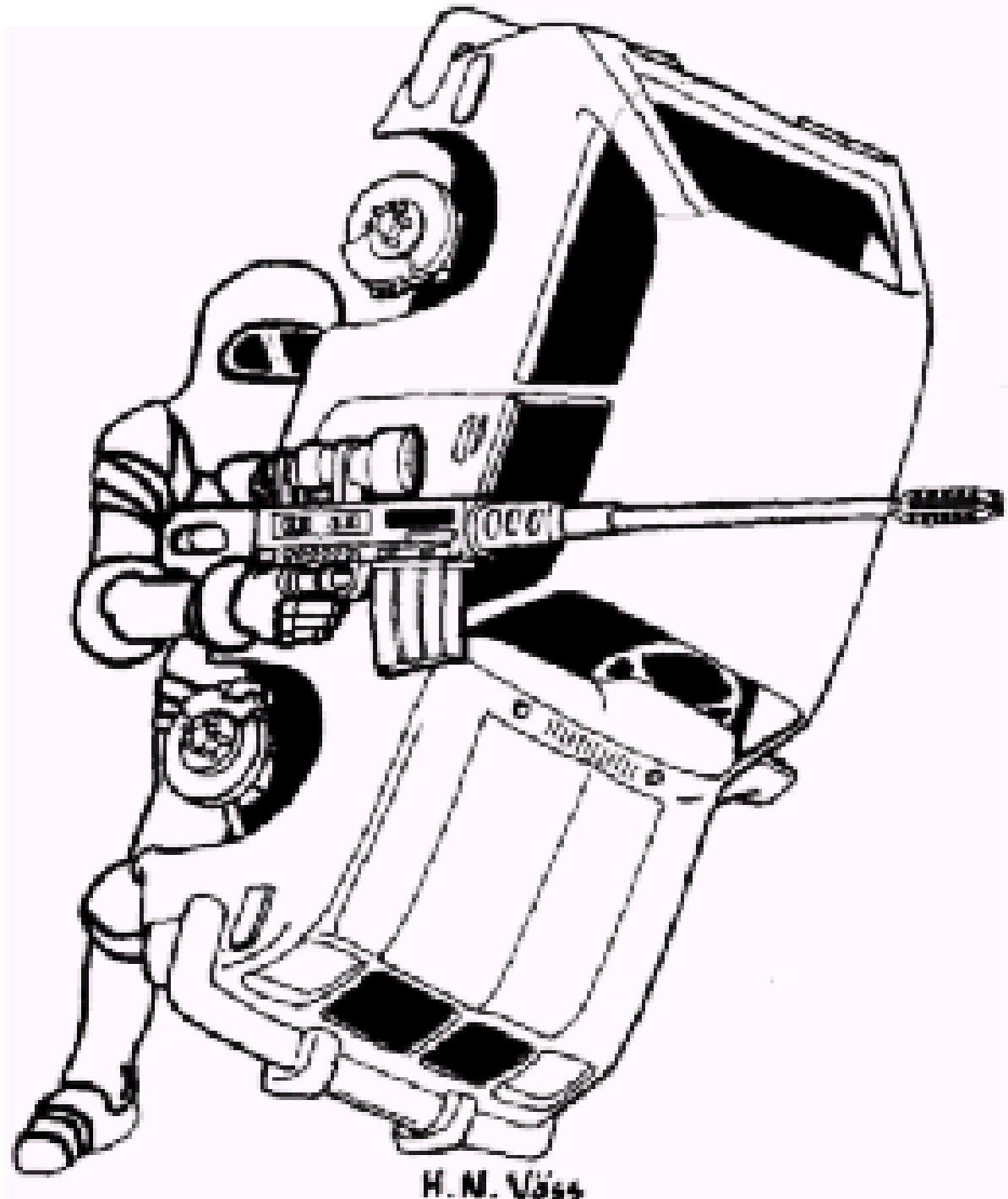


TERROR IN THE STREETS



A MORROW PROJECT MODULE FOR HAAM SUITS

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INTRODUCTION:

Team FS-1 is unlike any other within the Morrow Project. It is a Flying Squad, the “Shock Troops” of the project. They have no area of responsibility and are not required to go out of their way to further the Prime Directive. Their mission is to defeat threats to the Project. It can be awakened or hailed by any Morrow Team within North America by use of a special distress beacon. If a Team is about to be massacred it can activate its Emergency Beacon and a call will go out to the Flying Squad.

I. SITUATION PRE-WAR

Most of the Texas Panhandle is sparsely populated high plains. There aren't too many trees to speak of; tumbleweeds and buffalo grass are the norm. The summers are hot and the winters cold. There isn't much water available in the area either, the lake just outside Borger provides most of the drinking water and what doesn't come from here is pumped out of the Ogala Aquifer. The people of this region make their money mostly through farming, ranching and working in the two refineries (Phillips Petroleum and Diamond Shamrock).

II. SITUATION POST-WAR

After the bombs fell and the people of the Panhandle woke up, they discovered some interesting things. First Amarillo didn't exist anymore. The PanTex Nuclear Weapons Facility outside of the city was a major target. Cannon AFB in Clovis N.M. was likewise a ghost town. Other than that the area was largely untouched. Evidently the Soviets wanted to refineries and oil fields untouched.

After the initial lawlessness, the people settled down to live the best they could. After the first year most of the people who depend on medical supplies for their survival (epileptics, diabetics, drug addicts, etc.) had died and left a fairly healthy populace to carry on. There was plenty to eat in the area. Before the war 25% of the countries fed beef came from this area, it's still there, just feeding a lot less people. There was and is enough corn, wheat, and other grains grown to feed the cattle and the people. All the survivors really had to do was plant some vegetables and wait for them to come up.

The two Platoons of National Guard Infantry that were in the area continued to do what they could for the civilians and refugees never really were a problem. There weren't many people to the west, north, or east and those to the south couldn't cross the radioactive 'desert' from the Amarillo and Cannon AFB missile strikes. Things went very well for the first 2 or 3 years, the local police continued to do their job, the cattlemen and farmers continued to produce food, the refineries continued to produce fuel for everyone and life continued. Granted, the people didn't have the luxuries they once enjoyed, but they were alive.

An idyllic setting; good wholesome people taking care of each other and getting on with their lives the best they could. But, things began to change. The young white civilians started to blame the minority groups in the area for what had happened. The Mexican-Americans and Laotians who work the farms, ranches, and the refinery were targeted as being the problem. From there it spread to the small African-American population, they were to blame too. Soon these groups were being

blamed for anything that happened. “Yer heffer died, musta ben a Mex what did it. Yer son’s sick, must be them dam nasty chinks spreading disease.”

