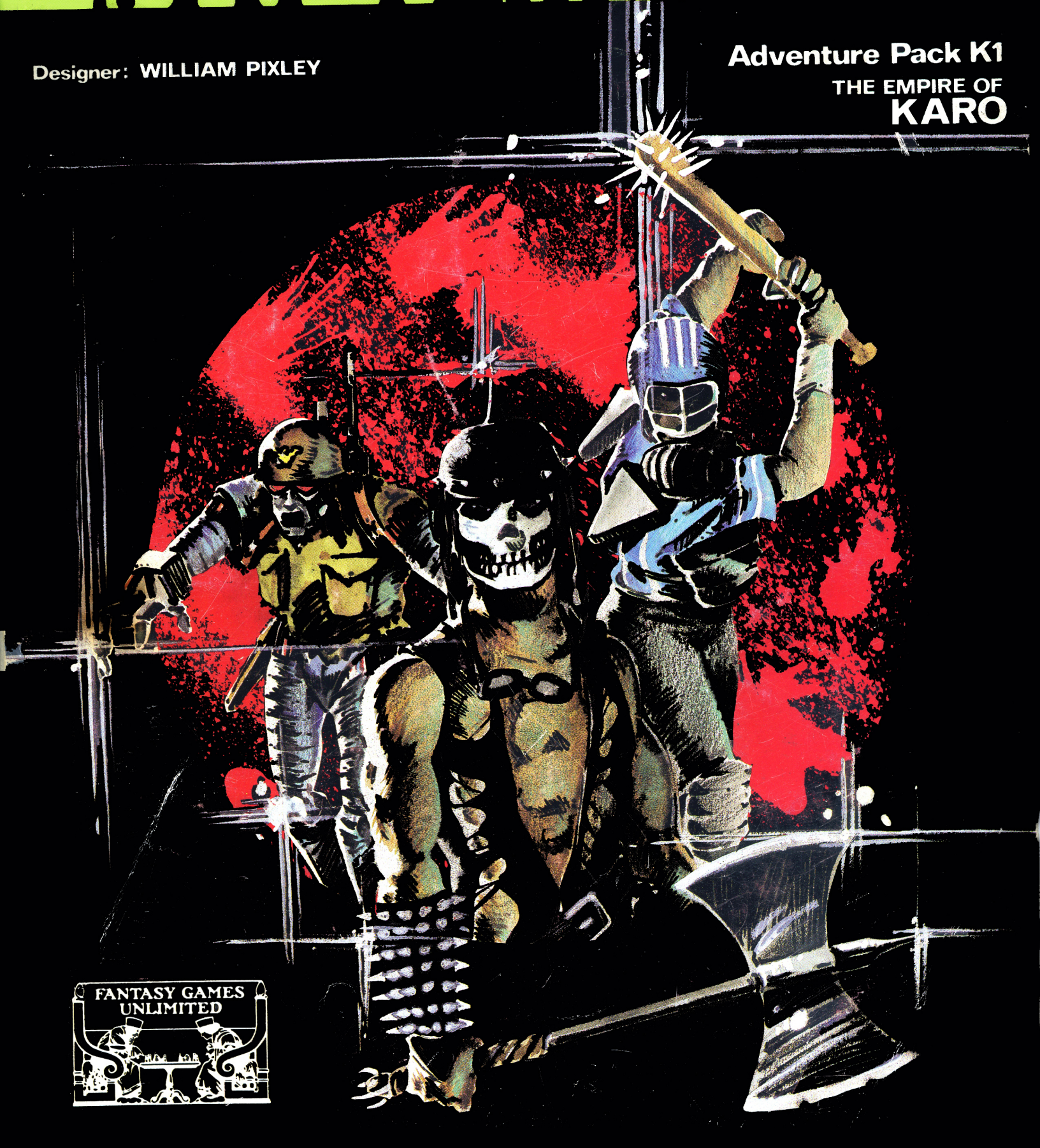




AFTERMATH!™

Designer: WILLIAM PIXLEY

Adventure Pack K1
THE EMPIRE OF
KARO



KEY TO BUILDING INTERIOR MAPS

-  EXTERIOR WALL
-  WINDOW
-  DOORWAY
-  INTERIOR WALL
-  TOILET
-  BATHTUB
-  SHOWER STALL
-  STOVE
-  REFRIDGERATOR
-  KITCHEN SINK
-  BATHROOM SINKS
-  BED OR BUNK
-  RUBBLE
-  CEILING SLAB
-  STAIRS

