gunfire Liason Company) troops. Although equipped with standard weaponry, just about any weapon could turn up in a Raider's hands; Raiders have a habit of "aquiring" just about anything. The 2nd Battalion, at Wilmington, regularly conducts 'Tubman Raids' into the interior, where a 20-30 man platoon will slip outside the Wilmington perimeter, and raid a plantation to free its slaves. These raids are effective because the New Confederacy lacks the political will to assemble a force capable of stopping them; the last time North and South Carolina tried to stop them, their force was badly mauled. Their only method of stopping these raids is to send out volunteer patrols to ride the "no-man's-land" around Wilmington. These rides are not very effective at stopping the Marines. (The OSS has recently learned that the Carolina governments have opened secret negotiations with the Spartan faction of the Five; this is a disturbing development, as the USN lacks the large amounts of trans-oceanic shipping necessary to quickly reinforce Wilmington.)

Each division is also supported by a Force Service Support Group (FSSG), composed of seven battalions:

- Medical: a field hospital, with medical personnel provided by the US Navy;
- Motor Transport: with approximately 250 5-ton trucks;
- Communications: capable of rigging up a telephone system for a small city, this battalion also maintains several dozen PRC-77 and PRC-25 radios; its personnel are also adept at using much more primitive means of communication, such as semaphore and heliograph (bouncing natural or artificial light off of low clouds);
- Maintenance: capable of heavy vehicle maintenance and some light machining work;
- Supply: who maintain massive dumps of arms, ammunition of all types, food, fuel and other supplies;
- Landing Support: duplicating some functions of the Combat Engineer Battalion, LSB specializes in setting up landing beaches for combat off-loads, port operations and air-delivery (parachute) resupply operations. (LSB doesn't get much practice at actually unloding from ships, anymore; with only two Landing Ship Dock's [LSD] in the fleet, there just isn't the opportunity for much 'real' training);
- A small Headquarters Battalion, to manage the above traveling circus.

All of the battalion's are at approximately 600-man strength, except for HQ Bn, with only 400 men.

The final component of the divisions' MAGTF assembly is the Marine Air Wing (MAW), roughly analogous to a regiment, with about 3000 men each. Both the 2nd and 12th MAW's are composed of five 'Groups' (battalions): Fighter, Attack, Transport, Reconnaissance and Headquarters & Service. Each of the four 'flying' Groups contain five squadrons (companies): Headquarters & Service, Maintenance and Armory, and three 16-plane combat squadrons.

Marine pilots retain their traditional skills at Close Air Support (CAS). To facilitate this, every Marine infantryman (or 'grunt') carries a four-foot long, two-foot wide length of 'Day-Glo Orange' cloth. These can be arranged to both mark Marine positions, and as a very limited form of communication with the pilots above them.

Designer's Note: All Marines in "support" units are trained as infantry, and are expected to function as such if necessary.

Unlike the KFS Army soldier, the individual Marine has no qualms whatsoever about calling for air support; he knows that the pilots will be there for him, if at all possible.

Designer's Note on role-playing US Marines: Marines, by and large, are both politely *and* quietly arrogant. Marines assume this attitude because of the following, universally-held caveats: a) Every Marine is a Rifleman First, b) All non-infantry Marine units exist to support the Marine Rifleman, and c) Marines *never* leave their wounded *or dead* behind; largely, these points are true, and Marines will gladly regale you with numerous examples to illustrate these points.

Unless pushed, they will not cast aspersions against any other service, or part thereof, openly. That said, when they *are* pushed, Marines are perfectly capable of both eloquently defending the Corps, and equally eloquently, savaging any and all others services in the most condescending fashion. If eloquence doesn't work, there is a 50-50 chance that the Marine will either walk away, or punch you in the mouth. The highest compliments that a Marine can pay to non-Marines are, approximately, "You might make a decent Marine" and something to the effect of "They fight like Marines".

In 2140, Marines are still Marines. If confronted with a Project member who can actually *prove* that they are a former Marine (there is no such thing as an *ex-Marine*), that Project member will be accorded near-God-like respect and status from all but the most senior officers -- and will be expected to regale the troops with "Tales of Yore." Constantly. Forever.

