

M.H.P.
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This adventure originally started out as a minor nuisance encounter for my players. Since my last mini adventure seemed to do so well, I thought that I would write this one up. I have expanded greatly on the original concept (as I did with 'thy flesh consumed and 'eyeburn'). I hope you (the reader) like the results.

I've written this adventure with two possible ways of running it. The PD can either run the Badges as cruel, manipulative S.O.B's, as they are described in TMP TM 1-1 (pg. 50), or as people who are actually trying to uphold the law, as their ancestors did. If the PD runs the adventure as the latter, it may turn out to be rather dull.

Over the years the inhabitants of the upper peninsula (such as the finnländers, and the other small communities) have been harassed by the Cons (as described in Damocles pg. 4-5).

So far, the farmers, elk herders and other families have been able to handle the situation. With the arrival of Recon team G-9, the threat of the Cons has been greatly reduced.

A group of badges has come into the picture. This group consists of nineteen men and seven women. They travel via five old, but well maintained highway interceptors. They also have two old pickup trucks which they use to carry extra fuel, food, and their personal belongings, which also includes a fairly large collection of old law text books. The Badges carry a variety of weapons, but mainly old .38 revolvers, 12 gauge shot guns (see a description at the end of the adventure for stats), and four M-16's (see pg.14 TM 1-1). They also have a half dozen M26A1 fragmentation grenades (pg. 19 TM 1-1). The pride and joy of their weapon collection are M72A2 law rockets (pg. 17 TM 1-1 one rocket per MP vehicle). They all have hand held communication gear, and each vehicle has a built in radio system. Finally, as for communication gear, they have an old, but well maintained AN/PRC 70 backpack communicator.

In the early spring, this group of Badges, who have been traveling the country, stopped in Marquette to talk to the locals, and check out the university. Their hope was to stock up on food, fuel, ammunition, and to find actual 'law books', in the hopes that they will be able to learn more pre-ruin law so they can properly 'uphold' the law. It is here that they discovered about the Cons. The group decided that they should investigate this situation, and see what they can do to remedy it.

Once the roads were passable enough to travel, they traveled into the upper peninsula in hopes of finding a suitable location to set up a 'sheriff's office'.

The ruined town of McLeods corner on highway 28 proved to be the perfect location. The majority of the buildings had all but collapsed over the years. However, enough of an old hotel, truck stop survived that with a little effort on the Badges part, was just what the doctor ordered.

Several weeks and several trips to Marquette later, they completed the repairs and opened the first highway patrol station in the upper peninsula in one hundred fifty years. They then have decided to travel to all the local communities and farms to talk to the people, and set up a 'payment' system for the protection they are to offer. What they asked for wasn't much, just fresh vegetables, livestock, and raw materials (such as hides, metals, manufactured

goods, and milled wood). The raw materials they used for upkeep of the station, and the manufactured goods and livestock as trade material so they could purchase both alcohol and fuel for their interceptors.

Nearly everyone agreed to pay the relatively small fee. But, of course, there were a few who figured that they wouldn't need to. 'Why pay?' They would ask. 'We've been able to handle the cons over the years on our own. So, tell me, why should we pay a total stranger to take care of us?' The badges didn't hassle them. Instead, they simply said that if the cons ever attacked, don't call on us. We will not help. That was the end of the situation.

During this time, the Badges will have stopped in Wittsend, and they will explain their plans to the locals. Of course, they will notice the party, if they are wearing standard issue coveralls, or driving around in the commando scout. They will not ask questions, but they will most definitely be interested, especially if the team flaunts their weapons. The people of Wittsend will decided to hold a town meeting and discuss the offer. They ask the Badges to return in two days and they will give an answer then.

The people have no intention of agreeing to this. After all, why would they need their help when the project has set up shop here. It is a unanimous decision. The party can offer their own opinions if they wish, but unless they really want the townspeople to take the help, they will stand by their choice.

Now, if the PD is running the badges as law enforcers, they will abide by the townsfolk's decision. End of story. Just add this group to your campaign world.

Now, if the PD is running this adventure with the badges as an evil group, the badges will stage a night time raid on the dissidents. They will destroy what ever they are able to, and they will kill a couple of people from each farm and community.

They will leave the town of Wittsend alone, if the party appeared to be well armed. They don't want to risk a confrontation with such a group. However, if the party attempted to blend in with the finnlanders, a raid will be staged.