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THE EMPIRE OF KARO

A Campaign Starter Pack for Aftermath!™

THE CITY OF KARO

POPULATION 6500

One fine spring day in the year 2000 (April 1, to be exact), civilization came to an end in the war for which everyone had been waiting for better than fifty years. Who started the war is not known. The leaders who might have ordered it died in the opening minutes of the conflict. It was a full NBC war, heavy on the C (chemicals). The Oslo agreements ten years earlier had reduced both sides' numbers of nuclear warheads, to such a point that only Washington, D.C., and the larger military bases in the US were nuked (what happened to the USSR is not known for sure, but scattered shortwave broadcasts seem to indicate that they are involved in an endless war with the Chinese). All cities, and most larger towns, became hell-holes of chemical and biological death. Governments fell apart, cities burned, and there was warfare in the streets as groups of people fought for whatever resources they could find.

As fuel for cars became scarce, and each town along a highway became a death trap, more people took to traveling by boat up and down the various rivers, especially the large waterway of the Mississippi and its tributaries. Trade and transportation became more primitive, depending upon flat and keelboats to transport goods. Back in the middle of the nineteenth century the town of Cairo, Illinois (pronounced 'Karo' by most people in the area) was a major trading city, but as the river trade slowly dried up, the town partially died out. The rebirth of the river trade after The War caused the city to grow and become one of the largest metropolitan areas anywhere in the post-holocaust world.

THE HISTORY OF KARO (CAIRO) SINCE THE WAR

The city of Karo (as it is now known) probably would have fallen to the ruin as many another small town were it not for the leadership of a William Kaye, the First Mayor-General of Karo. Not much is known of his life before the War, though it is generally held that he had been a Green Beret and retired from the US Army just before the outbreak of hostilities. He managed to organize the survivors of Karo, and brought in the outlying population from nearby towns and villages in southern Illinois. Using his skills as a tactician and his mastery of the ability to make improvised deadly weapons (mainly homemade claymores) he held the town more or less intact for the first critical five years. As things slowly calmed down, he built the current dikes that surround the city in order to keep out the Mississippi when it periodically flooded. The safety and trade opportunities attracted skilled laborers, traders, and technicians to his city. A charismatic leader, his death some ten years ago in 2010 was mourned by most of the population and the day he died (March 26) is a day of mourning for the city (no bars are allowed to open on that day). His son, John Kaye, took over and has run the city with great skill. Most people feel that he is not the man his father was.

It is now twenty years after the ruin, and Karo is a slowly growing empire, controlling ten oil wells in southern Illinois and the villages of McClure, Ullin, and Grand Chain to the north (populations of 245, 388, and 550 respectively). It is a growing town that is the center of trade for the midwestern area of what was once the United States.

Other areas of the United States have broken down into anarchy and local rule by strongmen and juntas. The growth and prosperity of Karo make it one of the most important centers of culture and civilization in North America.

John Kaye

WT	WL	STR	DFT	SPD	HLH	BAP	MNA	PCA	DRT
25	30	15	15	20	20	10	2	5	33

Skills:

Rifle, Modern (20/3); Pistol, Modern (17); Tactics (18); Auto-weapon (16); Operational Command (10); Single-Weapon (14).

Armor:

Police Riot Helmet (MP 1-3), Plastic Flak Jacket (LP-MP 4-12), Fatigues (HC 4-18, 21-28), and Combat Boots (LL 17-20). When in the Government Compound he wears only the fatigues and combat boots unless the compound is under obvious attack.