Things continued like this for several years. But, as the children of these hate-mongers grew they carried on the prejudice. After several generations everyone felt that the minorities were to blame for everything that had befallen them. Then the violence started, first isolated fights between different race groups, then more serious violence. Bodies began to appear in alleys and outside town. One night a bomb went off in the local tavern killing several whites and wounding several more.

Now the Police and National Guard moved in to restore order. Martial Law was declared and the Police and Guardsmen took over the running of the area. By this time the Police were referred to as ‘The Man’ and the National Guard troops simply as the ‘Guards.’ Soon the cities became like small free states with ‘The Man’ controlling everything that happened within their borders and the ‘Guards’ controlling everything outside the borders, like trade and travel.

The police did a fairly good job of running the cities. They basically enforce the same laws they did before the war and provide more protection to the people than before. The ‘Guards’ however have become unbearable. They control all the farms and ranches with an iron hand, they take everything except what the farmer or rancher needs to survive. The Guard now protects the civilians from the Guard. If you don’t pay a fee for protection while traveling from town to town, you will be attacked. The ‘Guards’ will arrive just seconds too late to save your life or trade goods from the ‘raiders.’ They have begun to demand more and more from the towns for their food also. Some of the smaller towns have surrendered control to the ‘Guards’ because they couldn’t afford the cost of food and protection any longer.

This is the situation as it stands now. All people living within the town borders are controlled by ‘The Man’ and everyone outside is controlled by the ‘Guards.’ The Guards control the food and transportation and the ‘Man’ controls the manufacturing.

MARS TEAM G-76

Team G-76 (MARS) had been out of cryosleep for approximately 6 weeks before things went wrong. G-76's area of responsibility was the Texas Panhandle, with a specific mission of securing the oil refinery at Borger. The oil refinery while not of need by the Morrow Project directly would provide a great resource for the eventual reconstruction of the United States. G-76 had met with the locals shortly after awakening and found them to be polite but reserved. It was when the Team arrived at Borger that they became aware that things weren’t going well for the locals. The civilians and police in Borger warned them of the ‘Guards’ and advised them to clear out. They refused and set about helping the residents as best they could. The Team had gone out on a scavenging trip to the west in order to find parts for an oil well that they were trying to put back into operation. It was on this trip that they first ran into the Guards. While road marching they were attacked by a light infantry. The Team with the loss of the XR-311 and crew repulsed the attack. After setting up perimeter security and stripping the XR-311 of all useful parts the Team returned to Borger. The next day the Team set out on a Search and Destroy mission to rid themselves and the people of the Guards. What they did not know was that the Guards had been

watching the team for weeks and were waiting for them. For a month Team G-76 fought a running battle with the Guards, G-76's losses were light and they seemed to be winning. As they moved in for what they thought would be the final engagement they discovered their error. The Team engaged and caused the threat to withdraw. Seeking glory, Team G-76 followed them into a small canyon. It was here that Team G-76 discovered the frightening truth of their foe. After the last vehicle in the party entered the canyon the Guards sealed the canyon with explosives. Attacking from the walls of the canyon with more firepower than G-76 expected they managed to decimate G-76. Losses included the four remaining vehicles (V-150w/20mm, V-150 APC, and 2 motorcycles) all personal weapons and gear.

TEAM FLYING SQUAD FS-1

I. GENERAL

Team FS-1 was one of the last teams frozen before the war. They have no idea of when they when they will be awakened or by whom. Only that when the call comes, someone is in trouble somewhere and it is up to them to save the day. To this end they were placed in Kansas to give them a fairly central location.

HAAM TEAM: The HAAM Team consists of three player characters. All three characters are equipped with a HAAM suit, 20mm rifle, and an abbreviated individual weapons load. The HAAM team is directly supported by one CH-47 helicopter with a crew of 3. The CH-47 is under the direct command of the Team Commander. The CH-47 carries the HAAM suits inside or in a sling load fashion and carries ammunition and other supplies in the aircraft.

COMMAND TEAM: The Command Team consists of the Team Commander and a Pilot transported by an Airscout gyrocopter. The Team Commander has an all band receiver that allows him to monitor all radio traffic of his team in order of precedence. The Team Commander also has computer control of all suits in the event that vital signs within the suit fall below the levels of consciousness. A conscious operator can also surrender control of the suit to the Team Commander.

SUPPORT TEAM: One CH-47 supports each HAAM Team. The Support Team consists of one Pilot, one Co-Pilot, one Crew Chief and one Flight Engineer. The Flight Engineer is a Doctor of Engineering whom acts as the Team HAAM suit repairman. The Crew Chief is an MD and acts as the Team Doctor

PD NOTE: During playtesting it was decided that each HAAM suit would be used by in individual player and another player would play both the Command and Support Team. The Support Team didn't have much of a function once the HAAM suits were in place and basically guarded the helicopter or flew a holding pattern out of sight. The Command Team used the weapons on the Airscout for fire support and scouted for the HAAM Suits.

They will awaken to the following message on their bolt hole computer.

COORDINATES xxxxxxxx
MARS G-76
EMERGENCY DISTRESS BECON ACTIVATED
00:10:00 SINCE ACTIVATION

The message will repeat every 5 seconds with the change in time noted in line 3. This is all the information they will have.

II. TEAM PERSONNEL

All members of FS-1 are familiar with one another, having trained together for several months prior to freezing. There was no equipment upgrade for them because they were one of the last teams frozen; therefore they are thoroughly familiar with their equipment.

The weapons loads for the HAAM suit operators are specialized and intended only for personal protection while outside the suit. The other characters should be allowed to pick from weapons loads 7, 9, 10, 17, 18, or 19.

HAAM SUIT OPERATOR WEAPONS LOADS

1. UZI w/12 mags
M29-6½ w/24 rds
M26A1 (4)
M34 WP (4)
2. M79
M29-6½ w/24 rds
M6 CN-DM (4)
40mm Ammunition
M433 HEDP (10)
M561 CS (5)
M583 White Parachute Flare (5)
M576E2 MP (10)
STUNBAG (5)

Two of the three suit operators will carry load #1 and the third operator will carry load #2.

PD NOTE: These weapon loads were picked because of their reliance on short main weapons. These personnel are aircrew members and need things that can be stored in their cockpits, not long rifles that will be in the cargo area of the CH-47.

