

Hour of The Wolf

By Micheal Chestnutt, Copyright 1999

This module is designed for advanced Morrow Project characters, and an experienced Project Director. The addition of this equipment WILL severely unbalance your campaign. It is suggested that this module be run with a small group, no more than four. It is also suggested that this be run, with a group after contact has been made with Prime Base, Rocket Base or Damocles.

Those of you old enough to remember the early to mid-1980's may recall a Television show called Airwolf. This unpretentious tale was about a boy and his billion dollar plus, mach 2, attack helicopter. The show only ran about two seasons, before being sacrificed to the ratings gods. It was quite fun though. In the late 80's a tepid continuation tried, ineffectually to take on its mantle, to no avail.

My variation on this may take some of you aback, but I think you'll like it just the same. This variant picks up right after the first series, and doesn't acknowledge the second at all. Before we begin, some background for those of you who may not have had the opportunity or are too young to remember, the show. (I'm the old Grandfather gamer, in my area. Most of the players I've had in my groups are young enough to be my kids.)

Airwolf, was created by Dr. Charles Henry Moffet. Recognized by the Department of Defense as possibly the most intelligent man alive. He held, at the time of his death; 6 doctorate degrees. He was also a sadistic serial torturer and rapist. Shortly after the Bay of Pigs fiasco, the CIA, aka the Firm; began development of a tactical weapon system. This project was to run the next twenty years, and cost over a billion dollars.

Dr. Moffet was brought into the project shortly after it began. His intimate knowledge of the systems and their interactions, made him the lead scientist, even though his excesses made him a very loose cannon. The Firm spent large amounts of resources and influence to "hush up", his involvement in many unsolved cases involving the abduction, rape and murder of transient women in the southern California area. This didn't insure Moffet's loyalty to the Firm, however, it made him even more contemptuous of his employers.

During the length of the project, many independent contractors and specialists were brought in to test and evaluate the systems, and the Airwolf prototype. Enter our hero Stringfellow Hawke. Hawke was a decorated helicopter pilot in Vietnam, and held the distinction of having flown the most combat hours. This was due to the fact that during one of his first missions in country, his older brother St. John (Sin Jin) was lost on a scouting mission. Stringfellow, took it upon himself to look for him whenever possible. This turned into a full fledged obsession. During his time at Red Camp one, test and evaluation area, he ran afoul of Dr. Moffet. This so tainted his view of the Firm and everyone in it, that he quit and refused any more Firm work.

After this unfortunate incident, Stringfellow started working for Santini Air Services, run by his adopted father, Dominic Santini. This helicopter air service, chartered out flights for tours, and the film industry. Dominic (Dom) was a shrewd business man and amassed a comfortable living, and small fortune while doing so. He kept his company small, hiring only people he regarded as family. Enter our third hero, one Caitlin O'Shaughnessy.

In October of 1981, the Airwolf project was finished. All that was left was the final live fire drills of the prototype. Dr. Moffet, took control at this point and insisted that only he could act as aircraft commander of the tests. Under much protest, the Firm relented. It sent its project coordinator one Michael Coldsmith-Briggs (code named Archangel) to supervise these tests. Moffet and his hand picked flight crew, passed the live fire drills, against Soviet bloc, equipment and trained personnel. Following this, they stole the prototype, blew up the test facilities, and erased all the files. They then escaped to Libya. They sought and obtained asylum from Colonel Qadafi. Airwolf was in hostile hands. This could not be allowed, so a bold plan was considered... Airwolf would have to be stolen back.

As the only other man to fly Airwolf, Stringfellow Hawke, was the logical choice; if he could be persuaded. Following negotiations with Coldsmith-Briggs and his assistant Gabrielle, Hawke took on the job. After a daring daylight insertion, Hawke, and Santini recovered Airwolf, killing Dr. Moffet in the process. He then escaped Firm control and hid the prototype. He refused to release the aircraft until the Firm provided him assurances of his brother's fate. They were unable to do so.

Airwolf was hid from prying eyes by the expedient of putting it underground. In the Valley of the Gods is an extinct volcano. This had been discovered by Dominic Santini years before. The plume of the volcano was large enough to auto-rotate into and had a ground level exit.

