

The Settlement at Stark

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This is a small campaign I ran online and through PBEM for about 9 months. It is set in central Florida and deals mostly with ridding an area of a petty dictator. The module is divided into background, terrain, local organizations, characters and defined encounters and cache contents. Running this module gives the PD the opportunity to creatively confuse the Team via the 3 Cuban Groups and to test the teams resolve in an area where the local populace is unknowingly supporting an evil regime. It must be stressed to the team, that the people of the area are good, common folk who work hard and are honest in their dealings.

Background:

The team will be operating in central Florida near and around the Gainesville area. Gainesville took a near hit from an ICBM and still has lingering radiation. Fifteen years after the war, Agricultural Team F27 was awakened. There are no details why this happened (computer glitch?). The team awoke to a hostile environment with bands of nomads roaming the country side in search of food and shelter. The team set about organizing a community from the roving bands. The team had 2 large tractors and a large truck in their inventory, along with all the needed farm attachments to the tractors. They setup several farms and eventually turned over the maintenance to the local peoples. Several attacks by marauders depleted most of their ammunition. After a decade, the area was rid of most marauders and bandits. The Agricultural Team had established large farms and orchards in the area around Starke, just east of Gainesville. F27 settled in the area permanently since they had received no word from any other Morrow Teams. They married, had children, and lived out their lives around Starke.

As the Morrow members died off, either from accident, conflict with marauders or old age, the local populace became self sufficient. The Agricultural Team had done a splendid job. Around 60 years after the war, Leonard Smith was elected as major of the Stark area. The first 30 years of his rule was prosperous. He had the total support of the people in the Stark area due to his outstanding leadership and administrative abilities. As he aged, he began to become forgetfull and less responsible. He was given a gift of a large Mouse costume head and began to wear it at special occasions. First as a joke, then later he was never seen in public without it on. He picked up the nickname Cheez Man. But the populace put up with this extravagance due to his life long hard work for the area. At this time his administration began the 1st Born program. Every 1st Born child had to spend a minimum of 2 years in the Cheez Man's Training program. This program provided instruction in mechanics and driving skills of the MP tractors, farming, militia training and a variety of other skilled crafts. Only the brightest or wealthiest actually

ever attended the training. The remainder were sent to the Gainsville Camp. A forced labor camp used to extract salvagible goods from the Gainsville ruins.

[PD Note] The locals are very loyal to Cheez Man and it will take alot of hard evidence to convince them that something is amiss. The locals are basically honest hardworking people.

Unknown to the local populace, Cheez Man is suffering from alzhemers. The real power in Stark rest with the leader of the Guard and the Cheez Man's Chief Merchant. The Guard is a group of soldiers/mercenaries that protect the Cheez Man's HQ and Gainsville Camp, run patrols of the area and are the leaders of the militia for the area. They are armed with a mixture of MP small arms (from the Agriculture Team and their Caches) and Cuban Bolt Actions (see below). They are known to have a M60 MG and a 120mm mortar with limited rounds. The Merchant sells/trades all goods coming from the Gainsville Camp, collects taxes and exports the excess farm produce to other areas. Another influencial member of the regime is Major Carlos Hectar of the mainland Cuban Army. He is a political officer and provides Cheez Man with arms and ammunition in exchange for items from the Gainsville ruins, especially radioactive steel. He says they use them to make bullets. He is intrigued by the quality of the Guards MP weapons. His real mission is to find out more information about The Morrow Treasure (more about that later).

[PD Note] If the PC's make too much of an annoyance of themselves, the Major will truck in 4 Medium Machine Guns (similar to MG42s in appearance), 6 panzerfaust with HE warheads and 20 single shot rifles.

Team Wakeup: Bolthole location, Monster Lake, 30 miles SE of Stark. The PC's Team is Recon Team F17.