Because of their mission the members of FS-1 were picked for their combat skills, not their ability to teach someone how to grow wheat or mend a fence.

III. TEAM EQUIPMENT

The team's equipment is in perfect condition and only needs to be packed into the CH-47 to leave the bolt hole.

IV. FLYING SQUAD SPECIAL ORDERS

As one of the elite Morrow units you are under no set orders except to aid the people. However your team is not set up to provide any help other than immediate. That is freeing them from oppression and immediate medical aid. You are to range far and help everyone. Under no circumstances will you ignore any ones call for help, no matter what the sacrifice. You may, as per Morrow Order 305, requisition the aid of any Morrow Team or base. You are the Lone Ranger of the Morrow Project; ride far, help all, and leave as quickly as you arrived.

THE BOLTHOLE

The problem that faced the Project with Team FS-1 was, where do you hide a Bolt Hole big enough to contain a CH-47 Chinook helicopter. They solved that problem like they did all the others facing them. They used grain elevators and folding propellers. Two adjoining grain elevators were used as the basis for the bolt hole. The bole hole was below, grain storage on top. The elevators were placed on a Project Farm in Kansas and filled with grain. Unfortunately because of 'faulty construction' the elevators collapsed and fell over within one year and were never rebuilt, just left in a pile of rubble.

There are actually two levels to the Bolt Hole for FS-1. The upper level holds the equipment and the lower level the personnel tubes. Other than that it is the basic 'hole.'

Briefly, the "hole" consists of a buried room constructed of steel and reinforced concrete. It is designed to be airtight and reasonably blast proof. It is also shielded from lethal radiation.

While the occupants are in stasis the hole is filled with an inert gas at slight overpressure. This has the dual function of keeping foreign gasses out and preserving the equipment inside the hole from the normal wear and tear of time; things do not rust in a Project bolt hole. Part of the hole's integral equipment is an 'idiot box' computer. This computer is responsible for maintaining the gas pressure, monitoring the hibernating team and awakening them either upon receipt of the recall signal or in the event of an emergency. For the most part the idiot box just sits and waits.

When the 'activate' signal is received the computer evacuates the inert gas and fills the chamber with a pre-bottled atmosphere mixture. It then activates the 'awake procedure' in the freeze tubes. When this procedure is complete the computer shuts down and cannot be reactivated. All team personnel are aware of these facts.

The hole itself contains the team's freeze tubes, a vehicle (if any) and a large table. It also includes the periscope package which consist of a periscope designed to view the immediate area above the hole, equipment to monitor the levels of radiation I the area and the presence of chemical or

biological hazards. A radio antenna completes the periscope package. This equipment cannot be moved from the hole and the team knows it.

The hole has three exits, two for emergency use by the team and the primary exit for the team and vehicle. All are designed to be blast proof and difficult to detect by casual outside observation. The two emergency exits are cofferdammed with sand, which must be removed before the exits can be used. One of the cabinets in the hole contains the tools necessary to do this. The primary exit is equipped with hydraulic rams to open the large door.

It should be noted that the bolt hole is not designed for habitation. There are no beds, no food other than the emergency supplies, no water source and no latrine arrangements. It is designed to be abandoned.

TEAM VEHICLES

The Team is equipped with a completely nonstandard set of vehicles. First are the HAAM suits. There are three suits, one for each operator. The command team is equipped with an Airscout, and the Support team with a CH-47 Chinook helicopter. The CH-47 has been modified to fusion power like the other vehicles of the project. During transport the HAAM suits can be loaded into the CH-47 along with the Airscout. The HAAM suits can also be sling loaded below the CH-47 for insertion extraction with special harnesses.

TEAM CACHES

Flying Squad 1 has no idea how many caches it has or where they are. When they are in need of resupply, they transmit a special code through their radio and information on the closest supply cache in their area is sent to the AutoNav. There is at least one cache in each state with the bigger states having more, the smaller states having fewer. Most Caches will be within 2 days travel for the Team.

PD NOTE: If the team loses their AutoNavs or radios they will be unable to find any of their caches. Any Morrow Project radio and AutoNav will work, but they need the code.

All of the caches will contain the basics of ammunition for team weapons, replacement clothes and personal equipment, and small comfort items. They will also contain repair parts for the HAAM suits (spare joints, wires, vision screens, electronics modules etc.) and spares for the helicopters. Give the team a 50% chance of finding the parts that they need in each cache they visit. Remember, once they open the cache they will have to take everything that is in it. The Chinook can probably carry one complete cache in addition to everything else the team owns, but no more.

In this module the caches have been hidden across the entire United States with the exception of Hawaii. They are buried under USGS Benchmarks, hidden under roads, beneath statues, in parking garages, and anywhere else you can think of. At the cache locations, there will be a stainless steel data plate attached to a post, wall, rock etc. This will give the team's number and the exact location of the cache, usually quite near the data plate. The true nature of the data plate will be

disguises from casual observers. This is done by putting the plate under other, more usual plates such as power company warnings, statue titles etc. or by disguising the meaning of the plate by listing the information in such a way that only someone who is looking for a cache will understand it.

Entrance to the cache is of course gained by way of a stainless steel hatch assembly on top of the cache. Next to the hatch there is a card slot. Insertion of an MPID will allow the hatch to be operated. If this is not done or if the team has somehow managed to lose all of their cards, They will have to blast the door open (with possibly disastrous results).

The cache itself is usually a cube; 2 meters in all dimensions made of reinforced concrete and steel. However, but to the nature of supplies for FS-1 the caches may vary in shape or size depending on the available space or contents. In any event the cache had no window, no power source, no lights; it is just a hole in the ground for storage.

THE AREA: TERRAIN AND ENVIRONMENT

This module takes place almost entirely in the Texas Panhandle. The Team first has to make it's way from Kansas to the Panhandle of Texas. Plan on the Team spending one night outside before arriving in the Panhandle.

The terrain within and surrounding the Panhandle of Texas is still much as it was before the war. Rugged high plains with deep creek beds (mostly dry except when it rains) and low hills. There are no trees to speak of, the lack of water and presence of nearly constant wind preclude it. The predominant vegetation is Buffalo Grass (an indigenous prairie grass), Tumbleweeds and Sage. It takes 20 acres of Texas Panhandle to support one cow and her calf with natural vegetation to graze on. There isn't anywhere within the Panhandle that a person on foot or horseback cannot travel. Someone with a wagon would make a lot of detours going cross-country. All of the towns are still connected by roads, but they are no longer paved, just packed dirt. They generally follow the course of the current highways.