The United States Navy

By cannibalizing other ships, the US Navy still maintains two *Spruance*-class destroyers in commission, although these are little more than floating museums. Far more common are the 12 *Hammond*-class destroyers, based on the WW2-era *Gearing*-class.

The *Hammond*'s are armed with four 5-inch (127mm) guns in two turrets, fore and aft; twelve 40mm 'Bofors' cannons, in two quad mounts behind and above each gun turret and two dual mounts amidships, back-to-back; sixteen 20mm Oerlikon cannons (treat as Rh-202's) in dual mounts scattered around the ship. There also six 533mm torpedo tubes (torpedos carry a 250kg warhead of TNT, and are each DPW 240,000, range 20,000m) in triple mounts amidships. Finally, each ship may be equipped, as the mission dictates, with either mines, depth charges, or a combination of the two.

In a manner similar to the *Spruances*, the Navy maintains the *USS Tortuga* (LSD 46) and *USS Portland* (LSD 37). These two vessels are hold-overs from the War years, and are most likely the last of their kind in the world, although Ingalls-Afriquè (Freetown, Jefferson), builder of the *Hammond*-class, has finalized the design for a 'new' LSD class, the first keel scheduled to be laid down in 2142. Ingalls-Afriquè also builds the *Toscana*-class, based on the Liberty Ship of WW2, as well as the Navy and Marine Corps' LCU's, and the PT boats used by the Navy and Coast Guard.

The Navy operates fifty PT boats. These are essentially copies of the famous boats of WW2. They are eighty feet in length, and propelled by three aircraft engines. The boats come in two varieties: Patrol, Torpedo (10) and Patrol, Gun (40).

The PT is armed with a pair of 533mm torpedo tubes, a single 40mm Bofors cannon in the bow, a 20mm Oerlikon cannon aft, and four .50 M2HB's in dual mounts amidships, and is radar-equipped. The PG's carry no torpedo's, substituting a quad-mounted 20mm battery on the fantail.

- **Designer's Note: These torpedos are copies of the pre-War Mk 48 torpedo. Due to a much decreased level of technology, these torpedos have very primitive guidance systems; they are essentially fired using "Kentucky Windage". Again due to technology issues, their range is limited to less than 30km.**

The Navy maintains a tiny Underwater Demolition Team, of about 100 men. (Please note that these are **not** SEAL's [Sea, Air, Land] commandos; the remaining Naval Command did not feel justified [and was secretly glad not to be] in supporting such a specialized unit in the post-War environment)

The Navy's total active strength is around 25,000.

The United States Coast Guard

The Coast Guard operates ten PG's, and maintains the Coast Artillery Command. The CAC mans the mobile 300mm MRL batteries that protect US ports, and likely landing beaches. Each battery consists of twelve tractor-trailer type vehicles: four 'gun trucks'(eight tubes per launcher, with a two-person crew), and eight crane-equipped 'ammo wagons' (each with a four-person crew), carrying four full reloads each. These

weapons have a range of approximately 50-60km. Coast Guard strength is approx 3000 men.

Currently, there are two issues before the Navy Department: a) increasing ship production, due to the near-certainty of a coming war, and b) whether or not to continue plans to develop two new ship types: an experimental light cruiser with a 'tri-maran' hull, and a WW2-style aircraft carrier.

The United States Army

Compared to the USMC, the US Army is 'simplicistically' organized, with a total force strength of approx. 24,000 men on active duty. It is composed of a single motorised cavalry division (the 3rd, with about 7000 men on active duty, with approx 11,000 men at wartime strength), and three infantry "divisions" (actually independent brigades, with 3500 men each on active duty; they would swell to three times their size if the Reserves are called up) scattered about the country in Africa (other than reservists and a small number of observers, there are no active Army units in Franklin). Each "division" is supported a 50-tank regiment, and a four-battalion artillery regiment, organized like their Marine counterparts, but without the sixteen-tube MRL battalion. There are also two airborne regiments, the 504th and the 187th; each is composed of two battalions of five 100-man companies. These will ultimately form the core of two airborne divisions, the 82nd and the 101st, respectively.