You awaken from your cryo-tube after a long rest and with a strained effort begin the process of freeing yourself from the tubes and monitors attached to your body. You glance around and notice 2 more of your team are doing the same, 3 others are still lying semi-motionless in their tubes. After the job of exiting the cryo-tube the team proceeds to their individual lockers and starts suiting up. The room containing the cryo-tubes looks much the same as when you entered it before being "put under". You do notice a slight stale dampness in the air. After suiting up, you examine the 3 members remaining in the cyro-tubes. They appear to be functioning correctly and show no signs of having received a wake up signal.

[PD NOTE] Any player with computer or electronics skills can determine that there is a broken wire from the computer to the cryo tubes with a roll less than their skill level.

You and your team are part of Recon Unit F-17. Before being placed in cyro in 1992 you were briefed by Morrow personnel who explained that your mission is to provide recon and protection duties for Argicultural Unit F-27 and Science Unit F-37. Another Heavy Recon Unit, F-47, was placed in the group instead of the normal MARS unit due to funding/logistics problems encountered at the time this group was placed in cyro-sleep. Standing orders for the unit is to link up with F-37 then

proceed to a base of operations to be established by F-27 and F-47. Once contact is made, escort Science Unit to base of operations and await further orders from Prime Base. Six resupply caches have been provided for the unit at locations supplied to the vehicles auto-navs. Science Team F-37 has the command role for the group.

Your team now moves to the sleep area door and opens it up to the bolt hole's vehicle bay. Inside the area sits 1 V-150 AC and a HMMVW with cargo trailer. As you enter the room part of the team goes to inspect the vehicles and equipment. The team leader proceeds to the communications center. The vehicle bay and communications center have a very stale musty smell to them. Your team leader remarks that something must have happened to the air ventilation system as this is not normal. He proceeds to the bolt holes periscope and activates the device. Peering through the lense he scans and raises the scope to a height of 1 foot. He then manuevers the scope in a 360' circle. With shocked look on his face he turns to the team and says "I hope you guys know how to swim..., it appears we are now under quite a bit of water. Looks to be about 10 feet to the surface...". Another member of the team says "No wonder the air is a bit stale, no telling how long ago the air intakes have sealed themselves off...Captain, how long will our air hold out in here?????"

[PD NOTE] The V-150 has a standard load as do the PCs. The HMMVW and trailer contain the following:

- 1 portable weather station complete with wind guage, thermometers, etc.
- 6 small weather balloons
- 3 large weather balloons
- 3 tanks of hydrogen mixture and inflation tools (enough to fill all 9 balloons)
- 2 sets of scuba gear
- 1 spear gun
- 1 inflatable raft with 3HP electric/gasoline motor (can run via the battery or gasoline; battery life is 2 hours of operation, can be recharged from the v150)
- 300 meters of rope

* Stamped on the side of the HMMVW is F-37 revealing this is part of the Science Team's equipment.

Terrain: The terrain in North Central FL has changed slightly over the years. The most notable changes is an increase in swamp lands and flooded areas. Most rivers are at least 10 feet above there current water level and numerous springs and small lakes dot the country side. A large large has formed around the bolthole area, called Haunted Lake by the locals. Vegetation are similar to those found today. Wildlife is similar to today, but more abundant and slightly larger, especially water dwelling animals.

Groups in the Area:

- Nationals: Decendents of PreWar Cuban Freedom Fighters camped around the Tampa area (locally known as Tamp). They are 2,500 strong and are armed with a mixture of prewar weapons

(both civilian and military, including some heavy weapons) and Cuban Boltactions. They are in competition with the Cuban Expeditionary Force located to their East.

Cuban Expeditionary Force: Descendants of a Cuban Invasion Force into southern Florida. They are 1,800 strong and are armed with Cuban Bolt Actions and several prewar weapons. The Cuban Bolt Actions are locally manufactured by the Cubans and are of good workmanship and quality. These people have been in the area close to 100 years now and have an uneasy truce with the Nationals. PD Note: Think of this more of a southern style feud rather than open armed conflict. Sure they will take potshots at one another, if the opportunity arises, but neither group can afford to attack the other group.