The summers are very hot and dry in this part of the country and the winters cold and windy. When it does rain it comes down in buckets and is usually accompanied by extensive lightning storms. This is also part of Tornado alley and during the late summer storms often breed tornadoes.

Natural wildlife has made a great comeback since the war. It includes Prong Horned Antelope, Prairie Dogs, Snakes, Tarantulas, Scorpions, Buffalo, Deer, Coyotes, Pheasant, and other wild animals.

Life in the Panhandle has gone full cycle, gone are the recently constructed buildings and houses of the last 40 years or so prior to the war. They simply weren't built strongly enough. Most of the towns have shrunk back in size to the original downtown areas built in the first half of the 20th Century. At the most there will be the buildings surrounding the town square and another row behind those, or two or three streets in those towns without squares. Figure on a maximum of 100 buildings in the bigger towns (Borger, Pampa, Dumas, and Dalhart).

Although the refineries still produce some refined fuel, most of the vehicles have fallen on disrepair due to lack of spare parts. Horses and wagons have returned as a primary means of transportation throughout the panhandle. Refined fuel is still used for lighting (kerosene lamps), heating (fuel oil) and fuel for the few remaining vehicles (fuel oil). Most towns will still have one old automobile that works, sort of. It is normally used only in emergencies and then doesn't move very fast or quietly. Normally the farms will still have one old John Deer or International Harvester Tractor still running.

The economy has returned to a barter system, although real silver and gold are accepted most places. Most trade is between towns within and surrounding the Panhandle, traders from outside are rare (most fall prey to the Guards before reaching the towns).

THE PEOPLE OF THE LAND

The entire population of the Panhandle has topped at about 5000 people at this time. Lack of medicines and in increased infant mortality rate have served to bring the population down to this level. Those that live in the towns are well off as compared to their counterparts outside of the towns. In town the police keep the peace and generally let the people go about their business. Outside town the Guards rule with an iron hand. Taking almost everything from the farmers and ranchers to trade with the towns for what they need.

There has been very little fighting among the people since the Police and Guards took over running things. There is the occasional fight between individuals, sometimes resulting in death, but that is about it. The real threat is the Guards themselves.

People within the towns will be receptive to strangers and eager for news of the outside world. They will readily trade with anyone and treat him or her fairly. They are simple good folk. The people of Borger will know of Team G-76 and tell the team that they were last seen a week ago before leaving town.

The people who live outside town will be very wary of strangers, especially those with guns, because of the practices of the Guards. If approached by the team they will claim they have nothing to take, the crops aren't in and the cows are too young still. They will know nothing of Team G-76 and will talk little of the Guards out of fear.

Borger

Population: 200

Buildings: 25

Resource: refining of oil

The refinery still works, actually a small part of it still works. Borger is still able to produce small quantities of low-grade kerosene on a continuing basis. The Chief of Police patrols on horseback and still has the ceremonial sidearm of his office, a Glock semi-automatic in 9mm. He has reverently maintained this sidearm and carries it everyday, but has no ammunition for it.

Dumas

Population: 100

Buildings: 15

Resource: trading

Dumas has become the crossroads of the western panhandle, it is here that goods are brought to be sold to wandering traders. The Chief of Police patrols on horseback and carries a Remington 870 police shotgun, he normally has 10-20 rounds of reloaded ammunition for it and knows how to use it.

Dalhart

Population: 75

Buildings: 40

Resource: Blacksmith

Dalhart is a small town that supports itself through small blacksmith shops. Most of what is made is sold to the farmers and ranchers. There are 10 blacksmiths in town and they can produce any simple metal item (nails, hinges, hooks, etc.). The Chief of Police patrols on horseback, but has a working pickup truck that is used in emergencies, it is powered by kerosene traded from Borger when travel is safe.

Pampa

Population: 200

Buildings: 100

Resource: Ostriches

Pampa is both a town and a ranch. They specialize in the raising and selling of Ostriches. The Chief of Police patrols on horseback and carries a .44 black powder revolver that he has supplies for.

Stratford

Population: 75, under the control of the Guards

Buildings: 25

Resources: None

Stratford was the first town taken over by the Guards as it is the closest to their base. The people do nothing but work for the Guards, anything of use or value was taken to the Guard Base. The people of Stratford will be afraid of the Team and try not to talk to them. There will always be 5 or so Guards in town.

Texline: Population 25

Boy's Ranch: Population 100

The rest of the population lives in small isolated farmhouses and ranches with about 20 people living at each.

ROADS

Generally the paved roads of the 20th Century are gone, some of the bridges remain, but the roads are now just packed dirt for the most part. They do follow the route of the old highways though.

People refer to the roads by their destination, consequently each road is known by two names, one on each end.

Most of the bridges will not support a HAAM suit. If a player attempts to cross a bridge in an HAAM suit give them an 85% chance of falling through.

MISSION

THE GUARDS

Colonel Cole is the current Commander of the Guards. Promotion to Commander is through single combat resulting in the death of the loser. He has been the Commander for one year and has no intention of giving it up. Guards who even appear to think of challenging him are normally lost on supply patrols. He trusts no one except his personal bodyguards who are completely loyal to him. His bodyguards will never be more than 10 feet from him. These guards are armed with M92s, M4 Carbines w/M203's, and several hand grenades. The Colonel is armed with and M10 recently liberated from G-76.

EQUIPMENT OF THE GUARDS

PERSONNEL

100 Combatants
15 Noncombatant support personnel

VEHICLES

2 Mobile M1A1
2 Immobile M1A1 Turrets at main base
9 M3 Cavalry Fighting Vehicles
5 Jeeps
1 2 ½ ton truck

WEAPONS

60 M4 Carbines
20 M92 Pistols
20 Assorted large bore sporting rifles
10 Pump shotguns
5 M-249 Squad Automatic Weapons

AMMUNITION

3000 rds 5.56
1000 rds 9mm
500 rds 30.06
250 rds .30/30
250 rds .30 Carbine
2000 rds 12 Gauge OO buck
1000 rds 7.62 Linked
NOTE: All of the above ammunition is
reloaded, subtract 2 E-Factors to compensate.