The United States Air Force

The US Air Force is organized into two 'Aero-Expeditionary Groups', each with 11 squadrons, of 16 planes per squadron: three each of Fighter and Attack, two each of Transport and Reconnaissance, and one Headquarters. The Air Forces' total personnel strength is 24,000 men.

Reserve Forces

All of the services maintain an active reserve component, and all adults in good physical condition not in either the active military or reserves are part of the National Militia. Marine and Army reserve units are organized as infantry companies; Marine companies are identified by two-digit numbers, Army units by three-digits. National Militia units are identified by a number and the name of their state.

Uniforms

The Marine Corps, Army and Air Force all wear an identical fatigue/combat uniform. This is olive drab (OD) in color, and is patterned on the standard 1980's pattern Battle Dress Utilities. The only distinguishing items are headgear and uniform specifics:

- The Marines retain their distinctive "square-block cover"; this differs from pre-War design in that the Marine Corps emblem is embroidered onto the cap front. The same emblem is embroidered onto the left breast pocket of the combat jacket ("blouse" in "Marinespeak"). Rank insignia is worn the collar tips "in camp" (on-base), but not in the field. No patches of any kind are worn on the uniform at any time. Marine dress uniforms conform to pre-War patterns, as well (NB: By *long* tradition, there is no uniform distinction between "regular"-, "Raider-" and "Airborne-" Marines, or Marine units, beyond the qualification badges of individual Marines, which are also not worn in the field);
- The Army wears a gray "slouch"-type hat as standard issue; black-on-green name tape above the pockets of the jacket; unit patches are authorized for wear on either shoulder; as with the Marines, Army dress uniforms conform to pre-War standards;
- Air Force duty uniforms are essentially identical to Army uniforms, except that the Air Force wears a black ball-cap, and use no shoulder patches. Air Force dress uniforms also conform to pre-War standards.
- The Navy, rigidly adhering to being different, maintains its "dungaree's", pre-War khakis, "Navy Blues" and Dress Whites (also worn at times by Marine officers).

The OSS, for all of its mystique, has about 3000 personnel, mostly analysts, codebreakers and cryptographers; there are only perhaps circa. 200 or so field agents ('spies').

E) Due to its inadequate technology base in the aftermath of the War, the USA is no longer able to produce high-performance jet aircraft (some few high performance planes remain in flight museums, carefully looked after; the intention is to use these as a base to build new aircraft when technology again permits). As a result, the entire force is radial-piston driven, and there are currently no plans to attempt to produce helicopters (although the models do exist).

There are three basic airplanes: the sole fighter is a replica of the Vought F4U-1D 'Corsair' of WW2, (armed with six M2HB's, and 2000lbs of bombs), built by Panther Aircraft Corporation (New Aberdeen, Monroe); the ground attack airplane is a replica of the A1 'Skyraider' (AD4 model) of 1950's-vintage (armed with four 20mm cannons, and a bomb load of 9000lbs); the transport is the C-46 'Commando', capable of carrying 50 troops, or 10,000lbs of cargo (an attempt was made to copy the C130, but it proved impossible to build engines powerful enough); all are equipped with 250-gallon auxiliary 'drop tanks'. Both the Skyraider and the Commando are built by Cessna-Hughes d'Afrique (Freetown, Jefferson), who also build the standard trainer, the seemingly immortal Cessna 172. The prototypes these planes were copied from were left-overs that had been given or sold to West African nations in the years after WW2. None of these aircraft currently have wings that can be folded for storage aboard an aircraft carrier.

The battle "tank" currently produced by Valient Industries of Conakry, Paine is a variant of the WW2-era German StG III 'Hetzer' assault gun, equipped with a 105mm

cannon as a main gun, with an M60A3 GPMG on a pintle mount above the commanders' hatch. The crew are armed with either folding-stock M44's or M1911A1's. The Army maintains one battalion of thirty-four M60A3 and Centurion Main Battle Tanks permanently stationed in New Washington as the purely ceremonial Capitol Division. The Warsaw Pact armor from before the War fell apart decades ago...but you can visit the relics at the New Aberdeen (formerly Edina) Armor Museum.