Mainland Cubans: Mainland Cuba has a small presence in the area returning to the mainland US only in the last 5 years. In mainland Cuba, manufacturing has returned to a state similar to the 1880s. Their presence in Florida is mostly one of intelligence gathering and political influence. The Mainland Cubans in Florida are around 100 stationed covertly north of Tampa. The total Mainland Cuban military numbers around 20,000, has sailing and steam powered ships, calvary, manufactured arms such as semi-auto rifles, light machine guns, cannon, grenade launchers (similar to panzerfaust) and some continually repaired prewar equipment and vehicles from AK47s to tanks.

Miami Gangs: Miami is home to over a dozen gangs with technology ranging from clubs and knives to firearms and motorcycles. They can be found throughout the Florida on raiding missions against settlements and farms. The gangs total around 5,000 strong all together.

Everglades Indians: The Everglades region is home to a growing population of Indian communities. They have returned to the "old ways" and shun outsiders. They total around 3,000 strong in small settlements throughout the Everglades. They have been known to trade with outsiders only after several meetings. This generally discourages all but the most diligent of traders.

Stark Militia: The farmers and tradesmen have been formed into a militia group for mutual defense in time of crisis. They are 500 strong and armed with 75% muskets (which are manufactured in Stark) 20% Cuban boltactions and 5% prewar rifles/shotguns/pistols.

Characters:

Cheez Man: old, senile, frail. Was once a good leader but is now controlled by Slick Willie, the Chief Merchant and Scar, the Captain of the Regulars.

Slick Willie: short, chubby and balding. A greedy and seedy little man. He

appears physically harmless but is a quick thinker. He can talk his way out of almost anything. He is the Cheez Man's Chief Merchant. The townspeople put up with Slick Willie, but do not particularly like him.

Scar: tall, atheletic physical build. Scar is Captain of the Regulars and in league with Slick Willie. He carries a Morrow Project MP5 and 9mm pistol. He is a good leader and a very good combat soldier.

Mr. Clean: tall, large physicall build. Mr. Clean is Slick Willie's bodyguard. He carries a sawed off double barrel shotgun and a large club. He is often used to collect any debts owed to Slick Willie.

Major Carlos Hector: Major in the Mainland Cuban Army. Cunning and ruthless, he is a master of propaganda, politics and manipulation of the masses. He is at Cheez Man's HQ trying to strike up a deal with Slick Willie and Scar for information on the Morrow Treasure and to establish an outpost for reconnasance of the FL area for an upcoming Cuban Invasion. He is armed with a machine pistol (mac10 or similar).

Peter: Leader of the Second Born Gang. 17 years old, atheletic build. Peter and his group of 20 Second Born members make a general nuisance of themselves in Stark and the surrounding areas. They know the truth about the 1st born program being little more than slavery, but nobody will listen to their story. They are involved in general rabble rousing, bad mouthing the local government and conduct petty crimes and vandalism in Stark.

Crazy Eddie: Grandson of AG Team member. See encounters for more detail.

Russel: Eddie's son. See encounters for more detail.

Encounters:

Encounter One happens just outside the bolthole. A gaint catfish has made his home in one of the crevaces along side the bolthole. There is a 75% chance that the catfish will attack anyone leaving the bolthole through the escape hatch. Mr. Catfish is 12 feet long and has a mouth over 3 feet wide.

Encounter Two: Once outside the bolthole and on the surface there is a 25% chance of seeing Bessie. The lakes own version of the Lock Ness Monster. This is the pet of Crazy Eddie and she has slight telepathic abilities and is above average intelligence (equate to a well trained dog or horse). Not to mention being very large. The locals are afraid of the lake and lake area due to Bessie's presence.

Encounter Three: Crazy Eddie will find someway to contact the

party from Bessie's observation. His grandfather was the head of the Morrow Ag Team that settled in this area. Alternatively the Team may stumble on to Crazy Eddies Shack. Crazy Eddie makes his living by catching catfish and taking them to Stark's Trade Day. He has several catfish pens at his dock, along with his row boat, nets and other equipment. Crazy has a black and white collie and a crow as his land pets. Eddie has the capability to communicate with these animals. If the team is displaying any MP labled item, he will show the team his Grandfathers MP patch and some other trinkets. If given the opportunity Eddie will reveal, the townsfolk do not come around the lake, because they are scared of Bessie.