Just after midnight, a dozen of the Badges will park their two interceptors approximately two kilometers away from the town proper. Two members of this raiding team will be left behind to watch over the cars. The remaining members of the raiding party will then don ratty clothing in the attempt to appear as raiders, or possibly Cons. One of the ten remaining members will then stay approximately two hundred fifty meters away from the town to watch the events unfold. The remaining nine will then move into the town to attack.

They will use torches and melee weapons for the most part. They will enter the town and spread out. At the leaders signal, they will then begin to set some of the buildings on fire, and anyone who comes out to try and douse the fires will fall under attack. The Badges are carrying their hand guns (.38 caliber revolvers with one speed loader and 3D6 loose rounds), and two are armed with scatter guns (12 gauge 00 buck as described below with 2D12 shells) , but they will not use them unless the townsfolk brandish their own firearms.

The attack will last only a few minutes, and the damage they cause will be relatively light, with only a couple of injuries or deaths. On the other hand, if the team joins in the defense of the town, the battle will be far more bloody. As soon as a firearm is drawn, the Badges will pull their own blasters. Anyone with a gun will be hunted down and killed. Due to their

superior weapons and skills, the team should be able to beat off, if not out and out destroy the raiding party. The PD should play the badges as at least somewhat intelligent. If it becomes obvious that they are heavily outgunned, or if they have taken heavy losses, they will use the chaos and confusion to escape into the surrounding woods.

The Badges were smart enough not to send in any of their members on the raid who had visited the town earlier, just in case somehow they were beaten off, or any of the members were captured.

If the team manages to capture any of the raiders, all the captive(s) will tell them is that they are Cons. They will refuse to say anything else, in the hopes that their comrades will stage a rescue raid. The only way the team will be able to learn the truth is if they use interrogation, or torture. By doing so, they will learn who they really are, and where they are based. The PD should do what ever he/she can (in all fairness), to prevent the team from doing this, as it will make things too easy. The PD should feel free to allow the captured Badges to escape if the team sets up inadequate holding facilities. If they turn the captives over to the finnlanders, they will be executed on the spot as they normally do with Cons.

The Badge who is watching will see how badly things are going for the raiders. He will wait for the survivors to make their escape, and will then meet up with the survivors. Together, the watcher, and any of the survivors will then make their way back to the parked cars and retreat to their base. They will inform the others what happened and about how heavily armed the team is. On the other hand, if any of the badges fail to escape, the watcher will inform the two who are guarding the cars about what happened and they will not stick around waiting to be discovered. They will drive the vehicles back to their base.

The next day, the Badges will drop a single member five kilometers away from the town. He will be dressed in buckskins, and will have a hide backpack filled with food and minor personal belongings. As for weapons, he will be given a knife and a crossbow (with a bolt case filled with 20 bolts). This man will head into Wittsend, pretending to be a nomad, looking for a hot meal and a place to sleep. He will spend the day talking to the locals, sharing news he has learned along his travels, and trying to find out what happened in the attack, if any of the raiders survived.

Even with the night time attack, the people will give the nomad a meal and let him stay the night. In the wee hours of the morning, he will slip out of the home he is staying in and will attempt to locate any of the survivors held by the project. If he learned that all the raiders we're killed in the attack, he will slip out of the town and head off to the Badges home base to make his report. If any of the raiders survived, he will try to contact them, and find out what they told the team (if at all possible). The PD should make it possible for this spy to escape the town successfully.

The next day the remaining Badges will return to Wittsend to 'investigate' what happened. They will say that they heard about the raid from some of the local farmers. Of course this isn't the case. If the PD allowed the spy to escape, they will know what happened to the raiders, and where the survivors are located. However, they will do nothing to help their captured friends escape, as the danger is far too great at this time.

They will instead offer to take the surviving captured 'Cons' off the teams hands, but will not insist on it if the team refuses. They have no wish to reveal their true nature. They will use this time to scout out the town again, and try to find out more about the team.

The captured Badges will pretend not to recognize their friends, as that

would give the whole operation away. They may be cruel and manipulative, but they are not stupid.

The Badges will once again offer to add Wittsend to their patrol route. If the team helped beat off the raiders the night before, the Finlanders will refuse. If the team didn't help, they will accept the offer and pay a small fee of several live elk, and some raw building materials, and alcohol.

