

SUBMARINE AT TNP-18

By

Steve Keating
SLKMSK@aol.com

INTRODUCTION

This module is based on "The Morrow Project", a roleplaying game published by TIMELINE, LTD. Prior possession of the Morrow Project Game book, TM1-1, is necessary before this module can be used.

COMPONANTS

1. A cardstock map of the surrounding area, including legend.
2. A booklet of PD notes (this booklet).
3. A booklet containing the maps and artwork.

Pre-holocaust Notes

The area that the team is located is on the southern coast of Alabama. The river was part of an Airbase that was used to hide enemy machines and watercraft from the enemy satellite observation so that the US Government could take apart the equipment. A lock and dam was constructed in order to ensure that the river was deep enough to house the watercraft (although dredging had to be done quite often to ensure channel depth). At the time of the nuclear exchange, an enemy submarine had just been put into dry dock for analysis. Elsewhere on the post, experimental cynogenic storage containers were being developed in another secret project. A military team was placed in storage with the knowledge of the submarine with the intent that in the event that the war went badly that the team would be awakened and could be the "ace in the hole".

Holocaust Notes up to the present

The environment has changed dramatically since the nuclear exchange. The river swamped the land area, being so close to the water table. When the water levels receded, the river had cut hills where there were none before. Both the river and the lake are fresh water and most of the buildings survived intact except in the town and on the post.

There are basically four groups that are located in the Team TNP-18 bolthole Area of Operations. The "sives" are the local populace that survived the war and are living together in groups. While they are making great strides to return to the pre-war technology, they currently do not have the ability to make electricity, fuel for any vehicles, or weapons above the black powder stage. They are mainly a farming group that banded together to protect themselves from the brunts.

The brunts are a loose group of people that are descended from the criminally insane asylum that was located near the post. Many of the escaped inmates bred with each other in a gene pool that was too small to promote healthy offspring and the descendents are now more violent than their ancestors. They do not stay in a group except when attacking someone that they feel is weaker than them. They fight with sticks, stones, or anything else that can be easily picked up and used as a weapon.

The wateryots are the descendants of the wealthy, upper business class of people that were in the town that sprung up near the military post in order to support it. Shortly

after the nuclear exchange, they banded together at the local club and agreed to store as much material in the store stocks as possible in order to ensure that supplies would be available after the fighting stopped. Since many people had the idea that the stored stocks belonged to everyone in the community and not just to the wateryots, the wateryots created a compound in order to keep their stores where they were - safe and able to be sold to the highest bidder. During the years following the war, the attitude of the wateryots became snobbish to the point that they believed that they alone could return the world to the pre-war years. They were planning to expand their area of power when a reconnaissance team found the submarine in dry dock. At the time that the team awakes, the wateryots have learned enough about the submarine to be able to take it in and out of dry dock, run the engines, surface navigation, and somewhat slightly below surface navigation (they have run aground quite a few times). Many training manuals for submarine operations were found and several people have been reading them.

The military post went to full alert when the balloon went up. The post had quite a few projects going on at the time of the war, which included attempts at freezing tubes for long-range space travel. The commander of the post gave orders to put individuals in sleeping tubes with the idea that they could be unfrozen if the war went badly. However, biological warfare agents (another secret project) that was released during an earthquake caused by the nuclear exchange effected the post. They never got the chance to wake the sleeping guards but managed to write a program that would automatically wake the team in the event that unauthorized personnel tried to access the post computer network. When the wateryots found the dry dock, they also found that computer network and unknowingly sent a command to the freezer tubes to awake the sleeping guards.

ENVIORMENT

Over the years, the river has filled in much of the area that was dredged during the pre-war years. However, the area shown on the map is still over 200 feet deep in most places. The area is upstream from the coastline about 10 miles, and the river leading from the lock to the coast is deep enough to allow the submarine to pass as long as it is on the surface and in the main river channel only. Needless to say, the course of the river has changed in the last 150 (+) years and the sub will undoubtedly be run aground several times even in the daylight.

THE TEAM AND THEIR EQUIPMENT

Team TNL-18 was frozen later than most of the Project's teams. While the team is mainly RECON, there is some SCIENCE and MARS personnel. It is highly suggested that at least one of the player characters is a doctor (or a NPC of the group). When the team first awakens, they will find their personnel equipment stored under their freeze tube in an enclosed area (which only opens with either the team leader's ID card or the person frozen in that tube). A suggested list of equipment for each team member is located at the rear of the module.

BOLTHOLE

Constructed of steel 2.5 inches thick, the team's bolt hole was placed in an area filled with gravel and sand to help prevent shocks to the personnel and equipment within. From the outside, there is no sign of the bolthole since it has been covered over the years and vegetation now grows on top of it. The team's bolt hole has about a half a foot of dirt on top of the personnel exit and about seven feet of dirt and small trees over the top vehicle exit to about four feet close to the wall with the explosive charge. It will be necessary for the team to clear out the brush and small trees before the top vehicle doors can be opened by hydraulic ram or the team can just allow the explosive charges to open the wall area.

P.D. Note: The explosive charge was designed for a quick exit. It is noisy, bright, and will produce smoke long enough for anyone who wishes to find the location of the bolt hole to do so.

Room 1: The team's freezing tubes and the support equipment are located in this 183 square foot room. 12 tubes are located here This room was designed to hold the freeze tubes and its supporting equipment only so if a firefight ever occurs here, the occupants in the room will have very little cover.

PD NOTE: fill the unused tubes with NPC or keep them frozen to allow for "additional" team members if one gets killed in a firefight.

Room 2: This 91 square foot room contains a table, small refrigerator, a table for the team to eat / have briefings, a file cabinet with maps (outdated - the land changed a bit over 150 years), and the periscope to see the surface. The personnel exit is located at the hallway.

Room 3: This 91 square foot room is a storage room and has parts for the vehicle, technical books, books on farming, and boxes of grain for planting. All stored equipment is in good working order. The vehicle kit is also stored here.

Room 4: This 1343 square foot room encloses the team's vehicle which is a SK-5 Hovercraft. The vehicle is in good working order but all of the ammunition and equipment (such as the vehicle kit) is in the storage room. The only preparation the team will have to do is load the ammunition for the weapons, the lockers, and anything else out of room 3 that they feel that they may need. There are two vehicle exits with the controls to both exit doors located in the northeastern part of the room. Placing the Morrow ID card in the slot of the controller and choosing either the overhead hydraulic doors or a timer for the explosive charge activates the vehicle exit. If the overhead doors are activated, the hydraulic system will activate the overhead doors and wait for them to open fully before activating the hydraulic system to raise the vehicle. This is a one-time operation - once the hydraulics raises the platform to the roof level the system will lock. The timer for the explosive charge will actually activate two charges - the one for the

outer wall and the detcord that will remove the protective inner wall several seconds later.

P.D. NOTE: Unless the team has cleared off the land above the overhead doors before selecting it on the controller, the doors will not move.