Enter the Project. Through its many contacts, the MP learned of the existence of Airwolf, and decided that it would be a worthy addition. Using its resources, the MP learned that Hawke's brother had been killed while trying to escape a prison camp, in North Vietnam. They obtained convincing proof, and approached Hawke with a proposal.

Hawke and crew listened as the project recruiter explained the goals and philosophy of the project. The hinge-pin of this would be the prototype Airwolf and their knowledge of it. They agreed. During the next six years, the project worked with, dismantled and dissected Airwolf. Aided by the discovery of operational schematics in the Airwolf computers, they were able to build three others. These were coded as Morrow Project Airborne Assault Platforms. The original Airwolf designation was kept. These were then deployed to equi-distant locations around the United States. The original flight crew was also spread out with additional personnel as required to flesh out the teams.

The Airwolf system was modified to use the Morrow Project fusion drives, and the side-capability of distilling hydrogen fuel from water. This fuel was to power the jet turbines that provide Airwolf with its Mach 2 speed.

The teams were put to sleep with their respective vehicles, and time passed. Two weeks ago the second Airwolf team awoke to a world, they couldn't have dreamed of. This team was headed by Dominic Santini. He and his crew flight prepped their lady and proceeded to do what they could. After encountering turbine problems, they set down and proceeded to accomplish repairs. Soon afterward they were accidentally exposed to a bio-war agent and soon died.

This is where the story gets interesting. A unit of KFS infiltrators, received the panic signal sent automatically by the aircraft. As luck would have however, they weren't the only ones. The panic signal was also received by the Rocket base, Prime base, or Damocles (P.D. Choice). They were also one of the other Airwolf, main bases.

The decision was to use existing assets in the field, and air transport Captain O'Shaughnessy to the sight of the last signal. Her specialized knowledge of the on-board systems, will enable her, upon recovery; to fly out the aircraft to the home base.

The Problem:

Lacking the necessary skills to activate or use the Airwolf, the KFS team decided to take it with them. They, using captured slave labor took it to their forward base, where it still rests. Following procedure they then contacted higher headquarters, for assistance, and guidance. They were instructed to raise their radar equipment, recover any bodies, and await the arrival of mission specialists from the KFS main base at Bolling Green.

The KFS team is three days out. The in-field team is two days out. By the time that Captain O'Shaughnessy arrives the team will have 23 hours to locate, and recover the aircraft. The mission specialists have a force of thirty well armed and trained personnel on their way. If they get to the aircraft first, they win.

P.D. Knowledge:

Airwolf is normally **impossible to fly by anyone** other than its own specially trained flight crews. Given time, the KFS scientists will figure out how to use it.

Airwolf cannot be run without a specially imbedded control chip in the bodies of its operators. This too will be discovered in time by the KFS scientists. This also makes the necessity of safeguarding Captain O'Shaughnessy of utmost importance.

Airwolf has ALL of the design and construction criteria for its own creation, and the locations of ALL major Project facilities except Prime Base.

The control chips are to be recovered from the bodies. They are embedded in the primary hands of each of the flight crew. Captain O'Shaughnessy knows which ones to take. The bodies are still virally active. When discovered, they have no wounds on them. This should be a red flag to the team recovering them. If not, oh well.

Failing the recovery of the aircraft, it is to be completely destroyed. This can only be accomplished by using the self-destruct system on board. Unlike other MP fusion packs, this one CAN be made to self-destruct. It is equal to a 200KT non-nuclear explosion. This is of course the last option.

Airwolf is fully armed and equipped. It is ready to go. It should be used as a Deus Ex Machina for the P.D. when all else fails, to bail out a troubled team. Provided that they were smart enough to call for help when it went bad.

Captain O'Shaughnessy is in a hurry. She also tends to be a bit bitchy. Play this to the hilt. She will not reveal any real operational data until, the team is very near the target zone.