Don't even think that this is the end. The Badges are quite upset at the losses the team inflicted on them. They are out for revenge, and wouldn't mind capturing the teams equipment to use as their own.

Once the Badges leave they will head back to their home base. To plan their next course of action. For the next few days, they will have one member stationed in the woods near the town to keep an eye on the team. He will be armed with one of the M16 rifles, 3 fully loaded magazines, and one of the hand held communicators. This is done so the Badges will be able to learn the teams pattern, and how often they leave the town.

The spy will radio his fellow Badges at the first sign that the team is ready to head out. This will give the Badges enough time to set up an ambush. See below.

Of course, if the team is living in Damocles base, the spy will at least know how often they visit the town, and which road they travel on. This will lead to an ambush. The spy will wait until the team heads into town, and then he will call his friends and they will set up an ambush on the road back to Damocles.

The badges will use two of their interceptors and they will attempt to completely block the roadway. One Badge, armed with the Law rocket will take up position in the woods, fifty meters off the road. The man who was watching the town will set up in the woods another 150 meters away from the road. He will attempt to use the M16 as a sniper rifle. Not a good choice, but the PD should feel free to give him a sniper rifle if he/she is so inclined.

A total of seven Badges will be standing around the vehicles. Two are armed with M16 rifles, and a fragmentation grenade. The others are all using .38 caliber handguns and shot guns. Each Badge is carrying enough magazines or loose ammunition for three reloads.

When the party approaches the road block, the Badges will keep their weapons pointed to the ground. It is assumed that the team will be traveling by their vehicle(s). It should be obvious that the Badges will want them to stop.

At this time, the encounter can go several ways. The team may decide to open up on the Badges. They probably will even manage to kill several, if not all of the Badges. But, the PD should then use the Badge armed with the Law rocket. Odds are the vehicle will be severely damaged, and it will force the team to bug out. Have fun with the sniper.

If the team stops without opening up, the badges will ask them to leave their vehicle with their hands in the air, and leave the weapons in the vehicle. If the team asks why, they will be told, that they are under arrest for carrying restricted weapons. This, of course is simply a ploy to bring the team out into the open. It all depends on how the team reacts. The Badges have every intention of killing the team without damaging the vehicle, or the teams equipment. I hope who ever is running this adventure that his/her players are smart enough to conceal weapons on their bodies, or pretend that everyone is out of the vehicle when in reality someone was left behind to man the weapons.

The Badges will send two members to check out the interior of the vehicles. It is assumed that this is when the fire fight will break out. The

two Badges will be killed attempting to take the vehicle (unless the PC's are totally incompetent). At this time the people (if any were survived) should open up on the Badges. The confusion will give the team time to run for cover, and then the battle will begin in earnest.

If the entire team exited the vehicles, the battle could go against them. The Badges will not allow the team to come any more than five meters from them. They will then tell the team to lay down on the ground. At this time, unless the team has concealed weapons, they are in serious trouble. If they do comply to the Badges orders, the team members will be shot in the back of the head. So much for that team.

When the battle is finished, if the team is victorious, they will have two highway interceptors (unless they were destroyed in the fight), and several weapons. If the sniper and the Badge with the law rocket survive the fight, they will attempt to escape and join the remainder of the Badges back at their base.

Now, if the team managed to capture any of the Badges, see above for interrogating the survivors, and the information they will receive.

I can see one of two things happening now. The team may decide to travel to the Badges home base in the ruins of McLeods. The team, if they are totally insane, or were unable to successfully interrogate the any survivors, will return to the town of Wittsend.

If the team chooses the former, and the teams vehicle(s) survived the battle, they will easily beat the two who were hidden in the trees (if these two managed to survive). The remaining Badges will be here, awaiting the return of their friends. The team should be able to defeat the remaining Badges with little or no trouble, as the main body of their force, and the majority of their weapons are now in the teams hands.

In the case of the latter, whether or not the team failed the interrogation, or there were no survivors, the team returns to Wittsend. The team can still find out where the Badges are based if they go around to the other communities and ask. They will be told where the Badges live. They can then go and attack the remaining Badges, but any survivors of the ambush will have made it back and they will be warned about what happened. The remaining badges, if enough survived (at least six members), they will plan a late night raid as revenge. If fewer than six Badges survived, they will pack up and beat a hasty retreat out of the upper peninsula. That is the end of the Badges.