Team caches: The team caches are located on the main map and are nothing but a steel box measuring 5m x 5m x 5m. A list of the contents is located in the rear of the module. While the team has the location of all of the caches, they still must locate and dig them out of the ground. As per the TM1-1, the survey markers are over the caches.

The Mission

As far as the team is concerned, they were to wake up 3 years after the nuclear exchange and contact the remaining people to help rebuild civilization. The MARS personnel were assigned in case they had to deal with an invading force.

PD NOTE: The above objective will hold true throughout the module. However, the team will learn about the submarine and the objectives of both the wateryots and the military team. The submarine must be captured from the wateryots in order to prevent them from using it to further help their idea of a "better" world. Also, something must be done with the brunts since they are incapable of fending for themselves at the present time and pose a threat to any attempts at rebuilding a civilization here.

PRIME BASE

It is assumed in the module that Prime Base has not been found or activated at the time that the team awakes. However, if Prime Base is considered active, an order to secure the submarine will be given as the major objective to the team.

DAMOCLES

Has no effect on the module play. Even if the project has control over Damocles, the team has no idea that it exists (and has no way to communicate in any case if they did).

THE SIVES

The sives are the descendents from the town that sprung up near the post in the pre-war years. They hunt using black powder, farm, and have a good trade going on with the wateryots and other groups further inland. Due to a lack of trading goods over the past couple of years, the group has dwindled down in numbers.

A diagram of the sive village is located in the Area of Operations map of the module. The huts will commonly contain the grandparents, parents, and children of the

family, and are made of wood. Water from the lake is used to irrigate the fields that are located on the surrounding hills. Usually, four people armed with black powder rifles patrol the area near the village and fields to keep any brunts from raiding. On one of the recent patrols, a few of the sives have noticed the "monster" in the lake (actually the submarine running on the surface at night). If the team makes contact with the sives while riding in the SK-5, the sives believe that the monster in the lake has come to destroy the village. They will sound an alarm and the remaining sives in the village area will scatter into the woods. In any case, when first encountered the sives are will be friendly but somewhat reserved until they believe the team is not part of the wateryots. If the team offers assistance to the village by sharing knowledge, either Andreas or Louis will provide as much information as about the wateryots' compound that they learned when inside during trade days.

PD NOTE: There will be a lot of roleplay involved if the team ever displays the SK-5 to the sives. Remember that the team first encounters the sives in a firefight with the brunts across the lake when they exit the bolthole. For the team to use their vehicle in any case, they will have to remove the trees in order to open the vehicle doors or use the emergency exit explosives. Both cases would cause the firefight to end and the sives to immediately scatter to warn the village, as would the sight of the SK-5 during the initial contact.

Main Sive NPCs

Andreas: Andreas is the current leader of the sives. While not as technically advanced as the team, he can quickly learn, as the team will find out. He will offer trading one of the black powder rifles of superb quality for any non black powder weapon (with ammo) and will try to return with the team to learn as much about their equipment as possible. He will be paying attention especially if any project member cleans their weapons.

PD NOTE: Any weapon fired will have to have regular maintenance done on it depending on how often it is used. Semi-automatic and automatic weapons have to be "broken down" to clean bolt housing or the weapon will start to jam when fired. If Andreas is allowed in the team's bolt hole for any length of time, it will be assumed that some form of maintenance is performed on weapons, gear, and the vehicle (all of which he will watch as closely as possible without causing undue attention to himself).

Louis: Louis is the leader of the trading expedition that the team meets upon their first encounter with the sives. He is quite happy with the way things are going at the village since he will take over after Andreas steps down (or is killed). He knows the most about the interior of the wateryots' compound since he has traded there several times.

THE WATERYOTS

The wateryots are the descendants of the wealthy, upper business class of people that were in the town that sprung up near the military post in order to support it. Shortly

after the nuclear exchange, they banded together at the local club and agreed to store as much material in the store stocks as possible in order to ensure that supplies would be available after the fighting stopped. Since many people had the idea that the stored stocks belonged to everyone in the community and not just to the wateryots, they created a compound in order to keep their stores where they were - safe and able to be sold to the highest bidder. During the years following the war, the attitude of the wateryots became snobbish to the point that they believed that they alone could return the world to the pre-war years. They have been trading with the sives and many others further inland. Since the brunts always seem to attack the trade parties, several reconnaissance teams were sent out before the trade parties to try and flush out the brunts. Recently, one of these teams found a building located near the water. After breaking into the building, the submarine was found and the wateryots considered this to be proof that they were supposed to rule the world.

Since the wateryots have always used the river to move supplies, they have kept the lock in good working order. It is always manned and has a small guard force to prevent the brunts from attacking the area. They look down on both the sives and the brunts but have used the sives in the past to keep the gene pool large enough to prevent problems with the offspring. The wateryots do not see any allegiance to any of the sives since they consider them to be of lower stock. While the wateryots will accept the team into the compound, it will do so only as long as they think that it is advantageous to them. While giving very little information to the team (and some outright lies), they will question the team to try and find out where they came from and how much equipment they have. When it becomes apparent that the team is not going to hand over their equipment and swear allegiance to the "New World", the wateryots will try to keep the team out of their compound with as much of the team's equipment remaining inside as they can get. They will try to get the SK-5 if the team has shown it to them and they feel that they will not lose many lives while taking it.

Main Wateryot NPCs

Jerry Peterson: Jerry's rule of the compound looks laid back to the casual observer but he usually learns of what is going on inside the compound quickly and without causing much attention to himself. Over the years that he has lead the compound, he has developed a system that rewards his informants. Upon any disputes in the compound that requires intervention, his verdict will hold as the final law. He is the only one in the compound that can accept new members into the compound or banish anyone. He will be more interested in new equipment and technology over new members at the present time since Doc. Brent has informed him that the population inside the compound is large enough for a good genetic pool.

Bill Vance: Bill is the current trade leader for the compound. It is he that will personally escort traders inside the compound to the trade storage buildings, decide on the terms of each trade, and escort the traders outside the compound again. He will always point to the minefield signs and warn the traders to remain on the path for their safety. He believes that the submarine is the best chance to spread the wateryot's power of control

and has spent quite a bit of time aboard. While he seeks to command everyone, he doesn't want to know how anything works. He ranks second in command of the compound.

Brantley Brent: Doctor Brent keeps her knowledge of medicine as much to herself and her family as possible. From the beginning of the wateryot compound, a member of her family has always been a doctor and she plans on passing her knowledge to one or more of her children. While she cares deeply about the health and welfare of all humans (including the sives and the brunts), she doesn't care to share her position of being the only medical doctor around. She is unaware of the Jerry's government order, so if the team can show her proof of Jerry's plans, she will assist the team however she can. She will be one of the first people to suggest to the team that the brunts are sick and a medical facility needs to be created specially for their care.

Loree Brookwood: Loree is the head "engineer" for the compound and has learned how to design watercraft, machine maintenance, light fixtures, generation of electricity, ect., more by doing than learning via any textbook. A few years back, she was the spearhead to getting the water pumping station running until the lock could be repaired. She cares nothing about politics and treats everyone alike. She likes to learn and will often be found reading manuals in the attempt to make some process quicker and with better quality.