Encounter Four: After a civil meeting with Crazy Eddie, he will invite the party to come with him to his son's house on the other side of the lake. He explains Trade Day is 1 day away. Eddie will take his row boat filled with fish. It will take the greater part of the day for Eddie to get across the lake. Once there the team is introduced to Russel, Eddie's son, Jane, Russel's wife and there 6 children ranging from 1 to 14. Russel's farm includes barn, vegetable garden, fruit orchard, mules, goats, chickens, and a milk cow. Russel also has a large garden of corn and sugar cane that is used for trading purposes. Russel's house is a large whitewashed wooden structure, 2 stories tall. After a great homecooked meal, Russel invites the team to Trade Day in Stark. The family readies a flatboard wagon with fish, fruit, corn and cane for trade day.

Encounter Five: Trade Day in Stark. The journey to Stark begins before daybreak and takes Russel 4 hours via wagon. Several farms and other wagons are passed on the way to Stark. The team will notice that most of the fields closer to Stark have been worked with large tractors (tracks, straight multiple rows, etc). At Stark, trade day is setup on a large grass field. Lots of items can be found at trade day, most is foodstuffs, farming/homestead supplies and livestock. Items of particular intrest include a Gypsy Trucker who is selling prewar electronic and mechanical parts, tobacco, ground flour, cotton shirts & dresses in loud colors, boots, a couple of feather mattresses, glass windows, lots of odds and ends. This guy is a travelling general store. Also at trade day, the local leathersmith selling all kinds of leather items (he will take special orders), the blacksmith, and all the town merchants (they will gladly tell the group the location of their shops in downtown Stark). Cheez Man also has a Trade Day booth, it is composed of salvage items from Gainsville. Almost anything can be found here, for prewar glassware, broken toasters, plastic water coolers, prewar bricks and cinder blocks, copper wiring and tubing, rusted metal beams and rebar. PD Note: There is a 20% chance any metal item is still radioactive. Patrolling Trade Day is the Sheriff and 2 deputies on horseback. The Sheriff is honest and well-like by the townspeople. After the team has been at trade day for 30 minutes, a parade will begin. In the parade is Cheez Man, wearing a ratty Chuckie Cheese Costume (a prewar prize dug up from Gainsville-comical and different), a group of young 1st born recruits (these are in training as regulars and tractor drivers/mechanics), a truck carrying the 120mm mortar and another truck with a squad of 5 regulars dresses in camo ponchos carrying MP M16s and M14s. The people will cheer as the Cheez Man's parade passes, they

are genuinely happy with their leader. Once the group has done a little shopping, the Second Born Gang will make its presence felt. Two teenage boys and a young girl will run through a booth selling chickens, scattering the birds

and cause a ruckus. This will attract the attention of Mr. Clean, a large bald man working at Cheez Man's booth. He will chase the group with a sawed off double barrel shotgun. The second born members will split up at his sight. Mr. Clean will attempt to chase and shoot down one of the second born members.

Encounter Six: If assistance is given to any of the Second Born at Trade Day, they will fill the team in on Cheez Man's activity and will show them to the Gainsville Camp. Cheez Man's Chief merchant is running the camp, using the 1st Born recruits as slave labor. There are 24 teenagers at the camp working the Gainsville Ruins. 4 are suffering from radiation poisoning and can no longer work the ruins. At the camp are 6 Regulars and the Chief merchant. Arms include 2 M16s, 1 M14, 2 Cuban bolt actions, 1 MP5 and a pump shotgun. The M14 and MP5 has a MP stamp on it. The Chief Merchant is unarmed and will stay that way, preferring to hide and talk his way out of capture. At the camp is a farm truck converted to alcohol. There are lots of junk piles around the camp with some of the 1st Born sorting out the stuff. About 1/2 the 1st Born will be in Gainsville working the ruins with 2 guards at any given time. There is 2 stockades for the 1st Born along with 2 barracks made from brick and cinderblock for the guards. The encampment is surrounded by a 10 foot high wall made from rubble and topped with sharp metal and broken glass.