Within hours, the last of the Badges will mount up in the vehicles they still have, load their weapons, and prepare molotov cocktails for their revenge attack on Wittsend. They will travel to the town, and without warning, will come in with guns blasting. They will fight savagely, and will attempt to inflict as much damage as possible, and they will use any information they have to make sure that the team receives the worst of the attack. If the Badges are successful at defeating the team, they will then continue to attack the town people, killing as many as possible. Should the team kill the remaining Badges, that's all folks. Either way, this will be the end of the Badges in Upper Michigan.

Badges Highway Interceptor

Based on the Crown Victoria LX 4-Door Sedan

Length: 5.39 Meters

Height: 1.44 Meters

Width: 1.98 Meters

KPL: (Gasoline) 6.7 Km per Liter, (Alcohol) 3 Km per liter
Tires: All season BSW
Body: 4-Door Sedan
Cargo Capacity: .58 Cubic Meters.
Passenger: 6
Fording Depth: 40 Cm.
Vertical Obstacle: 18 Cm.
Armor Class: 65 (Armor plates in door panels), 16 (Windows)
Engine Type: .6L OHC SEFI V8
Maximum Speed: (Gasoline) 200 Kph (Alcohol) 125 Kph
Tank Capacity: 75 liters.
Maximum Range (Gasoline) 500 Km. (Alcohol) 225 Km

Badges Transport Pickup
Based on the Ford Ranger SuperCab SPLASH 4x4 125WB

Length: 5.12 Meters
Height: 2.21 Meters
Width: 1.76 Meters
KPL: (Gasoline) 10.2 Km (Alcohol) 5 Km
Tires: All Season BSW
Body: SuperCab Truck
Passenger: 2-6
Fording Depth 140 Cm.
Vertical Obstacle: 65 Cm
Armor Class: 65 (Armor plates in door panels), 16 (Windows)
Engine Type: 3.0L V6 (140 horsepower)
Tank Capacity: 77.6 liters
Maximum Range (Gasoline) 792 Km (Alcohol) 388 Km

Note: I had to guess the reduction in performance when the vehicle is running on alcohol. I also had to guess the vehicles top speed, fording depth, and vertical obstacle for both the interceptor, and the truck. As for the Truck Height, I had to guess once again, as the data was unavailable.

Name: .38 Caliber Revolver
CAL .38 Special
E-Factor: 7
Weight: .86 kg
Effective range: 25 meters
Max Range: 2012 meters
Type of Fire: Single shot repeater
Rate of fire: 18 rpm
Feed Device: 6rd cylinder
Feed Device Wt. n/a

Features: The .38 caliber revolver is a pistol in which a rotating cylinder presents six loaded chambers to the barrel for discharge in succession. There are several models with 2-inch and 4-inch barrels in service. At least one of each barrel length is made by Colt, Ruger, or Smith and Wesson. The 2-inch barrel weapons are used by CID and counterintelligence personnel and police forces around the world.

All revolvers are cylinder-loaded, exposed-hammer, selective double-action, hand weapons. The revolving cylinder with 6 chambers permits firing 6

shots without reloading. The action of cocking the hammer causes the cylinder to rotate and align the next chamber with the barrel. At the full cocked position, the revolver is ready to fire in the single action mode by a light squeeze on the trigger. If the hammer is not in the full cocked position, the revolver may be fired double action by a longer, heavier squeeze on the trigger.

Please note. I had to guess the maximum range of this weapon, as the data I found didn't list it.

Name: 12 Gauge pump shot gun (Based on the Joint service combat shotgun)
CAL . 12 Gauge
E-Factor: 8
Weight: 3.86 kg
Effective range: 50 meters
Max Range: 510 meters
Type of Fire: Single shot
Rate of fire: Pump Action
Feed Device: 6 round Tube magazine
Feed Device Wt. n/a

Features: The Joint Service Combat Shotgun will be a compact, lightweight, semi-automatic, 12 gauge weapon configured with a standard magazine with a minimum capacity of six 2 3/4 inch cartridges. The Combat Shotgun will be capable of firing 12 gauge 3.0 inch magnum ammunition and will be interoperable with standard 2 3/4 inch ammunition without adjustment to the operating system. It will be constructed of lightweight polymer materials and corrosion resistant metal components. To enhance mission performance and provide increased operator flexibility, it will be equipped with modular components such as modular stocks in various configurations and modular barrels of various lengths.

Please note. I had to guess the maximum range of this weapon, as the data I found didn't list it.