Garland Lawson: Garland is the head maintenance man for the lock. He is skilled on the aspects of hydraulics, electronics, and machinery via learning from his father. His mother was one of the sives, and will not associate with anyone who speaks badly about them. Since he is rarely in the compound, he does not share the snobbish view of most wateryots.

PD NOTE: Garland will most likely be the individual who will be operating the lock in the attempt to allow the submarine to escape. If the team tells him about the plans that Jerry has for the submarine and can back it up with some proof, Garland will immediately join forces with the team. The military security team will shoot Garland on sight without talking with him (their goal is to take out the submarine at all costs at this point).

Lottie Yarbo: Lottie is the maintenance woman for the power station. Like Garland, she learned most of her skills from her parents. She enjoys her current position since everyone in the compound depends on her ability to keep the electricity grid up and running. She has the most knowledge on how to operate the submarine and, therefore, is always aboard when it is taken out of the dry dock.

Tensaw Loxley: Tensaw currently is the maintenance man at the dry dock although he knows very little about maintaining anything other than his weapons.

THE WATERYOT COMPOUND

The deception

The outer area of the compound has the trees and vegetation removed for 50 yards around the chain link fence. Spaced every 20 feet is a good replica of a claymore mine (the difference cannot be seen at night) and several freshly painted signs are posted with the warning "Danger! Minefield". The wateryots have no mines but are quick to point the signs out to anyone that is entering their compound. The fence needs repairs in several areas and the inner area of the fence is patrolled at night. During the day, two guards are placed on the tower to ensure that any potential enemy will be sighted before they reach the "minefield".

PD NOTE: The claymores and the signs will be visible to any team member that tries to enter the compound at night. The message on the signs will not be readable until the PC gets within seven feet (roll of the dice, "You haven't activated a mine ... yet!).

POWERHOUSE

This building is the most important to the compound since it supplies the whole area with electricity generated via hydropower. It is always guarded and only a few of the compound personnel are even allowed inside. The building needs repair and several windows have the broken glass.

Room 1: Open to the area beneath, this is the location of the four generators that generate the electricity for the compound and the lock. The general state of the equipment is old but in working shape. While the place smells and leaks enough to put about three feet of standing water at the bottom of the lower level, the equipment will still operate for quite some time even without regular maintenance. The room fogs up in the mornings due to the high humidity in the room and the catwalks are rusty and dangerous to walk on due to this. The wateryots are unaware that the water processing plant is also powered from here.

Room 2: Control room. Always has 1-4 personnel watching, adjusting or pulling maintenance on the equipment. Many consoles have pushbuttons missing, dials that do not work, and pilot lights that are burned out. There are many electrical enclosures with wires strung out of them to the control panels. However, everyone that works here are familiar with the system enough to make it run smoothly enough to keep the power quite steady.

Room 3: Sleeping quarters. The people always pull a rotating shift of 48 hours duty. Any people not found in the control room will be here asleep unless the compound is under attack. Bunks line both sides of the wall with a small wooden locker at the foot of each bunk. The room to the north is the showers and latrine.

Room 4: Storage room. Contains parts for the generator, tools, wires, ect. This room is not neat, and it is difficult even for the maintenance crew to find material that they need.

Room 5: Capacitor Room. This room contains several large capacitors for the storage of energy to prevent harmonics and increase the power factor of the compound. While the purpose of this room exceeds the knowledge of the wateryots, they still try to keep it as updated as possible. This room is very dangerous as many of the leads on the capacitors are without guards and most are still charged enough to electrocute anyone touching the leads.

Room 6: Storage room. This is the area used to store foodstuffs or extra items that the personnel on duty would require. It also doubles as the mess hall. The outer door is locked and the key is in the control room. The room is damp, with paint peeling off the walls, and has a rather unpleasant odor.

Room 7: Equipment accesses deck. This is where the catwalks are to access the generators, conduits, and water pipes in room 1. The outer door is usually locked unless equipment is being moved in or out of the facility with the key located in the control room. Most catwalks are made of the grill steel that is welded to the frame. There are holes in some of the catwalks where the grill has rusted through and the high humidity in the room ensures that the metal is slippery.

Room 8: Currently an empty room. However, can quickly be turned into a makeshift prison because the door has a deadbolt. The room is dark, smelly, damp, and the paint that is peeling off the walls has exposed the asbestos fibers lining the roof.

STORAGE AREA

The building shown is typical of the six storage areas that are in the compound. Since the wateryots tend to trade more than farm, most technological material (such as lights, newly fabricated tools, ect.) are traded for foodstuffs. The doors are usually locked. Two buildings store foodstuffs, three buildings store completed technological material (light bulbs, tools, wire) for trading, and the rest are currently empty. All buildings are in good repair.

LOCK

Room 1: This is the security office for the lock. Two security guards are always on duty at all times. One goes on patrol through every room in the facility every four hours to ensure that nothing is out of the ordinary.

PD Note: This patrol has become so routine that anybody that manages to enter the facility without going past the guard room can easily escape detection of the patrolling guard. While the patrolling guard has a shotgun, it is not loaded and the ammo is in the security office.

UTIL: Contains all of the tools, hoses, gauges, and supplies needed to work on the pumps. All are locked and the keys are in the security room. The utility room closest to the security office contains ammo for the shotguns.

Room 2: Hydraulic maintenance. This is where the hydraulic machinery is repaired. During the day, there will be 1-2 maintenance crew here repairing equipment. Their weapons will be out of reach as long as there is no disturbance from the security room.

Room 3: Electrical maintenance. This is where all of the electrical machinery is repaired. Usually, the same maintenance crew pulls duty on both the electrical and hydraulic equipment. The smaller room contains salvaged electrical parts and tools and is locked when not in use.

Room 4: This small room houses the electrical control systems and breakers for the facility. The room is in a mess, and most of the parts that are used are put together from several salvaged pieces of equipment.

Room 5: Garland's office. A technical manual on submarine operations is open on the desk. The closet contains the technical manuals on the powerhouse facility, how to make ammunition, elementary wiring for the home, ect.

Room 6: This is where the maintenance personnel sleep during the evening. The room has several cots on the outer wall with filing cabinets between each bunk. The room is in rather poor repair, with several small holes in the wall that are patched with waded paper or anything that will block the wind. Usually two security people are asleep here during the day (night security watchmen) and much more during the evening.

Room 7: Lock control room. This room is a mess and it is quite amazing that the control room works at all. Wires are strung out of enclosures and draped every which way close to the ceiling giving one the impression of a large spider web. There are buttons that are missing, resistor pots that have a piece of wood to move the wiper. Most of the consoles and gauges are not working, which makes operating the lock next to impossible without someone out on the ledge to relay information back to the control room.

BOAT MAINTENANCE BUILDING

The boat maintenance bay is not used frequently anymore since the wateryots are not building more ships. The inside has stacked wood, old tools, benches, and such around the main bay and in all of the smaller rooms. The pit was used to test completed boats and the water is covered with algae. The paint is mildewed and peeling.