She also has a radio activated ping code that will, assist the team in the location of Airwolf. Using RDF and other assets the main base has narrowed down the search parameters to within a 5 square mile area. High altitude photo-recon reveals only four buildings large enough and configured well enough to hide the lady. In play testing we used the Krell forward base written by Bill Pixley. Against a small team, they were just about right. I have re-done the enemies in this to stay consistent with an on-going campaign.

Hour of the Wolf.

AIRWOLF



MARS Airborne Assault Platform (Airwolf)

AIRWOLF TECHNICAL INFORMATION

CLASSIFIED: MP TOP SECRET

AIRWOLF was originally conceived and designed to look like an extraordinary executive helicopter-- nothing more. This would allow it normal airport exposure without people suspecting or comprehending its true military capabilities. It is, as its insignia suggests, a wolf in sheep's clothing.

AIRWOLF is a long-range supersonic multi-role helicopter. It's an aerodynamic lifting body with a rotor system, driven by twin turbines, capable of propelling it to three hundred knots. This rotor system can be disengaged to ignite two turbo-thrust boosters, which can increase AIRWOLF'S speed to exceed mach two from sea level to 85,000 feet. This causes a loud, very distinctive, high pitched screaming sound as these engines engage. AIRWOLF can rapidly slow itself by employing a reverse thruster system. Also, in some instances, AIRWOLF can deploy a drag chute (when the rotors are not engaged) which issues from a compartment in the tail.

AIRWOLF'S basic construction is of epoxy composites-- reinforced with boron and graphite fibers. The crew compartment is additionally protected with honeycomb-structured lead paneling. Other major components are made of "rapid solidification aluminum castings", helping to keep the weight down. This is all skinned with ultra-thin energy-absorbing (bullet-proof) shielding.

Airwolf was designed by Doctor Andrew Moffet to the "Firm's" specifications, but over the years of development, the Firm's changing responsibilities moved the Airwolf project away from the tactical military machine, and further into the covert operations role. Speed became more important than firepower, stealth more important than speed. Airwolf's mission made it a compromise, and compromise always makes for weaknesses.

Untouchable by other choppers while at high speed, it's thirsty engines forbid a constant supersonic run. So while other choppers cannot out maneuver Airwolf, at low speeds they can equal it. And with high speed jets, the corollary holds true: although far more maneuverable than conventional aircraft, Airwolf cannot outrun a supersonic fighter. It takes a great pilot, to turn Airwolf's weaknesses into its strengths. Airwolf's main strength comes from surprise; other pilots cannot conceive of what Airwolf is capable of, and Airwolf's inherent capabilities are astounding.

Designed for covert intelligence missions, Airwolf has been amazingly outfitted for its task. It can see in the dark and operate in any weather imaginable through its sighting and navigational systems; identify any aircraft, ship or ground target; pickup, block or jam hostile raiders without being detected; and if detected, decoy enemy missiles through its Sunburst flares or Stealth Jammers. The entire machine is armored against small arms fire, from shotguns up to small caliber cannon.

While Airwolf's defenses are strong, they are subtle and they fade against the overt might Airwolf displays offensively. Machine guns and cannon firing from the wing tips are backed by an assortment of missiles that are capable of taking out anything from a man to an armada. Airwolf is even capable of nuclear delivery.

Airwolf is not impregnable. A collision, a large cannon hit or missile impact, a bullet in the mid-air refueling intake, even sand in the engine intakes; any one could bring Airwolf down. And with the limits on the use of its offensive weaponry, Airwolf can only be effective if piloted with skill and nerve.

Airwolf was originally conceived and designed to look like an extraordinary executive helicopter -- nothing more. This would allow it normal airport exposure without people suspecting or comprehending its true

military capabilities. It is, as its insignia suggests, a wolf in sheep's clothing. Airwolf has an extensive memory. Whenever it goes into combat-mode, the memory clicks on. A complete record of every air-combat is available. Airwolf's computer also contains complete specs of its design.