MISCELLANEOUS

1 Large Alcohol Still
2 Week supply of food for the entire unit

CAPTURED FROM G-76

1 Motorcycle

1 M-47 Dragon

1 M202A1

2 M4 Carbines
5 M4 Carbines w/M203
3 M21
2 Atchisson

6 M10
2 M10A
2 M249 Squad Automatic Weapons
2 M2HB
1 MAG-58
18 M92 Berettas
2 M27-3¼
2 HK-69A1
45 rounds of assorted 40mm ammunition

1 M-47 Rocket

1 M202A1 Clip

2 Armbrust 300

27 rds 20mm HEI
210rds 12.7mm
50rds 12 Gauge
259rds 9mm
1000rds .357
1200rds 7.62 Linked
500rds 7.62
450 rds 5.56mm

27 M26A1
5 M34 WP
8 AN-M8 HC Smoke
3 M7A3 CS
5 AN-M14, TH3 Thermite
10 Basic Packs
18 Prs. Coveralls
18 Prs. Boots
19 KCB-70
20 M17A1

17 M1 CBR Kits

18 AN/PRC-68
1 AN/PRC-70
1 AN/PVS-5

15 Personal Medkits

1 Surgical Kit

1 Large Medkit

PD NOTE: The Guards do not understand the equipment in bold. They can use the weapons due to the picture instructions printed on the sides of them, but will do so poorly. The Medkits and CBR units are completely a mystery to them.

MEETING THE GUARDS

FS-1 should follow their AutoNav to the emergency beacon. Here they will find the remains of G-76. There will be no one alive, but the evidence of what went on will be all too evident to FS-1. They will find the burned hulks of both of G-76's V-150s and 35 bodies in an advanced state of decay. If the team checks, 18 of the bodies will be Morrow employees, the others are Guards. There is, however, nothing else (except the emergency beacon buried beneath the V-150 w/20mm hull). Everything was carried off by the Guards: cartridge casings, clothing, personal effects, everything. If the team looks they will see vehicle tracks leading off in the direction of Cactus.

About halfway to Cactus the team will discover an M3 that was left behind because of mechanical problems. The M3 is once again under way and will attack the choppers on sight with all small arms available.

M3: Equipment: 20 man days of rations, four 5-gallon cans of water, tool roll, six wool blankets, folding highway map of Texas and New Mexico, and a handheld HAM radio.

Private Clint Vaben (Driver): STR/CON: 12; DEX/ACC: 13; SP/EP: 244; Equipment: one M10, three 30 round magazines.

Sergeant Marc Bailey (Vehicle Commander/Gunner): STR/CON: 8; DEX/ACC: 13; SP/EP: 172, Equipment: M92 Beretta pistol w/3 13 round magazines.

Corporal Samuel Hardin (Scout): STR/CON: 16; DEX/ACC: 9; SP/EP: 236; Equipment: M4 Carbine Rifle w/5 30 round magazines.

Private Victor Kawolski (Scout): STR/CON: 10; DEX/ACC: 10; SP/EP: 200; Equipment: M4 Carbine rifle w/5 30 round magazines.

The Guards will get off a radio message about FS-1 to Base Camp before being defeated or escaping. If Private Vaben is captured he will be a wealth of information. He thinks that Colonel Cole hates him and is out to get him. He used to be a Sergeant and was demoted for cowardice (correctly). He will offer to join the Team and if accepted will tell them anything they want to know about the Base Camp. If one of the other members is captured they will give information leading the team into an ambush by the entire Guard force. If Vaben and another are captured and argument will ensue and FS-1 will have to decide who, if anyone, to believe.

If the team continues on to Cactus they will encounter two scout teams that were left behind to look for Morrow stragglers. They do not have a radio and will not know of the previous encounter. The Guards will have lookouts posted and have a 95% chance of detecting the team's approach during daylight and a 25% chance during hours of darkness. If the team is travelling with white lights during the hours of darkness, there is an 85% chance of being spotted. If the team is spotted approaching Cactus, the Guards will prepare an ambush in the classic 'L' shape.

Team 1:

M3: Equipment: 20 man days of rations, four 5-gallon cans of water, tool roll, six wool blankets, folding highway map of Texas and New Mexico

Driver: STR/CON: 12; DEX/ACC: 13; SP/EP: 244; Equipment: *M10, three 30 round magazines.*

Vehicle Commander: STR/CON: 8; DEX/ACC: 13; SP/EP: 172, Equipment: *M-92 w/3 13 round magazines.*

Scout: STR/CON: 16; DEX/ACC: 9; SP/EP: 236; Equipment: *M4 Carbine w/10 30 round magazines.*

Scout: STR/CON: 10; DEX/ACC: 10; SP/EP: 200; Equipment: *M4 Carbine w/M203 rifle w/5 30 round magazines and 10 rounds HEDP.*

Team 2:

M3: Equipment: 20 man days of rations, four 5-gallon cans of water, tool roll, six wool blankets, folding highway map of Texas and New Mexico

Driver: STR/CON: 12; DEX/ACC: 13; SP/EP: 244; Equipment: *M10, three 30 round magazines.*

Vehicle Commander: STR/CON: 8; DEX/ACC: 13; SP/EP: 172, Equipment: *M27-3¼ w/30 rounds.*

Scout: STR/CON: 16; DEX/ACC: 9; SP/EP: 236; Equipment: *Atchisson w/5 30 round magazines.*

Scout: STR/CON: 10; DEX/ACC: 10; SP/EP: 200; Equipment: *M4 Carbine w/5 30 round magazines, one ARMBRUST.*

If the team defeats or captures the scout teams they will have the opportunity to gain valuable intelligence. If they capture one of the Guards they can interrogate him. The prisoner/prisoners will not reveal any information. If the team inspects the Guard equipment and vehicles they will gain the following information:

1. Half of the weapons are Morrow Project issue.
2. The vehicles have bumper numbers from the 49th Armored Division.
3. Written on the side of the driver's compartment in one of the M3s are some directions. If they are noticed and followed they will lead FS-1 to Base Camp. FS-1 has a 25% chance of finding these if there are no engine hits on the M113s.

Hopefully the team will discover the location of the Guard Base Camp. If not, allow them to track the Guards with help from the locals along the way.

DESCRIPTION OF BASE CAMP

GENERAL: The base camp is situated on a small cliff side South of Stratford. The walls are of a uniform 3-foot thickness of rock and mortar. The camp is supplied water through a well dug within the walls. The entire area around the base camp has been cleared of vegetation to a distance of 500 meters. Lone sentries armed with M4s normally patrol the walls. Unless the Guards are out on a supply mission they will all be within the camp.