PD Note: This building would make an excellent base of operations for anyone who wants to observe the activities in the compound without much fear of being discovered. Anyone who goes into the pit will contract a disease from 1-4 leeches that attach to the victim that must be countered via a doctor first diagnosing the patient by drawing blood and then administering the proper medication.

TRADING HALL / MEDICAL

Room 1: Doc. Brent's storage room. Contains medical equipment, supplies, glassware, ect. The room is extremely neat and well lighted.

Room 2: Trading room. This long room has wooden benches along the outer wall with the wall past the stairs replaced by a rusty chain link fence. This is the room where all of the traders are brought on trade days to bargain. The goods that are traded are passed between an opening in the chain link fence to the warehouse (room 4).

Room 3: Doc. Brent's examining room. This room is always locked during trade days unless of an emergency. Otherwise, Doc. Brent is here examining a patient (50%) or doing lab work (50%) during the day. If a patient needs is bedridden, they are usually taken to their room in the living quarters where the Doc. Brent makes house calls. The room is extremely clean, well lighted, with bars on the window. The room contains a sink, stool, examining bed, trashcan, and several cabinets containing medical equipment (equipment found will be the same as the surgeon's medkit).

Room 4: Warehouse of goods. This is where Bill spends most of his time either preparing for a trade day, trading, or evaluating goods that have been received. He has the only key to the door to the room and always stores a semi-automatic rifle on the second level in case things get out of hand. While the space around the chain link fence and the stairs are free, most of the room is filled with boxes and crates of goods.

Room 5: Much like room 4 below. Most of the room is filled with boxes and crates of goods. All in all, a very nice fire hazard.

LIVING QUARTERS

The wateryots typically have only one room to a family. The beds usually located near the inner walls with the living space closer to the outer walls. All rooms have at least one window. The families share a common kitchen, showers, and latrines, and usually eat in their rooms. All family rooms are all well taken care of and due to the low crime rate, most doors are left unlocked. This building is in the best condition of all of the buildings in the compound.

PD Note: It is up to the PD to come up with the articles that the families have in their rooms. Pictures, toys, linen, clothes, ect. will all be located within the family's living space.

Room 1: Jerry's family room. He has a table where his family usually eats and a table that he uses to plan for expansion. Currently, all of the sea maps from the submarine are located here (Are they still good after 150 years? Still, he doesn't know how to use them anyway). This room is where Jerry meets with the XO Doster Airton to make the deal.

Room 2: Children's room. This is the bedroom for both of Jerry's sons, who are 12 and 8.

Room 3: Jerry's bedroom. Richly decorated even to the wateryot standard. Jerry keeps a loaded pistol underneath his bed.

Room 4: Family room of Bill Vance. Very richly decorated with artwork and statues that Bill has traded for. Bill is currently collecting anything and everything that he thinks that his baby girl may want when she gets older.

Room 5: Bedroom. The area closest to the stairs has been prepared to be the baby girl's room when she gets older. Currently, her crib is near her parent's bed.

Room 6: Family room of Loree Brookwood. A wooden block on the wall has the names of all of the engineers in her family up to the date of the war. Manuals are line the shelves that are around in the room as well as stacked upon the tables.

Room 7: Loree's Bedroom. The open door has a wooden baby gate across it. Old pictures of the family up to the date of the war line the walls.

Room 8: Children's room. This room doubles as the bedroom and playroom for her children, who are 3 and 7. Loree is currently teaching her daughter how to read.

Room 9: Doctor Brent's living room. Most of the room is taken up by shelving since most of the medical textbooks are here. A small table among the many bookshelves in the room has the doctor's medical diary.

Room 10: Doctor Brent's bedroom. A large bed that is on a plush carpet dominates the room. Once again, many bookshelves are in the room and along the walls abound with medical textbooks and journals.

DRY DOCK FACILITY

The main area holds the submarine on two rail systems that operate on hydraulics. During the evening of the third day, the two wateryot security personnel that guard this complex will be busy setting the explosive charges to enable the submarine to be moved quickly into the water (a heavy metal shield protects the rudders and prop). After the boat arrives with the surviving wateryots and the XO, the explosives will be used and the submarine will slide into the river. The security crew will remove the shield, board the sub, and the orders will be given to travel through the lock and into the sea. The sub will remain on the surface unless attacked by either the platoon or the team. The only hatch that will remain open while underway will be on the top of the tower. All of the described areas below are illustrated. The submarine itself is a German Type 205 Diesel that does not have torpedoes aboard.

Area 1: Torpedo Room. Anyone entering from the forward hatch will enter into the crowded forward torpedo room. Anyone using the hatch will be seen from anyone in area 2 before they get off the ladder.

Area 2: Entrance area. This is where the crew usually sleeps when given the chance. The lockers contain the food for the crew.

Area 3: Bunks. This is where the crew eats. Currently, a guard is here to ensure that no one attempts to open the forward hatch and that there are no leaks in the forward area (there are no watertight doors except between the breaker hall and the engine room). He is armed with the standard wateryot rifle.

Area 4: Kitchen. Nothing of note here since the crew does currently use it. Directly across the hall is the living quarters for the officers when the sub was originally in service (now used by the XO if he is still living).

Area 5: Tower. The tower is basically a tube wide enough to hold one person at a time and, behind the access tunnel, the periscope and radar antennas. There is an outer hatch and an inner hatch at both ends of the access tunnel respectively. It would be extremely difficult for someone to travel down into the access tunnel in a combat situation and the lower hatch would be sealed at first chance during combat anyway to prevent explosives from being dropped into the control room.

Area 6: Sonar. This station is unused and unmanned. Jerry Peterson uses the bunk behind the sonar station.

Area 7: Driving area. The driver seat is located directly behind the wall of the kitchen. One person will always be here driving while the sub is in operation. While the controls to the dive planes are here, the sub cannot submerge nor surface until the person at the ballast controls operates the dive tanks. The driver will be the last one engaging in combat.

Area 8: Communications. This area is not operational and only serves as an area for the crew to gather. Most of the survivors from the compound will be located here to find out as much as they can about the current situation until combat is initiated within the sub or the sub starts to sink.

Area 9: Ballast controls. The two personnel that work here control the water in the ballast tanks. They control how deep the ship will submerge or if the sub will surface. Most of the gauges are made of glass and will not easily make it through a firefight. One member will remain here during a firefight until it is clear that either the ballast controls are damaged beyond repair or wounded.

Area 10: Vault. This is where the secret documents would normally be stored. It can hold up to two people at a time and will be used as a makeshift prison if Jerry has

prisoners. Notice that the vault is exactly that - a dark, thick walled steel enclosure with about an hour worth of air for anyone trapped inside.

Area 11: Breaker hallway. This hallway is very crowded with equipment. The breakers for the batteries are located on the outer wall while the battery controls (for switching from diesel to battery power used during underwater operations) and meters are on the inner wall. The only watertight door is located to the rear of the hallway near the engine room.

Area 12: Battery switchover controls and meters.