Airwolf is a long-range crew of 3, supersonic multi-role helicopter. It's an aerodynamic lifting body with a rotor system, driven by twin turbines, capable of propelling it to three hundred knots. This rotor system can be disengaged to ignite two turbo-thrust boosters (45,000 lbs). 9.6 seconds after ignition Airwolf's speed can exceed mach one from sea level to 65,000 feet. Airwolf can rapidly slow itself by employing a reverse thruster system. Also, in some instances, Airwolf can deploy a drag chute (when the rotors are not engaged) which issues from a compartment in the tail.

Airwolf's basic construction is of epoxy composites -- reinforced with boron and graphite fibers. The crew compartment is additionally protected with honeycomb-structured lead paneling and bulletproof windows. Other major components are made of "rapid solidification aluminum castings", helping to keep the weight down. This is all skinned with ultra-thin energy - absorbing (bulletproof) shielding. Airwolf is equipped with armor-mesh shielded air-intakes, and an armor-plated body.

Crew: 3
Length: 15.163m
Width: 2.75m
Rotor Dia.: 12.802m
Height: 4.051m
Weight (empty): 3072kg
W/Armament: 3350kg
Max. Take-off Weight: 4536kg
Landing Gear: wheels
Max. Speed: 1984 KPH
Max. Cruising Speed: 672KPH
Min. Speed: Hover
Max. Rate of Climb: 4000m/minute
Service Ceiling: 51000m
T - O Run: 31m
Landing Run: 0 - 6m
Range: 2000km
Range between Maintenance: 2800Km
Armor Value: 800

Armament

CHAIN GUNS

Two 30-millimeter machine guns (1 per wing pod). Rounds fired per minute - variable. E-factor (83) or (100) if AP.

CANNON

Two 40-millimeter grenade launchers (1 per wing pod). Rounds fired per minute - variable.
NOTE: Shell casings ejected from these weapons are recovered and retained until landing.
As per 40mm grenades in the MP Manual.

7.62mm MINI-GUNS

Four each, two per wing pod. Normally loaded 1-2-3 Tracer, ball, AP. E-Factor (17), as minguns in MP Manual.

MISSILES - ADF Pod-launched

HELLFIRE -- 6 Short-ranged air-to-surface.

REDEYE -- 12 short-ranged air-to-air.

COPPERHEAD -- 6 long-ranged air-to-surface (tank-buster).

These are carried in the loading-rack which is mounted in the Rear Bay of Airwolf. They are gravity-fed into their launcher: The ADF Pod (located: centerline underbelly). *NOTE: The ADF Pod is now capable of 180° rotation - port/starboard. This provides the ability to fly past a target and fire laterally at it. To reload, however, it must return to its normal forward position. NOTE ALSO: The ADF pod cannot be deployed at speeds above 300 knots.*

MISSILES - Side-launched

FALCON -- 4 Long-ranged air-to-air missiles carried two to a side in compartments at either side of the ADF Pod. They are self-guided or manually guided. *NOTE: After launch, any missile can be aborted in flight.*

OPERATIONAL FEATURES

GROUND MANEUVERING

The center of each landing gear wheel contains a small high-torque electric motor capable of propelling the aircraft on its own.

DOWNWASH

Airwolf's powerful main rotor creates a hazardous downwash situation distressful to other close-flying aircraft and is capable (at low altitudes) of actually blowing over cars.

CREW MEMBERS

Crew members are automatically (and constantly) "monitored" for physical and neurological stress via a small device on the left side of the flightsuit chest piece (physical), and through the helmet (neurological).

O.B.O.G.S. - ON BOARD OXYGEN-GENERATION SYSTEM

Creates air suitable for respiration. This enters the cabin systems from the engine - where it has been purified by heat. It is then filtered for hazardous particles and cooled for breathing. The cabin (which is fully pressurized) can be instantly vented should the atmosphere become contaminated. Flightsuit systems automatically take over if there is a cabin pressure failure.

D.E.E.C. - DIGITAL ENGINE ELECTRONIC CONTROL

Fine-tunes the engine at all times and prescribes optimum engine adjustments for most efficient operations. Works with the pilot through his throttle settings (tells him what to do).

FLY-BY-LIGHT CONTROLS

Fiber-optic cable supplants electrical circuitry as the datalink between computers and flight controls.