The Light Armored Vehicle, also produced by Valient, is basically identical to the pre-War vehicle, except that it is armed with a 20mm, instead of a 25mm, cannon. It is also 5 tons heavier, being made out of steel, instead of aluminum.

The standard rifle of the US Armed Forces is the FN-FAL rifle, known in the US as the M44. When the Marines and Navy first settled into West Africa, an attempt was made to retain the M16 rifle; however, due to the complicated manufacturing process, a lack of materials, and the lack of a base of 5.56mm ammunition the FN was selected as an acceptable substitute, the choice made easier by the wide prevalence of the weapon throughout the area. (No serious attempt was ever made to type-standardise the AK-47.)

The standard handgun is the .45cal M1911A1 (E Factor 8, seven round magazine), virtually unchanged for over two hundred years. A version does exist with a slightly longer barrel which is threaded to accept a suppressor, issued only to Marine Raiders and Army Airborne Pathfinders.

Although large-scale raids inside the American States have not occurred in many years, the Army is continually chasing some kind of bandits or rustlers in the interior; the Marines and the Army fought a (short) war with Greater Nigeria ten years ago, which settled the question, once and for all, of Ibo independence (resulting in the creation of the Ojukwu Republic, capitol at Port Harcourt; which also, oddly enough, sparked a civil war in Greater Nigeria...); the Marine Corps and Army are constantly sparring with Riffian and Tuareg raiders, as well as a near-constant state of hostility with the New Confederacy.

Lately, though, all of the military has been spoiling for a more "meaningful" fight.

F) Current American society is best described as 'pastoral', more reminiscent of late 19th or early 20th Century America than anything else. The psychological 'damage' wrought by the War among the survivors transplanted to Africa, and passed onto their descendants, has also led to some profound differences in attitudes and mores from pre-War American society.

Domestically, large families are the rule; six to ten children in families are not uncommon. While it is considered traditional to strive for prosperity, ostentatious display of wealth is a sure sign of 'Bad Taste'; this is a direct outgrowth from the austerity and hardships of the immediate aftermath of the War suffered by the survivors, and of the 'military culture' that Americans are now raised in.

The vast majority of Americans are raised from birth around military firearms. In most households and schools, various 'military virtues' are emphasized. While blind obedience is considered idiotic, intense social pressures exist preventing the radicalism of the 1960' and 70's...that, and the fact that the military takes conscious steps to avoid the causes of that radicalism, and that banditry was not completely eradicated on the frontier until fifteen years ago.

Because burned-out farmhouses and towns are images from *very* recent memory, beyond the pre-War cities a profound effect on local building codes and urban planning has been retained from the early days.

Outside the major cities, most buildings are very substantially built. It would not be an exaggeration to say that they are blockhouses - because that is exactly what they are. These buildings are designed to act as mutually-supporting bunkers, enabling the inhabitants to hold out until help arrives. Most outlying farmsteads are built in a similar fashion.

Every town of over 300 people will invariably contain the following: A 'town hall', a police station, a 'militia' post for the local reserve unit (manned twenty-fours a day), a small medical clinic, an inn or hostel, and a 'general store'. With the exception of the general store and the inn (usually the first target of bandits...and thus, easily destroyed), all of the public buildings follow a standard 'cookie-cutter' floorplan. In addition to lowering construction costs, standard floorplans and town center lay-outs greatly aid security forces in planning the relief of a town, should it come under direct attack.

G) Culturally, America has maintained a rich tradition. Shakespeare is extremely popular but not the only game in town, with a variety of contemporary playwrights (not to mention revivals of classic Literature-derived plays), one-man acts and a thriving corps of stand-up comics. Fiction, especially Science Fiction (of the 'alternate history', and "Outer Limits©/Twilight Zone©" types) predominates the reading world, although history and "how to's" make strong showings in sales; no one seems interested in 'self-help' books.

While there is no television, there *is* radio; radio-plays are all the rage, and movies are starting to be made again (following the commercialization of gun-camera footage technology).