If the team enters Gainsville, they will find it is filled with random radioactive hot spots with a low level of radiation in the whole area.

Encounter Seven: Once Russel is associated with the MP team, he will be captured and brought in for questioning. This will happen only after the team has interfered in any of the Cheez Man's dealing. He will be detained for 3 days at the Sheriff's office in downtown Stark.

Encounter Eight: If the Team chooses to rescue Russel, they will find the Sheriff's office occupied by the Sheriff and one of his deputies. The Sheriff has a .30cal lever action and the deputy a .38 revolver.

Encounter Nine: If the Team rescues Russel or attacks the Gainsville camp, the Cheez Man's puppet masters will call out the militia and attack Russel's farm. Russel and Eddie are thought of as weird by the townsfolk, living down by the haunted lake. The militia attack force will number 80 men and 10 regulars and will be divided into 3 even groups. The force will attack and burn to the ground Russel's farm. If the Team retaliates, the entire militia force will be called up and the Team will be hunted in groups of 20 or more men. PD Note: The militia can be persuaded to mutiny if strong enough evidence is brought to their attention (rescued 1st Born, pictures of the Gainsville Camp, etc). It will take some convincing. The regulars cannot be persuaded, however.

Encounter Ten: The Team will probably get around to attacking the Cheez Man's HQ. This is a 3 story building located in the heart of downtown Stark.

It is surrounded a city block wide by a wall 10 feet high of rubble interconnecting the buildings on the outer block. The outer buildings have a guard post of 2 regulars (plus 1 militia if it has been called up) on the roof. The M60 is located on the roof of the HQ and has a good field of fire all around. At night large bonfires light the boundary if the militia has been called out. Inside the HQ is a group of 30 regulars armed with MP issued weapons and boltactions. There is a possibility of 20-60 militia also in the compound. Also is a squad of 6 Mainland Cubans armed with boltactions and a AK47. If the Major has had time to call in reinforcements several MG and AT teams will be located at the HQ.

Morrow Treasure: Everywhere the team goes, there will be references to the Morrow Treasure. The locals explain this a treasure that will bring prosperity and a better life to anyone who finds it. The Morrow Treasure is actually part of a secret project initiated just prior to the war. Sensing the need for a failsafe for the Morrow Bases that were to live thru the war, the Project initiated a Project Treasure. This involved a Morrow Salvage Team to acquiring and storing the items needed to launch a small rocket into the upper atmosphere. To be fit on this rocket is a transmitter, that will send out wakeup codes to key boltholes throughout the country. The Salvage Team managed to acquire the rocket, launchers, control from NASA shortly after the balloon went up. They found Cape Kennedy pretty much disserted. These items along with several support vehicles were placed in a cave and sealed up in Central FL. The Salvage Team made there way north after sealing the cave and applying preservation gas. They were beginning to suffer from radiation sickness and recieved orders from Prime Base to place the needed information re: the launch facilities with MP teams in the Area. The Ag Team was the only bolthole reached. They left the team instructions on operating the launch facilities and gave them sole authority in launching the rocket. Unfortunately all that survived to wake up was partial notes written about Project Treasure and several sets of coordinates. A few trips were made to the area by the Ag Team but losses from marauding bands were too high to persue farther. Word spread and the Morrow Treasure has became legend in these parts. To preserve the location of the base, the Ag team destroyed the coordinates of the base and instead left triangulation coordinates on separate technical manuals. The team should be able to find at least one full set of 3 coordinates that should allow them to triangulate the coordinates of the treasure. Once at the base, detailed instructions are left for launching the rocket. The location of the base is 50 miles due south of Gainsville.

Random Encounters:

1. 3 Cheez Man Regulars leading a group of 10 first born carrying prewar junk.
2. Animal. Snake, Skunk, Black Bear, pack of wild dogs.
3. Same as 1 plus group of 5 Cuban Expeditionary members trading Cuban boltactions and ammo to the Cheez Man group for prewar stuff.
4. Gypsy Trucker group going to or from Trade Day.