REAR BAY

Located behind Weapons Officer, this area is normally utilized to support the "missile loading rack" that supplies the ADF pod. With this rack removed, the bay can be used for personnel transport (4 - crowded), a small dirt bike, supplies to be dropped, cargo, extra fuel units, MP Jetbelt, or a sky-diver. An overhead winch and cable provides rescue capabilities, supply pick-ups, etc., while hovering. *NOTE: Entry and exit to this area via Airwolf's rear doors - with access to crew compartment.*

FLIGHT COMMAND

In an emergency, flight command can be transferred from the cockpit back to the Electronic Data Command center, in the rear.

IN-FLIGHT SYSTEMS

A.S.P.J. - ADVANCED SELF PROTECTION JAMMER

A radar-jamming system that sweeps ahead of the aircraft.

DOPPLER VELOCITY SENSORS

Monitors all in-coming missiles.

T.A.D.S. - TARGET ACQUISITION AND DESIGNATION SYSTEM

After scanning a target, TADS matches its computerized information and displays it to the crew.

I.F.F. - IDENTIFY - FRIEND/FOE

Every aircraft broadcasts an I.D. code, which is picked up by the I.F.F. The computer identifies it and displays the code next to the appropriate radar image.

F.L.I.R. - FORWARD LOOKING INFRARED

Forward sweeping system that constructs an image of what's ahead for the pilot in poor visibility.

S.L.A.S. - STAR LIGHT AMPLIFICATION SYSTEM

Amplifies available light a million times - turns night into day. The pilot will then see a greenish-landscape through the helmets visor.

RADAR

Incorporates the most advanced type of radar called: "SYNTHETIC APERTURE RADAR". (No information available)

NAVIGATION

Incorporates the Global Positioning System - G.P.S. (Navstar satellite) with MP Autonav back-up.

ELECTRONIC SURVEILLANCE**THERMOGRAPHIC SENSOR**

Detects and discriminates various heat levels of targets. Reads anything from infrared to ultraviolet.

MATRIX SCANNER

This system scans the target and discriminates various levels of atomic or molecular density. Once the computer "understands" the structure, it can produce an image of it from any angle.

AUDIO SENSOR

High to low frequency detection, wide/narrow reception, reception, locking and tracking ability.

VIDEO SENSOR

Day and night sensitivity, zoom with limited pan and tilt, Target locking and tracking ability.

TRANSMISSION SURVEILLANCE

Monitors all broadcasts and media: radio, TV and CB. Target locking and tracking ability.

RECORDING SYSTEM

Virtually every function and system can be "recorded" (audio/video) on Airwolf's COMPACT DISK SYSTEM. This is a laser-disk system, utilizing a five-inch disk. While on playback, the system can be scanned or freeze-framed and can present several levels of information simultaneously, simply by skipping between multiple tracks (or bands) on the disk. If a "hard copy" is desired of particular information, the operator (pressing the appropriate button) can obtain an instant transparency or print that issues from the machine.

DEFENCE SYSTEMS

SUNBURST DECOYS

Flares ejected rearward to attract heat-seeking missiles.

CHAFF DECOYS

Canisters ejected rearward that explode, showering bits of aluminum to confuse radar-guided missiles.

NOTE: These systems are stored together and launched from the rear of Airwolf's avionics bays (port/stb'd).

I.R. SUPPRESSORS

Venetian blinding the exhaust emissions.

I.R. JAMMER

Produces omnidirectional radiation of infrared energy to disable IR tracking. An automatic system that needs no missile approach warning. It snaps on when scanned by IR detectors.

RADAR JAMMER

Produces multi-leveled decoy signals to confuse radar.

External systems.

Flood-lights that can produce over 1 million cp light. Can be moved/directed from inside. PA Speakers.