Area 13: Restroom and shower. This area does not have water since the wateryots do not know how to turn on the distiller in the engine room. It is unused.

Area 14: Engine room. This room houses all of the equipment necessary to run the submarine including the two diesel engines, air filters, a water distiller, gears, and the prop shaft. Toward the middle of the room is the rear access hatch. Two wateryots will be here at all times during sub operations in order to keep things running and will not have weapons. While they can lock the watertight door if a firebreak breaks out in the front of the sub, they have no way to control the depth of neither the sub nor its steering. If either the team or the platoon accesses the sub, both men will attempt to hide in area 16 behind the gearbox.

P.D. Note: If the platoon attacks the sub, they will attempt to blow the rear access hatch with the C-4 blocks to disable the engine room or sink the sub if it attempts to submerge. This requires the sub to be either on the surface or close to the surface and at least two platoon members to be near the rear hatch.

Area 15: Rear access hatch.

Area 16: Gearbox and prop shaft access area. This area is very dark and cramped.

WATER FACILITY

The water facility used to filter the drinking water for the post before the war. During a problem with the lock earlier in the year, a pipe was installed in the lock area to drain the water out to allow the wateryots to complete repairs. The building is made of blocks and is quite old and falling apart. A group of eight brunts have been using the control room as a lair and will attack when anyone attempts to enter the building. The system will first have to be powered up by closing the breaker in the electrical room and then pressing the start button on the pump control panel located in the control room.

MILITARY FREEZER COMPLEX

Located on a hill, the system has been purposely disguised as a mound. Originally designed to be a module for deep space exploration, it was used to freeze a platoon of guards to be used if the base was invaded. The equipment inside the module is as well kept and functional as the team's bolt hole.

Computer room: Contains the computer server for the net, power system, and the general machinery for the module. Also, a water purification system is located here.

Briefing room: Designed to be the living space, it is now used as the Captain's briefing room for missions.

Entrance: A ladder leading to the hill is located here. This room will always have two armed guards with M16A2 rifles after the platoon is awakened via the computer alarm.

Ammo Storage: Contains 30 boxes of 5.56mm ammo for the M16s, 10 boxes of 7.76mm ammo for the M60s, 10 boxes of fragmentation grenades, 12 blocks of C-4 explosives with six primers, and 2 boxes of flares. The door to this room is always locked with the keys with the officers and the supply sergeant.

Dining Room: Doubles as the dining facility and also as a makeshift hospital. The table in the middle of the room can quickly be converted into an operating table while the benches lining the walls are deep enough to be used as makeshift beds for the wounded. There is enough medical equipment in the room to make one large medkit.

Food Storage: This room contains boxes that contain 12 MREs in each box.

Uniform Storage: All of the platoon's uniforms were placed on shelves in this room since the platoon couldn't have them in the freezer tubes.

Arms Rack Rooms: Stores the 4 M60 machineguns, and the 40 M16A2 rifles when not being used.

Freezer Room: Contains the freezer tubes for the platoon. This room will not be in use after the platoon is awakened. The machinery for each machine is hooked up here as well.

Platoon Main NPCs

Captain Smith Hill: The leader of the platoon. He was awakened first and when he discovered that the post was destroyed (actually, the post disappeared from lack of care since no one was around to pull maintenance on any of the buildings), he lost most of his sanity. He now wants revenge on anyone and everyone who carries a weapon near the area. He is a combat veteran and will be able to plan missions out that will allow the platoon to take on a greater numbered force and still win. He is aware that the platoon

has limited ammunition and will order his troops to salvage any that they can find. He will order the destruction of the team's SK-5 and bolt hole if the team shows either to any of his personnel (**PD Note: LT Awin will join the team if he is shown proof of the captain's insanity and, thus, not give the captain information about the team's vehicle or bolt hole**).

XO Doster Airton: Once aware of the post war situation, Airton takes a stroll at night (see the timeline) and meets up with Jerry. In the compound, Airton makes a deal and alerts the wateryots of the platoon's attack on the compound. Airton only wishes to go north to his old town to try and find any of the descendents of his family and will be riding on the submarine after the platoon's assault on the compound.

LT Awin: Just commissioned before the war, Awin is the most stable of the officers of the platoon. He will obey the captain's orders until he can be shown hard evidence of the insanity.

SUGGESTED TIMELINE:

- | | |
|------------------------|--|
| Day 1: | The wateryot patrol finds the Dry Dock and starts to explore it. |
| Day 3, morning: | The wateryot's send the wake-up signal to the platoon while trying to access the computer network. |
| Day 3, evening: | The platoon has sent out scouting patrols and have located and observed the wateryot compound, the lock, and the sive village. The patrols have avoided several brunts and are fully aware of them. |
| Day 4, morning: | The wateryots send out a trading force on the village side of the river. This trading force is ambushed by the brunts and the biggest brunt collects a Stoner M23 for a club. |
| Day 4, evening: | <p>The team is awakened. At the time the team is first exiting the bolt hole, the brunt force mentioned above has started attacking the sive patrol lead by Louis. Louis has managed to take the Stoner out of the brunt's possession and use it on them. It will be this attack that the team will first notice if they used the personnel exit or attempted the overhead vehicle exit. If the team used the emergency vehicle exit, the following happens:</p> <ol style="list-style-type: none">1) The firefight ceases and the sives leave the village for two days.2) The platoon sends a scouting party to observe the explosion from the inlet near the team's cache #4. They will send a group of five men across the river to scout out the bolt hole when the team either leaves or goes back inside. From this point on, the team's movement will be tracked by the platoon. |

3) The wateryots immediately send a team of people via boat to the area. They will attempt to kill anyone around the area including the sive village.

- Day 5, morning:** The platoon scouting party finds out that the wateryots have control of the submarine and the dry dock.
- Day 5, afternoon:** The captain puts together a plan to attack the wateryot compound in order to remove the wateryots (who, in his insanity, he sees as the enemy).
- Day 5, evening:** The platoon sets up a two man scouting team inside the boat building inside the wateryot compound to gather intelligence. The XO will also make contact with the wateryots and will make a deal with Jerry upon meeting him inside his quarters. The XO will tell Jerry about the plans for the platoon's attack in return for Jerry's assistance to help him go north to where his family used to be.
- Day 6, evening:** The platoon attacks the wateryot compound and after a brief firefight, most of the wateryots are killed. A few of the wateryots escape (along with the defecting XO) on a boat and head upstream for the dry dock area. While the attack is a success, most of the ammunition that the platoon has for the M16s and M60s have been used (roll a D6 with any attack rolls. If the roll is odd, then the weapon no longer has ammo). As soon as the boat is seen leaving the compound, the captain will order the lock destroyed and a team of four will enter the lock area with the intent of placing 6 blocks of C-4 in the control room of the lock. If successful, the river will drain out of the hole in the lock in about 2.5 hours and leave a muddy mess where the river used to be (the river is fed through streams that are unable to keep up the depth of the river without the lock) that will ensure that any boats on the river are mired in mud.