1. This building is a combination stables/barracks. The lower story is used for motor stables and the upper story houses most of the soldiers.
2. This is the most varied building in the camp; it is a conglomeration of many shops. Included within its walls are an alcohol still, metal forge, wood shop, metal shop, reloading facilities, gunsmith shop and many other smaller areas.
3. This is the food stores building, inside are bales, barrels, baskets and every other sort of container all filled with foodstuffs.
4. This is the strongest building in the camp; it was designed as a final redoubt and magazine. Inside are stored all the ammunition not issued out and all spare arms. The walls are a uniform 6-foot thickness of rock.
5. This large building houses Colonel Cole, the Commander. The only building stronger than this one within the walls is the redoubt. Two tunnels attach the house to other areas. One tunnel leads to the redoubt and the other leads out of the walls to the cliff face. The Colonel has with him at all times, three bodyguards. These guards are armed with M92s, M4 Carbines w/M203's, and several hand grenades.
6. This structure is a guard tower that is manned 24 hours per day and is equipped with 2 M249 Squad Automatic Weapons.
7. These two gate towers are also manned 24 hours per day and armed with an M2HB each.
8. These two positions make the camp a tough nut indeed each of them is a permanently hull-down M60A1 tank. The Turrets of these vehicles are fully functional on manual backups; therefore night fighting will limit their firing to what they can see by starlight or from muzzle flash.

NOTE: All of the buildings in the camp, except the stables, are built above an 8-foot basement. The floors within the camp WILL NOT support a HAAM suit. If a player in HAAM suit enters the building he/she will fall through to the floor. The character will have 3 options of getting out of the basement: aerial extraction, digging a ramp, or getting out of the HAAM suit and walking up the stairs.

FIRST PLATOON:

M3	M3	M3
TC M4 Carbine	TC M4 Carbine	TC M4 Carbine
DRVR M92	DRVR M92	DRVR M92
M249 SAW	M21	M4 Carbine
M4 Carbine	M4 Carbine	M4 Carbine
M4 Carbine	M4 Carbine	M4 Carbine

SECOND PLATOON:

M3	M3	M3
TC M10	TC M10	TC M10A
DRVR M92	DRVR M92	DRVR M92
M249 SAW	M21	M4 Carbine
M4 Carbine	M4 Carbine	M4 Carbine
M4 Carbine	M4 Carbine	M4 Carbine

TANK PLATOON

M1A2 MBT	M1A2 MBT	Jeep w/SAW	Jeep w/SAW
DRVR M92	DRVR M92	DRVR M203	DRVR M203
LDR M92	LDR M92	TC ATCHISSON	TC ATCHISSON
GNR M92	GNR M92	GNR M92	GNR M92
TC M92	TC M92		

The rest of the forces either run the main base or work in the immobile turrets guarding it

HAAM SUIT OPERATOR WEAPONS LOAD

BASIC LOAD HAAM OPERATOR #1 Wt. 17.354 kg

1 UZI Submachinegun, 32rd mag, Selective-fire, E=9, 12 mags,
Short burst=4rds, medium burst=8rds, Long burst~12rds.

*****_*****_*****_*****_*****_*****

*****_*****_*****_*****_*****_*****

1 M 29-6½ Revolver, 6rd cylinder, Double Action, 24rds.

*****_*****_*****

M26A1 Fragmentation Grenade (4) *-*-*-*

M34WP Grenade (4.) *-*-*-*

1 20min Rifle, Selective-fire, 20rd mag, E=57(HEI), E=63(API), 3 mags.

*****_*****_*****_*****_*****_*****

HAAM SUIT OPERATOR WEAPONS LOAD

BASIC LOAD HAAM OPERATOR #2 wt. 16.254 kg

1 M79 Grenade Launcher, Single shot, E=Dependent on ammunition.
36rds.

M433 HEDP (11) *_*_*_*_*_*_*_*_*_*_

M651 CS Gas (5) *_*_*_*_*_

M576E2 Multiple Projectile (10) *_*_*_*_*_*_*_*_*_*_*

M583 White Parachute Flares (5) *_*_*_*_*_*_

Stunbag (5) *_*_*_*_*_*_

1 M 29-6½ Revolver, 6rd cylinder, Double Action, 24rds.

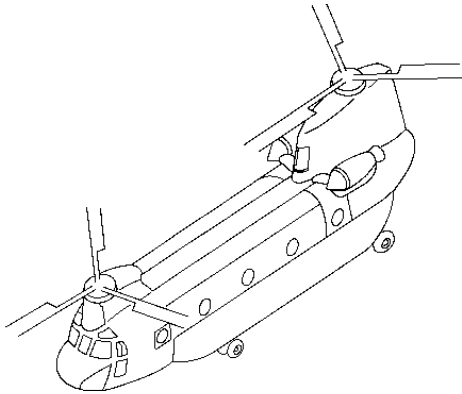
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M6 CNDM Gas Grenade (4) *-*-*-*-

1 20m Rifle, Selective-fire. 20rd mag, E=57(HEI). E-63 (API), 3 mags.

*****_**_*****_*****

CH-447 CHINOOK HELICOPTER



CREW:	4
LENGTH:	30.18m
ROTOR DIAMETER:	18.29m
HEIGHT:	5.68m
WEIGHT (EMPTY):	9,599kg
WEIGHT (MAX TAKE OFF)	20,865kg
LANDING GEAR:	retractable wheels
MAX. SPEED:	267km/hr
CRUISING SPEED:	346kph
RANGE:	2,142km

The Chinook is an unarmed transport helicopter designed for moving heavy loads: note that it can carry its own weight. It is a very large, twin rotor helicopter. The dimensions for the helicopter given above largely reflect the rotor area of the helicopter, but the body of the aircraft is not too much smaller. A true helicopter, the CH-47 can lift off and land vertically provided there is sufficient clear space to do so.

The helicopter can carry loads or passengers within its body. The back of the body is a door, which can be lowered to form a ramp to the ground. The Chinook is also equipped with a winch/loadpoint in the center of the bottom of the body. This allows the helicopter to carry loads externally, slung beneath the helicopter in flight. The helicopter's ability to hover makes the loading of such external loads possible. This is also a useful rescue feature.

The helicopter has a fusion power plant and the range figure given is based on maintenance and crew rest.