5. Group of 6 marauders from one of the Miami Gangs.
6. Group of 4-12 members of either the Cuban Expeditionary Force, Nationals, or Everglades Indians on scouting/trading mission.

Equipment Equivalents:

Cuban Bolt Action - 9mm round, equivalent to a Mauser. These fine rifles are manufactured by both the Mainland Cubans and the Cuban Expeditionary Force. Highly accurate and very rugged.

Mainland Cuban Medium Machine Gun - 7mm round, equivalent to a MG42, overheating chance is 20% per 100 rounds

Mainland Cuban Grenade Launcher - explosive content equivalent to LAW. Max Range 75 meters. These launchers are similar to RPGs or Panzerfaust, in that the launcher is basically a metal tube and firing trigger with an explosive propelled grenade inserted into the tube.

Cache Contents:

#1 Preservation Gas Control Unit, this is a metal suitcase with controlling computer, tubing, small fan, timer and monitor. It connects to small gas mixtures in propane tanks. The gas is mixed and released by the unit with full dispersion in 2 hours. There are 3 small vials that are included in the suitcase that must be placed in an appropriate slot in the control unit for successful gas mixture. The timer on the control unit is set by date/time coordinates. When the computer is booted, the date is 1/1/1980.

3 propane tanks of preservation gas. Each tank is capable of providing a moisture free environment for a 20x20 area, items in such an area provided the gas does not leak out will be preserved similar to those items in a cache.

6 tubes of silicone caulking.

6 smoke candles (for testing the air-tightness of a cache area).

* PD Note: I threw these in to give the players a clue that a Salvage Team may have been at work in this area.

#2/4 Flooded: contents rusted and ruined. nothing salvagable.

#3 1000 rounds 5.56N

1000 rounds 9mm

200 rounds 12 guage

600 rounds 7.62N

6000 rounds .22LR

Mac-10 submachine gun

3 9mm pistols

4 LAWS

24 40mm HE

24 40mm HEDP

12 frag grenades

12 WP grenades

- 12 .22 bolt-action rifles with scope
- flare pistol and 24 flares
- mechanics tool set
- 3 trade packs
- 1 drum corn seed
- 1 sewing machine with foot peddle (with thread/needles/scissors/etc)
- 12 basic math/reading books (elementary level 1st-6th grade)

#5 spare tire for HUMMVW

- spare tire for V150
- spare belts for HUMMVW and V150
- 2000 rounds 5.56N
- 2000 rounds 7.62N
- 1000 rounds 12 guage
- 1200 rounds 9mm
- 48 WP grenades
- 48 frag grenades
- 12 CS grenades
- 24 40mm HE
- 24 40mm HEDP
- 12 40mm CS
- 12 40mm starcluster
- 1 12 guage pump shotgun
- 1 M14
- 1 set woodworking tools
- chain saw (adapted for plugin to fusion port) and extention cord
- 100 pocket knives
- 24 small game traps
- 10 large fishing nets
- 1 case general vitamins (1200 capsules)
- technical and basic education books (24 books)

Cache #6 Contents

- 2 M16 rifles
- 2 9mm pistols
- 1 12 guage pump shotgun
- 600 rounds 5.56
- 600 rounds 7.62
- 2000 rounds 9mm
- 300 rounds 12 guage
- 24 WP grenades
- 60 CS grenades
- 24 Frag grenades
- 12 WP rifle grenades
- 6 LAWS
- 1 portable satellite dish
- 1 portable multiband radio transmitting unit
- 1 portable fusion pack with multi ports
- 2 2000 meter rolls of wiring
- 2 cases of crimps, connectors, etc.
- 1 crate of various multiplexors, controllers, equalizers, etc.
- 1 laptop computer with high speed data port
- CD Rom packs on communications repair/operation/setup/etc

- 1 electronics tool kit
- 1 mechanical tool kit
- 1 trade pack
- 2 spare tires for the v150
- 2 axes
- 1 chain saw (with fusion port and extension cord)