P.D. Note: The water facility can be used to pump the water out of the lock without destroying it. This will allow the river to remain high enough for boat traffic while not allowing the water in the lock to reach the level needed to open the inner lock doors to allow boats to escape downstream.

- Day 7:** The platoon will attempt to take out the dry dock facility and the submarine by sinking it.

[illegible]

Demo Kit Electrical	1	0	0	1	0	1			
Demo Kit Non-Electrical	1	0	0	1	0	1			
Sets Combats	3	3	3	3	3	3			
Pair M4 Boots	2	2	2	2	2	2			
M1 CBR Kit	10	0	10	0	10	0			
Cold Weather Kits	0	0	4	0	0	2			
Mountain Climbing Kit	0	0	0	0	1	0			
Ration Pack	8	8	8	8	8	8			
AN/PRC-68	0	4	0	0	0	0			
AN/PPS-5	0	1	0	0	0	0			
M931 Ranging Nightscope	1	0	0	0	1	0			
LPR-104 Mk V	1	0	0	0	0	0			
Batteries	24	0	24	0	24	0			
M9823 Starlight Scope	0	1	0	0	1	0			
Telescopic Sight	0	0	1	0	0	1			
Underwear	8	8	8	8	8	8			
Medkit	6	6	6	6	6	6			
Large Medkit	2	1	2	1	1	1			
Universal Anti-Dote	6	6	6	6	6	6			
Drug Kit	0	0	0	1	0	0			
Surgical Kit	0	0	0	1	0	0			
Metalworking kit	0	0	0	0	0	1			
Salvage Kit	1	0	0	0	0	1			
Electric Chainsaw	0	1	0	0	1	0			
Electronic Repair Kit	1	0	0	0	0	0			
Gunsmith Kit	0	0	1	0	0	1			
OD Tarps	2	0	2	0	2	0			
Camnet	0	1	0	0	0	1			
Cam Paint Bags (Mixed)	10	10	10	10	10	10			
Fire Extinguisher	4	0	4	0	4	0			
100 L of Water	1	1	1	1	1	1			
Crew Helmet	0	0	1	0	0	1			
OD Tent	0	0	0	0	1	1			
Map Chips (New)	1	1	1	1	1	1			
Comms Chips (Sat Loc.)	1	1	1	1	1	1			
Vehicular Parts	1	1	1	1	1	1			
Metal Stock	1	1	1	1	1	1			
Electronic Parts	1	1	1	1	1	1			
Note 1: numbers for ammo & small equipment are per box.									
Note 2. Numbers for vehicle parts, metal stock, & electric parts are as PD.									

<u>Vehicular basic load</u>								
AN/TVS-5 Binoculars		*	- - -					
Machete		*	- - -					
Laser Rangefinder		*	- - -					
20mm tow chain		*	- - -					
(5.25 metric ton breaking strength)								
Autonav System		*	- - -					
AN/PRC-70 (night vision)		*	- - -					
Fire Extinguishers		***	- - -					
Radio Direction Finder		*	- - -					
Tool kit		*	- - -					
Large medkit		*	- - -					
E-tool		*	- - -					
Ax		*	- - -					
Tripod (M122 or 0.50 Cal)		*	- - -					
Sledgehammer		*	- - -					
MRE (Meal Ready to Eat)		*****	*****	*****	*****	*****	*****	- - -
Mountain Kit		*	- - -					
trade pack		*	- - -					
M21 Rifle, semi-auto, E=17		*****	**	-	*****	**	-	
		*****	**	-	*****	**	-	
		*****	**	-	*****	**	-	
		*****	**	-	*****	**	-	
		*****	**	-	*****	**	-	
		*****	**	-	*****	**	- - -	
Armbrust, E=441, DPW=533		****	- - -					
M34 Grenades (WP)		*****	*****	- - -				
M26A1 Grenades (Frag)		*****	*****	*****	- - -			
M7A3 Grenades (CS)		*****	*****	- - -				
M183 Demo Pack		*	- - -					
Primer Cord		152m						
M2A1 Detonators (8 sec)		*****	- - -					
M1 Timers		**	- - -					
M18A1 mines (claymore)		**	- - -					
ball, 9mm		2880 loose rounds						
ball, 7.62mm		920 linked rounds						
ball, 5.56mm		1640 loose rounds						
12 gauge magnum 00 buckshot		500 rounds						

<u>Mountain Kit</u>								
33m coils of 11mm nylon rope	**	- - -						
(breaking str 1700kg)								
Grappling hook, folding	*	- - -						
hammer, 225g	*	- - -						
piton	*****	*****	- - -					
snaplinks	*****	*****	*****	- - -				
M688 40mm Rocket Shells	*****	- - -						
(launch hook w/ M79)								
Climbing Spikes, ice	*****	*****	*****	*****	- - -			

<u>Trade Pack</u>								
Gold Eagle Coins	*****	*****	*****	*****	*****	- - -		
Silver Eagle Coins	*****	*****	*****	*****	*****	- - -		
Whiskey, 1 liter	*****	- - -						
Vodka, 1 liter	*****	- - -						
Sewing Kit	*****	- - -						
Mirror	****	- - -						
Comb and Brush kit	*****	- - -						
Hunting knife	*****	- - -						
Tobacco, chewing, 250g pack	*****	*****	- - -					
Tobacco, smoking	*****	*****	- - -					
Cigar	*****	*****	- - -					
Candy, 100mg bar	*****	- - -						
Fishing kit	*****	- - -						
MRE (Meal Ready to Eat)	*****	*****	- - -					

<u>Drug Kit WT: 30.0 Kg</u>								
<u>Filled Syringes</u>								
Atropine	*****	**	- - -					
2 PAM Chloride	*****	**	- - -					
Calcium Chloride	*****	**	- - -					
Dextrose	*****	**	- - -					
Epinephrine	*****	**	- - -					
Lidocaine	*****	**	- - -					
Sodium Bicarbonate	*****	**	- - -					
Valium	*****	**	- - -					
<u>Drugs in Ampules</u>								
Lanoxin	*****	*****	- - -					
Narcan	*****	*****	- - -					
Nitroglycerin	*****	*****	- - -					
Solu-Cortef	*****	*****	- - -					
Aminophylline	*****	*****	- - -					
Amy Nitrate	*****	*****	- - -					

Aromatic Ammonia			*****	*****	*****	*****	-- --		
Benadryl			*****	*****	*****	*****	*****	*****	
			*****	*****	*****	*****	-- --		
Calcium Gluconate			*****	*****	-- --				
Compazine			*****	*****	-- --				
Epinephrine			*****	*****	*****	*****	-- --		
Inderel			*****	*****	*****	*****	*****	*****	-- --
Ipecac Syrup			*****	*****	-- --				
Isuprel			*****	*****	-- --				
Lasix			*****	*****	-- --				
Neo-Synephrine			*****	*****	*****	*****	*****	*****	-- --
Nubain			*****	*****	*****	*****	*****	*****	-- --
<u>Dlantin Fluids in 500 ml IV Bags</u>									
Saline			*****	**	-- --				
5% Glucose			*****	**	-- --				
Artificial Blood			*****	**	-- --				