EQUIPMENT:

AN/PVS-5 (3)
LASER RANGE FINDER
AUTO-NAV
AN/PRC-70

RADIO DIRECTION FINDER
SHOVEL
AX
SLEDGEHAMMER
MACHETE
50m 11mm ROPE
3 FIRE EXTINGUISHERS
TOOL KIT
TRIPOD (2)
RATION PACK (4)
TRADE KIT (2)
AN/PPS-15A
M21 RIFLE w/12 mags
M26A1 (1 CASE)
M73A3 CS (1 CASE)
M34 WP (1 CASE)
M183 (1)
M2A1 (10)
MI TIMERS (2)
PRIMER CORD (1 ROLL)
M18A1
ARMBRUST 300 (4)
M56A1 20mm HEI (2 CASES)
T221E3 20mm API (2 CASES)
9mm (3 CASES)
5.56mm (1 CASE)
.44 Mag (1 CASE)
12 Ga. Mag (1 CASE)
.357 Mag (1 CASE)
M433 40mm HEDP (1 CASE)
M576E2 Multiple Projectile (1 CASE)
HAAM Suit Slings (4)

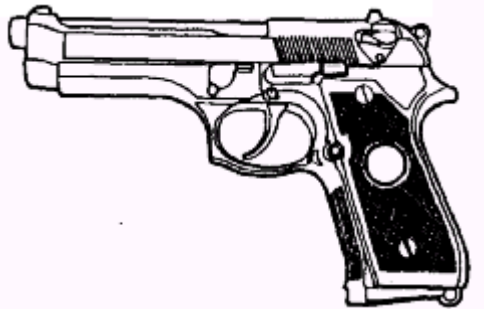
NEW EQUIPMENT



M4 CARBINE

Nationality: U.S.
 Weapon Type: Assault Rifle
 Caliber: 5.56 x 45 mm (.223 Remington)
 Muzzle Velocity: 2760 fps
 Length (Extended): 83.80 cm
 (Collapsed): 75.70 cm
 Weight: 2.68 kg
 Type of Fire: Selective: Single shot or 3 round burst
 Feed Device: 20, 30 or 40 round magazine
 Magazine Weight: 20: 0.30 kg, 30: 0.45 kg, 40: 0.74 kg
 Load Time: 3 seconds

RANGE	PB	C(9+)	M(12+)	L(14+)	Ex(18+)
	2 m	50 m	140 m	275 m	325 m.
Damage:	+2	+2	+1	-	-
Penetration:	12				
Recoil:	-1				
Failure:	12+ (10+ in bad conditions without maintenance)				

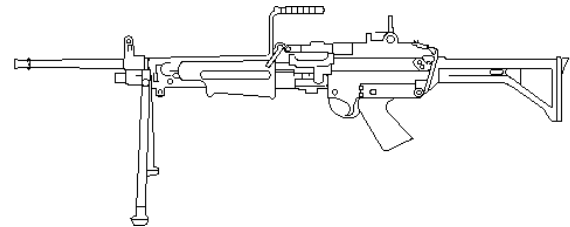


BERETTA M92S

Nationality: Italian
 Weapon Type: Automatic Pistol
 Caliber: 9 x 19 mm (9 mm Para)

Muzzle Velocity: 1155 fps
 Length: 21.60 cm
 Weight: 0.95 kg
 Type of Fire: Double Action Semi-automatic
 Feed Device: 15 round magazine
 Magazine Weight: 0.20 kg
 Load Time: 3 seconds

RANGE	PB	C(9+)	M(12+)	L(14+)	Ex(18+)
	2 m	10 m	20 m	50 m	90 m.
Damage :	+1	+1	-	-	-1
Penetration:	8				
Recoil:	-				
Failure:	-				



M249 Squad Automatic Weapon

Nationality: U.S.
 Weapon Type: Squad Automatic Weapon
 Caliber: 5.56 x 45 mm (.223 Remington)
 Muzzle Velocity: 2940 fps
 Length: 101 cm
 Weight: 6.50 kg
 Type of Fire: Full automatic
 Feed Device: 200 round belt in box or M16 magazines
 Feed Device Weight: 2.70 kg/ 200 rounds
 Load Time: 1 CRs

RANGE	PB	C(9+)	M(12+)	L(14+)	Ex(18+)
Hand Held:	2 m	80 m	150 m	300 m	500 m.
W/ Bipod:	2 m	100 m	300 m	550 m	1000 m.
Damage:	+2	+1	-	-	-
Penetration:	13				
Recoil:	-				
Failure:	12+ when firing magazines				

HAAM SUIT COMBAT SYSTEM

HAAM SUIT HIT LOCATION CHART

1-5	HEAD	NOTE 1
6	NECK	NOTE 2
7	R. HAND	NOTE 3
8	R. WRIST	NOTE 4
9-10	R. LOWER ARM	
11	R. ELBOW	NOTE 4
12-13	R. UPPER ARM	
14	R. SHOULDER JOINT	NOTE 4
15	L. HAND	NOTE 3
16	L. WRIST	NOTE 4
17-18	L. LOWER ARM	
19	L. ELBOW	NOTE 4
20-21	L. UPPER ARM	
22	L. SHOULDER JOINT	NOTE 4
23-26	R. FOOT	NOTE 5
27	R. ANKLE	NOTE 4
28-32	R. CALF	
33	R. KNEE	NOTE 4
34-41	R. THIGH	
42	R. HIP JOINT	NOTE
43-46	L. FOOT	NOTE 5
47	L. ANKLE	NOTE 4
48-52	L. CALF	
53	L. KNEE	NOTE 4
54-61	L. THIGH	
62	L. HIP JOINT	NOTE 4
63-71	TORSO AREA 4	
72-80	TORSO AREA 3	NOTE 6
81-90	TORSO AREA 2	NOTE 6
91-100	TORSO AREA 1	NOTE 6

NOTES:

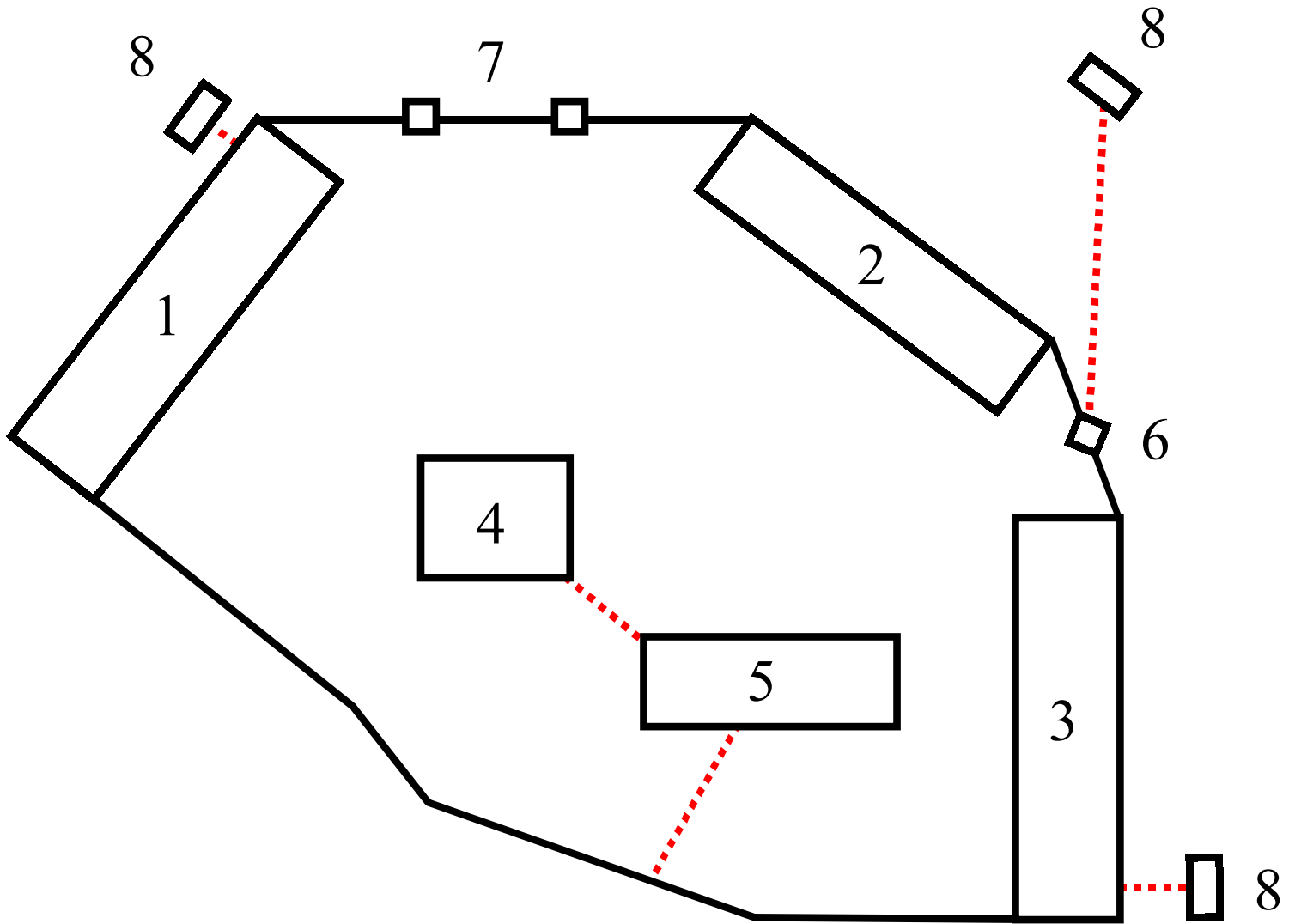
1. If front of head is hit roll 1d100 for percentage of screen damaged.
2. If a jam of the neck results the suit is stuck" shut. PC must be cut out with a laser. See note 4 for jam percentages.
3. If the hand is hit there is a 50% chance of hitting the fingers. If the fingers are hit there is a chance 1-5 fingers will be locked in their current position. See note 4 for jam percentages.
4. If a joint is hit there is a chance that the joint will be jammed. The percentage chance of a jam is equal to the DPW. If a joint is jammed there is a percentage chance of puncture equal to 50% of the jam percentage.
5. If the foot is jammed the foot remains in its present position. See note 4 for jam procedures.
6. If the torso is hit from the rear there is a 70% chance of a meltdown of the fusion pack. Otherwise the computer is damaged and the suit will not function.

NOTES ON THE HAAM SUIT

MAINTENANCE: The HAAM suit is a very complicated and precise piece of equipment. For every four (4) hours of wear there is a required one (1) hour of maintenance. This maintenance encompasses polishing of the faceplate, cleaning of the articulated joints, and checking the overall mechanism for proper operation. A failure to perform this maintenance will cause a cumulative 5~ per hour chance of mechanical failure. To determine the exact nature of the failure, roll on the hit location chart using the result as the area of the malfunction.

SELF-SURVIVAL SYSTEM: The self-survival system built into the suit will function on varying degrees of sensitivity. At full sensitivity the suit will move out of the way of any object approaching closer than three (3) feet. At setting one the suit will move out of the way of any object greater than 1 oz. The second setting will move the suit out of the way of any PROJECTILE that approaches within five (5) feet of the suit. The third setting will move the suit out of the path of any projectile massing 1 oz. or greater. The operator may change these settings at any time from inside the suit. A computer may also be used to change these settings with the same restrictions as taking control of the suit from an external source.

CROSS-COUNTRY MOBILITY: Remember a HAAM suit weighs 907kg (2017lbs). All of this weight is supported on the surface area of approximately 90cm² (144in²); which equates to 10.07kg/cm² (14lbs/in²) which is a lot of ground pressure. Soft ground or weak floors will not hold this kind of weight. An attempt to move cross-country in soft soil will result in a loss of speed at best and the sinking of all or some of the HAAM suit at worst.



MAP OF BASE CAMP

DESIGNERS NOTES:

- 1. I tried to balance the power of the HAAM suit with the vulnerability of a precise piece of equipment. I think joint jams will make things interesting for the players.**
- 2. This was written (originally) several (lots of) years ago. It started with a setting in a city as the idea. By the time the first play test came it was special HAAM suits for underwater work and a riverine setting. I've still got the pictures of the boat, but none of the write up on it. Then it changed into basically what it is now, but set in another part of the country. I had it further south in Texas and New Mexico, but that would interfere with a campaign that has made use of Operation Lonestar. So, if you wondered how I got the title, it is what the project started as and I decided not to change it because that is what I had come to know it as.**
- 3. I decided on the Texas Panhandle for the area because I lived there for 3 years and have an idea what it is like, excellent tank county.**
- 4. I have left the description of the towns and main NPCs vague; I'm not a great creative writer and will leave most of that up to the PD. I never really followed any of the modules that close anyway.**
- 5. If you like the adventure, let me know. If you have ideas to improve it let me know, perhaps I'll rewrite again some day.**
- 6. I have decided to send this module on as is. I would like to add 'combat' tables for the AirScout and Chinook, but I haven't found the time to work some up. If I do in the future I will update the module.**