Musically, the ever-popular Classical and African Traditional strongholds are under strong attack by revivals of jazz, blues, reggae, C&W, and 'Big Band' sounds, as well as a unique mixture of forms called 'New American'.

A good way to view this new America is to think of all the good things of the 1930's and 40's, with very little of the bad.

H) Generally, the United States of 2140 is a pretty good place to live.

I) Two final notes. First, the inevitable 'race' question. The groups that landed in West Africa in the aftermath of the War were somewhat unique in then-current American society.

While representing a broad cross-section of the American demographic spectrum, the dictates of modern military society went a long way towards burying racial divisions (at the time of the War, the Marine Corps was officially discouraging the purely unofficial divisions of "Dark Green" and "Light Green" Marines). The "Liners", as the cruiseship-bourne refugees were known in the early days, were not as willing to mingle at first, but reality set in within one generation; it was very much the Old Americans and the New Americans (locals) against everyone else. 'Cross-pollinization', in every sense of the word, was a no-brainer.

Within the five 'new' states, the racial demographic Sud-Afrika identifies as 'coloured' or 'mulatto', is the majority, known on Census forms as 'Blended'; although 'black' and 'caucasian' demographic groups exist, they are in no way predominant. The

percentage of 'caucasians' has been rising in recent years, with the increase in population (mostly freed slaves) from Franklin, but true 'blacks' and 'caucasians' are still a minority.

Not that it actually *matters* to anyone.

Second, at the time of the War, a virulent AIDS (Aquired Immuno-Deficiency Syndrome) epidemic was raging in Africa. Sadly, most of the victims died in the prolonged fighting. Even worse, because of a 'siege mentality' in the early years, most such people were ruthlessly isolated and separated into camps, and allowed to die.

Although an accepted part of post-War history, outside of schools, most Americans simply find this dark period of American history too painful and shameful to discuss, and will usually avoid talking about it to the point of being uncharictaristically rude.

Personal Weapons

.44cal 'Single Action Army' revolver (E Factor 13, six shots)
.45cal M1911A1 (E Factor 8, seven round magazine)
12-gauge shotgun, double-barreled (E Factor 8, two-shot, breechloading)
M-60A3 GPMG (E Factor 17, 250 rnd belt)
FN-FAL's (E Factor 17, 20-shot magazine)
Rifle grenades (Smoke and HE/FRAG only; range 200m; DPW 310, E Factor 4, per fragment, 15m shrapnel radius)

Heavy Infantry Weapons

.50cal HMG's (E Factor 30, 100-rnd belt)
60mm mortars (E Factor 5, per fragment)
'Thunderball' missiles (E Factor 500)
20mm Oerlikon cannon (E Factor 57, treat as Rh202)
40mm 'Bofors' cannon (HE only, 5-rnd clip; range 2000m; E Factor 820, DPW 100)

Artillery

M102 105mm light howitzers (Smoke and HE only; range 10,000m; DPW 2900)
M198A2 155mm howitzer (Smoke and HE only; range 15,000; DPW 4500)
BM-21 122mm rocket launcher (Smoke and HE only; 19kg TNT warhead; range 15,000; DPW 3200)
122mm units rocket launcher, sixteen-tube (range approx. 8000 meters, 19kg TNT warhead, DPW 3200). In addition, each of these weapons can be broken down into eight 1-man loads, each two-tube unit capable of being fired seperately.
300mm MRL; 250kg warhead (TNT), range approximately 50km, DPW 240,000

Naval Weaponry

5-inch (127mm) Naval Gun (Smoke and HE only; range 12,000m; DPW 3500)
533mm torpedo (torpedos carry a 250kg warhead of TNT, and are each DPW 240,000, range 25,000m)

Aircraft

Vought F4U-1D 'Corsair' of WW2; armed with six M2HB's, 2000lbs of bombs, range 1000mi
A1 'Skyraider' (AD4 model); armed with 4x20mm cannons, and a bomb load of 9000lbs, range 1800mi
C-46 'Commando'; capable of carrying 50 troops, or 10,000lbs of cargo, range 1200mi