Surgical Medical Kit WT: 11.5 Kg									
equipment									
O-P airways		*	- - -						
N-P airways		*	- - -						
tongue blades		*	- - -						
ET tubes									
	8.0 cuffed	*	- - -						
	7.0 cuffed	*	- - -						
	6.0 cuffed	*	- - -						
	5.5 uncuffed	*	- - -						
	6.0 uncuffed	*	- - -						
	6.5 uncuffed	*	- - -						
laryngoscope		*	- - -						
blades									
	Miller #3	*****	- - -						
	Mac #3	*****	- - -						
McGill forceps		*	- - -						
Ambu bag		*	- - -						
Crico-Thyrotomy tube		*	- - -						
suction hose		*	- - -						
tonsil suction tip		*	- - -						
suction catheter (14f)		*	- - -						
DeLee (new born) suction trap		*	- - -						
ear syringe (suction bulb)		*	- - -						
stethoscope		*	- - -						
gloves exam sterile		*	- - -						
Steri-Strips		*	- - -						
Blood Pressure machine		*	- - -						
Blood suger machine		*	- - -						
Blood type machine		*	- - -						
Blood Cholestrol machine		*	- - -						
Sutures									
	4-0 Dexon	*****	*****	*****	*****	*****	*****	*****	- - -
	5-0 Dexon	*****	*****	*****	*****	*****	*****	*****	- - -
	6-0 Dexon	*****	*****	*****	*****	*****	*****	*****	- - -
	3-0 Nylon	*****	*****	*****	*****	*****	*****	*****	- - -
	4-0 Nylon	*****	*****	*****	*****	*****	*****	*****	- - -
	5-0 Nylon	*****	*****	*****	*****	*****	*****	*****	- - -
	6-0 Nylon	*****	*****	*****	*****	*****	*****	*****	- - -
	3-0 Silk	*****	*****	*****	*****	*****	*****	*****	- - -
	4-0 Silk	*****	*****	*****	*****	*****	*****	*****	- - -
	5-0 Silk	*****	*****	*****	*****	*****	*****	*****	- - -
	6-0 Silk	*****	*****	*****	*****	*****	*****	*****	- - -
Chromic needles									
	regular 18	*****	- - -						
	regular 20	*****	- - -						
	regular 25	*****	- - -						
	spinal 18	*****	- - -						

Field dressings								
Gauze roller bandage								
2"								
3#								
<u>Surgical Medical Kit WT: 11.5 Kg</u>								
<u>dressings</u>								
Grease Gauze dressing		*****	*****	*****	*****	*****	*****	--
Kotex Moleskin		*****	*****	*****	*****	*****	*****	--
Safety pins		*****	*****	*****	*****	*****	*****	--
Sponges		*****	*****	*****	*****	*****	*****	--
Steri-Strips Tape								
1"		*****	*****	*****	*****	*****	*****	--
2"		*****	*****	*****	*****	*****	*****	--
3"		*****	*****	*****	*****	*****	*****	--
Triangle bandage		*****	*****	*****	*****	*****	*****	--
<u>prescription drugs, vial, 10 cc</u>								
Penicillin		*****	*****	*****	--			
Amoxicillin		*****	*****	*****	--			
Erythromycin		*****	*****	*****	--			
Tetracycline		*****	*****	*****	--			
Atropine		*****	*****	*****	--			
Benadryl		*****	*****	*****	--			
Compazine		*****	*****	*****	--			
Decadron		*****	*****	*****	--			
Diamox (motion sickness)		*****	*****	*****	--			
Droperidol		*****	*****	*****	--			
Epinephrine		*****	*****	*****	--			
Lasix		*****	*****	*****	--			
Lomotil		*****	*****	*****	--			
Narcan		*****	*****	*****	--			
Nitroglycerine		*****	*****	*****	--			
Ophthane Opiate		*****	*****	*****	--			
Morphine		*****	*****	*****	*****	*****	*****	--
Xylocaine		*****	*****	*****	--			
<u>non-prescription drugs, vial, 10 cc</u>								
ASA		*****	*****	*****	--			
Tylenol		*****	*****	*****	--			
Alcohol		*****	*****	*****	--			
baking soda		*****	*****	*****	--			
Calamine lotion		*****	*****	*****	--			
Chapstick		*****	*****	*****	--			
Chlorox Colace		*****	*****	*****	--			
Desenex powder ointment		*****	*****	*****	--			
Ipecac KaoPectate		*****	*****	*****	--			
Maalox		*****	*****	*****	--			
Salt tablets		*****	*****	*****	--			
NeoSporin ointment		*****	*****	*****	--			

Vaseline			*****	*****	*****	- - -			
Vitamins 25 mg/day			*****	*****	*****	- - -			
NeoSynephrine			*****	*****	*****	- - -			
Oil of cloves			*****	*****	*****	- - -			
Robitussin Throat lozenges			*****	*****	*****	- - -			
<u>Surgical Medical Kit WT: 11.5 Kg</u>									
<u>non-prescription drugs, vial, 10 cc</u>									
Vaseline			*****	*****	*****	- - -			
Zinc oxide			*****	*****	*****	- - -			
extension sets (dental)			*****	*****	*****	- - -			
Jelcos pressure bag (dental)			*****	- - -					
Tiny cotton balls (Dental)			*****	*****	*****	*****	*****	*****	- - -
Needles (dental)			*****	- - -					

Suggested weapon packs for the team:

Pack #2:

M16A2 Rifle, Semi, E=15	*****	*****	*****	-			
	*****	*****	*****	-			
	*****	*****	*****	-			
	*****	*****	*****	-			
	*****	*****	*****	-			
	*****	*****	*****	-			
	*****	*****	*****	-			
	*****	*****	*****	-			
	*****	*****	*****	-			
	*****	*****	*****	-			
	*****	*****	*****	-			
	*****	*****	*****	- - -			
M203 Gernade Launcher	*****	*****	*****	*****	- - -		
40mm M651 CS Gas	*****	- - -					
40mm M381 high ex	*****	- - -					
40mm M583 parachute flare	*****	- - -					
40mm stunbag	*****	- - -					
HP-35 pistol, Semi, E=9	*****	***	-	*****	***	-	
	*****	***	- - -				
M26A1 Gernade, Frag, E=4	**	- - -					
M34 Gernade, WP, E=smoke	**	- - -					

Pack #22:

HP-35 pistol, Semi, E=9	*****	***	-	*****	***	-
	*****	***	- - -			
AN-M8 HC Smoke Gernade	**	- - -				
Surgical Kit	*	- - -				

Pack #1:

Stoner M22, Semi, E-15	*****	*****	*****	-		
	*****	*****	*****	-		
	*****	*****	*****	-		
	*****	*****	*****	-		
	*****	*****	*****	-		
	*****	*****	*****	-		
	*****	*****	*****	-		
	*****	*****	*****	-		
	*****	*****	*****	-		
	*****	*****	*****	-		
	*****	*****	*****	-		
	*****	*****	*****	-		
	*****	*****	*****	-		
	*****	*****	*****	- - -		
HP-35 pistol, Semi, E=9	*****	***	-	*****	***	-
	*****	***	- - -			
M26A1 Gernade, Frag, E=4	*****	- - -				
M34 Gernade, WP, E=smoke	***	- - -				
M72A2 LAW	**	- - -				