Crew equipment: ****{ (2 CP-7 Laser range finders, 2 Pair AN-TVS-5 Electronic Binoculars, 2 AN-PAS-7 Thermal Imaging System) },,** M1 CBR Detection Kit, 1 large Medkit, Modified Personal Basic Pack, 3 pr, Zeiss 20X Binoculars, Tool kit and Lubricants. Standard Vehicle Supplies, and extra weapons and ammunition carried. 1 MP Jetbelt. Large vehicle Project Computer Files. Three .44 Automags, 3 magazines, with shoulder holsters, and 200 rounds ammo each. 3- M-16 rifles, with 12 mags, and 284 rounds each, Kevlar and Resistweave flight suits, armor value 15. 4- M-34 WP, and 4 M26A1 frag. Grenades, and 5 NICO-Thunderflash complete the gear allocation.

****{ Listed equipment is built into armored helmet. Battery life: 6 hours external use. Helmet Armor Value 20. Includes microphone and earphones for AN -PRC-70 radio or AN-PRC-68 } ****

Armored Crew Capsule: Armor Factor 350. Sealed and pressurized with filtered outside air. Ejectable forward, and up, via rocket motor with parachute landing. Contains crew, instruments, modified personal pack, personal weapons, and self-destruct device (non-nuclear).

Modified personal pack

Resist Weave Coveralls (AC=7), KCB-70 Bayonet, M17A1 Gas Mask, M1 CBR Kit, Medkit, AN/PRC - 68 Personal Communicator w/Scrambler, Backpack with: 1 Liter Canteen with Cup, 7 Days Dry Rations, 1 Compass, 1 Generator Flashlight w/Extra Bulb, 3 Boxes Matches, 50 Meters Nylon Rope (150KG Breaking Strength), 1 Sleeping Bag (Water Proof), 1 Waterproof Poncho, 1 Web Belt w/ Ammo pouches, Knife Sheath, Holster, and Equipment Pouches, 1 Swiss Army Knife.

Enter the KFS:

Their current base had been a Trading Post, held to be neutral territory by many of the surrounding groups before the arrival of the KFS. After massacring the people who ran the Trading Post the KFS fortified it.

KFS Force Leader: Charles Winston DeLarge is one of the descendents of the original Old 2000, from the KFS. A small minded political animal, he looks after himself, first and always. If shooting starts, he will run and hide.

STR/CON: 15

DEX/ACC: 12

SP/EP: 225

Equipment: one M17A1 Protective Mask, three M26A1 Fragmentation Grenades, one

M-59 KFS sidearm EF (9), four 13 round magazines, one Mini-14 Assault Rifle EF (15), three 40 round magazines, one .44 Automag EF(14) with three magazines, shoulder holster and 200 rounds.

The Fort

Room 1: The old front room of the truck stop that the fortress was built on.

The door to the outside is the original glass, scarred and pitted by 150 winters. Soldiers No. 1 and No. 2 are in the room at the time of the assault.

Room 2: This room serves as the office/living quarters for Lt Delarge. He will be present in this room at the time of the attack. The room contains a cot, a folding campaign style desk, a chair and his personal belongings. One set of Black resistweave, and other items of personal nature.

Room 3: This room serves as the storage room for the fort. It contains 100 days worth of food (mainly corn meal, beans dried vegetables and salted meat). This room has a door to the outside like that found in Room 1.

Room 4: This small room is a recent addition. It is built of 4 inch, rough sawed wood with a layer of sandbags surrounding it. The door is made of 3 inch raw sawed logs and is locked by an old pre-war lock Lt Delarge has the key. This room contains various weapons, ammo and explosives that aren't issued to the troops and confiscated weapons. The room contains:

- seven .69 Muskets,
- 4 Barrels containing 20 pounds of Black Powder each. (each pound contains 12 charges for black powder weapons),
- 20 pounds of Lead,
- fifty .69 Bullets,
- a .69 Bullet Mold,
- 10 Mini-14's with three empty 40 round Magazines, each
- crates of 5.56mm rounds (15,000),
- a box of 1400 7.62mm Cetme belted rounds,
- a box of 450 rounds of 9mm,
- 2 crates of rifle grenades, 1 crate of 24 HE, 1 crate of 40 CS tear gas
- 2 .44 Automags, with 6 magazines, shoulder holsters, and 400 rounds ammo.
- 1 large Medkit, Modified Personal Basic Pack, 3 pr, Zeiss 20X Binoculars, Tool kit and Lubricants. Standard Vehicle Supplies, and extra weapons and ammunition carried. 1 MP Jetbelt, . 3- M-16 rifles, with 12 mags, and 284 rounds each, Kevlar and Resistweave flight suits, armor value 15. 4- M-34 WP, and 4 M26A1 frag. Grenades, and 5 NICO-Thunderflash, 3- KCB-70 Bayonets, 3- M17A1 Gas Mask, 3- M1 CBR Kit, 3- Medkit, 3- AN/PRC - 68 Personal Communicator w/Scrambler, 3- Backpacks with: 1 Liter Canteen with Cup, 7 Days Dry Rations, 1 Compass, 1 Generator Flashlight w/Extra Bulb, 3 Boxes Matches, 50 Meters Nylon Rope (150KG Breaking Strength), 1 Sleeping Bag (Water Proof), 1 Waterproof Poncho, 1 Web Belt w/ Ammo pouches, Knife Sheath, Holster, and Equipment Pouches, 1 Swiss Army Knife each.
- 3- armored helmets. Helmet Armor Value 20. Includes microphone and earphones for AN -PRC-70 radio or AN-PRC-68.**

The decaying bodies of three men. No marks of violence upon them. They are dressed in flight suits, and helmets. In body bags.

Room 5: Vehicle bay. This is the large four bay working area of the garage. Airwolf is in bay two, as it is the only one whose roll up door still works. There are always 3 guards on duty in this room. The KFS troops have setup a small camp kitchen in bay four, as it has a ready chimney (hole in roof).

KFS Unit No. 1

This consists of 5 6 man squads. Each squad consists of a corporal and 5 privates. The platoon, has two Sgts, one as personal assistant to the Lt., and the other to keep the corporals in line. Each squad has one medic assigned. The privates have the same equipment as follows:

Mini-14 EF(15) 5 – 40 round magazines
K-BAR (1/2 str +2)
2- HE Rifle grenades
2- CS Rifle grenades
2- CS Hand grenades
one M17A1 Protective Mask

All NCO's are equipped as follows:

Mini-14 EF(15) 5 – 40 round magazines
K-BAR (1/2 str +2)
M-59 KFS Officers sidearm EF (9) 4 – 13 round magazines
2- CS Hand grenades
3- M26A1 Frag.
one M17A1 Protective Mask

Two persons in each squad use, in addition to their own gear; the following:

CETME LMG EF(15)
4- HE Rifle grenades
4- WP Rifle grenades
6-Flare Rifle grenades
10-CS Rifle grenades

There are three LMG posts in the perimeter, they are always manned.

Number 1. Roof
Number 2. Left of the building, 30m.
Number 3. Right of the building, 30m.

When engaging in large scale format attacks, I highly recommend the use of the quick kill chart for NPC's. This will almost always streamline the fights. Individual SP/BP is irrelevant. When possible the use of a battle mat and miniatures of some sort is also invaluable.

Average KFS Private has the following stats:

Rifle: 45, pistol: 30, bayonet:35, hand to hand:30, equipment maintenance:40, field conditions:30, field sanitation:25, rifle grenade:25. **SP/BP= 244**

Average KFS NCO has the following skills:

Corporals: small unit tactics:35, LMG operation and maintenance:30, RTO:25, rifle:45, pistol:35, bayonet:40, equipment repair:35, first aid:40, with emphasis on hand to hand:45, rifle grenade:40. **SP/BP=269**

Sergeants: small unit tactics:40, close quarters combat:45, RTO:30, tracking:25, rifle:55, pistol:45, hand to hand:50, LMG operation and maintenance:40, with special emphasis on field medicine:45, survival:35, rifle grenade:50
SP/BP= 296.

Medic: 45, pistol: 30, bayonet:35, hand to hand:30, equipment maintenance:40, first aid: 40, field conditions:30, field sanitation:35, rifle grenade:25. **SP/BP= 244**

KFS Vehicles

2 - KFS Jeeps, 50 gallons of Alcohol(500 miles of driving).

2 - KFS 2 ½ ton truck, 100 gallons of Alcohol (500 miles of driving).