Wateryot rifle (typical weapon):

Atchisson Shotgun, E=8	*****	-	*****	-		
	*****	-	*****	- - -		
Short =4 rnds	medium=8 rnds	long=12 rnds	1 short burst = 1 * above			

Platoon weapons:

M16A2 Rifle, Semi, E=15	*****	*****	*****	-	
	*****	*****	*****	-	
	*****	*****	*****	-	
	*****	*****	*****	-	
	*****	*****	*****	-	
	*****	*****	*****	-	
	*****	*****	*****	-	
	*****	*****	*****	-	
	*****	*****	*****	-	
	*****	*****	*****	-	
	*****	*****	*****	-	
	*****	*****	*****	-	
	*****	*****	*****	-	
	*****	*****	*****	- - -	

M60 Machinegun, auto, E=17	*****	*****	-	*****	*****	-
	*****	*****	- - -			
Short = 6 rnds	medium=12 rnds	long=18 rnds	1 short burst = 1 * above			

Sive weapon:

Black powder rifle, E=14, single shot ball.

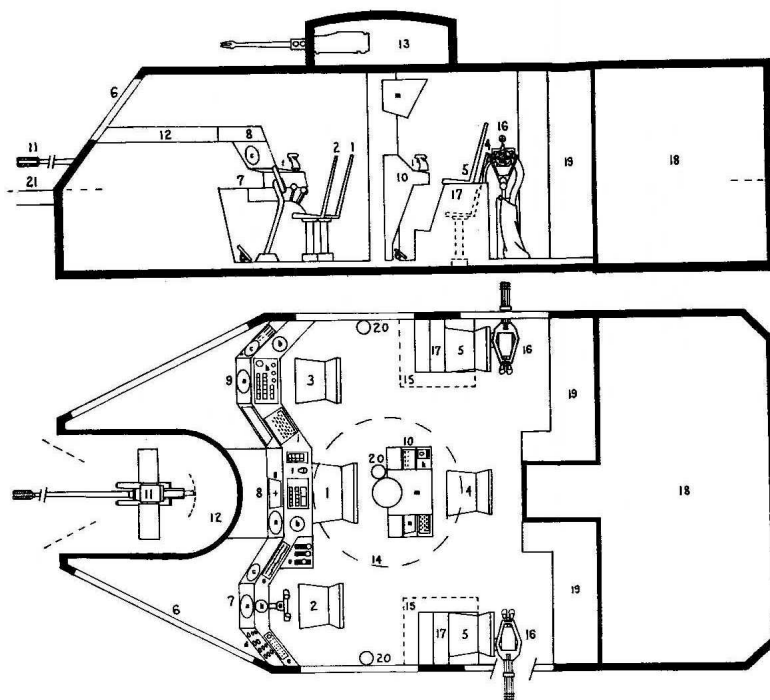
NPC Section:

It is recommended that the quick NPC fast kill table be used.

There are 44 platoon personnel, about a hundred wateryots, and about fifty sives. The general accuracy of the sives is about 14, the wateryots about 12, and the platoon members about 10. The brunts use sticks, clubs, and rocks for their weapons. The typical brunt will have SP/BP of 300, and an AC of 8.

The NPC fast kill table is copied here for usage if the Project Director's Screen is not available:

<u>NPC FAST KILL TABLE</u>			
<u>Single shot</u>			<u>Hit with area weapon, shotgun, or automatic weapon</u>
<u>die roll</u>	<u>effect on NPC</u>	<u>die roll</u>	<u>effect on NPC</u>
1-2	no effect on combat	1-2	may complete 2 actions next turn before death
3-4	may complete 2 actions next turn before death	3-4	may complete 1 action next turn before death
5-7	may complete 1 action next turn before death	5-10	immediate death
8-10	immediate death		



INTERIOR KEY: SH-60 HOVERCRAFT		
NO.	QTY.	DESCRIPTION
1	1	COMMANDER'S SEAT
2	1	PILOT'S SEAT
3	1	NAVIGATOR'S SEAT
4	1	50 cal. GUNNER'S/RADIO OPERATOR'S SEAT
5	2	WING GUNNER/PASSENGER SEATS
6	6	VIEW PORTS
7	1	PILOT'S CONSOLE & CONTROLS
		a. Radar Display
		b. Compass
		c. Auto Nav Display
		d. Plotting Instruments Display
		e. Anti-Piloting Controls
8	1	COMMANDER'S CONSOLE & CONTROLS
		a. Radar Display
		b. Compass
		c. Auto Nav Display
		d. Plotting Instruments Display
		e. Anti-Piloting Controls
9	1	NAVIGATOR'S CONSOLE & CONTROLS
		a. Radar Display
		b. Compass
		c. Auto Nav System (controls 40mm launchers)
		d. Radar Controls
		e. Computer
		f. CRT & Keyboard for Item 1
10	1	50 cal. GUNNER'S/RADIO OPERATOR'S CONSOLE & CONTROLS
		a. Radio and RDF Controls
		b. Fire Control for Twin 50 cal. Turret (automated)
		c. Targeting Screen for Twin 50s
		d. Alternate Computer Controls
11	1	RH 082 CANNON (AUTOMATED)
12	1	ARMORED HOUSING FOR ITEM 11 (ACCESS HATCHES SET IN ROOF OF MOUNTING)
13	1	TWIN 50 cal. TURRET (AUTOMATED)
14	1	50 cal. TURRET RING
15	2	VEHICLE ENTRANCE/EXIT HATCHES
16	2	7.62mm MINIGUNS ON PEDestal MOUNTS
17	2	BASES FOR ITEM 15/AMMO AND FEED SYSTEMS FOR ITEM 16
18	1	FUSION POWER PLANT
19	2	STORAGE LOCKERS CONTAINING:
		2 AN/PRC RADIOS
		1 LASER RANGE FINDER
		1 AN/TYS-5 BINOCULARS
		11 CASE EACH: 12 Gauge Magnum 00 Buckshot, 5.56mm Ball, 7.62mm Ball, 9mm Ball
		4 Ambuscade 300s
		1 Large MedKit
		1 Tool Kit
		1 Explosives Locker
		1 Case, M241 CS Gas Grenades
		1 Case, M241 White Phosphorus Grenades
		1 Case, M241 Fragmentation Grenades
		1 Each: 1/2 Sledge Hammer, Machete, Shovel, Tripod
		1 M21 Rifle w/12 Magazines
		1 Mountain Kit
		1 Tackle Pack
		2 Ration Packs
		1 Case, M16A1 Claymore Mines
		600 Rounds .50mm; 6,000 Rounds 7.62mm; 940 Rounds 50 cal.
20	3	FIRE EXTINGUISHERS
21	1	LEVEL OF EXTERIOR DECK