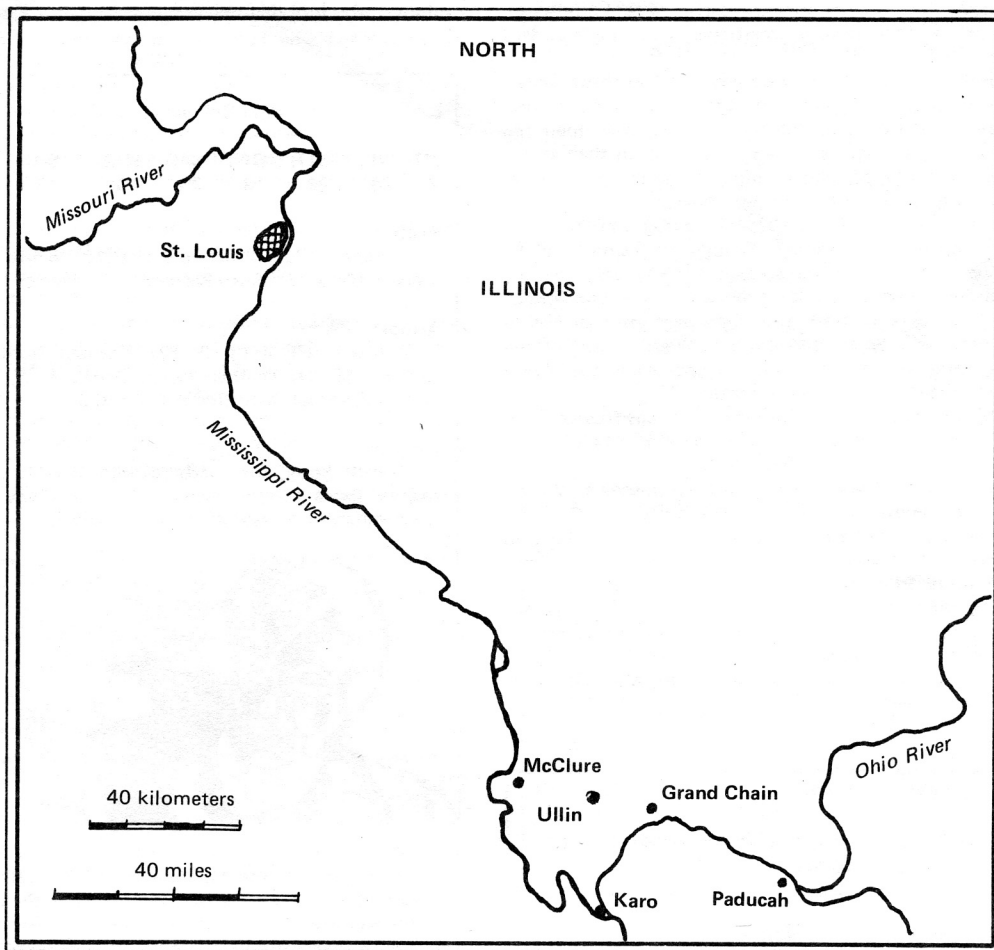
Weapons:

M3A1 with four 30-round magazines, an M1911A1 with two seven-round magazines, a ceremonial sword, and a P-32 pistol with a six-round magazine. Kaye will carry only the P-32 under normal circumstances when in the compound unless the compound is under attack.



Notes:

John Kaye was fifteen when the ruin took place and spent most of his life fighting for his father. When he took over for his father as Mayor-General he relied heavily upon the Landowners for support and guidance. In the last few years he has grown away from this base of support and has begun a campaign of slowly but surely expanding the lands under his control, against the wishes of the Landowners. To begin his empire he established a standing army (the Assault Regiment). This has weakened his need for the Landowners and he keeps a careful eye on them as he is aware of their attempts to overthrow him. Kaye is waiting until he is sure of his personal strength but will act if he feels he has to move against them (i.e. they are getting too strong). He sees himself as the founder of a new civilization that will control most of the Mississippi river system. He is in no rush, preferring to leave the total conquest to his descendants for he feels that as long as there is something left to conquer, the empire will keep together. Without something to battle for or against he believes an empire will fall apart.



THE ARMY OF KARO

The military forces of Karo are personally led by John Kaye, who in times of war actually goes into battle against Karo's enemies. Lately, the army has been on the offensive, adding a village to the territory the city controls every year. The army is divided into three parts: the Home Regiment, the Lot Regiment, and the Assault Regiment.

The Home Regiment:

The Home Regiment is run by Captain Tom Jakes, better known as 'Old One-Eye'. The regiment consists of the Mayor's Guard, a Landowners' company, and a shopkeepers' company.

The Mayor's Guard: Number of men: 57. Level: Fifty percent are trained superior and 50% are Veteran Superior. Armor: Police Riot Helmets (MP 1-3), Plastic Flak Jackets (LP-MP 4-12), Fatigues (HC 4-18, 21-28) and Combat Boots (LL 17-20).

WEAPONRY: All have trench knives and ceremonial swords. Fifty percent of the personnel also have M-16 rifles with five 20-round magazines and an additional 10d6 rounds. The rest of the troops are armed with M-1 carbines with four 15-round magazines and an additional 10d6 rounds. About half are also equipped with one to three homemade grenades. These have blast and frag of 3 but require the fuse to be lit by hand. They are basically pipe bombs (black powder) with six second fuses.

NOTES: This unit is personally led by Captain Jakes, and accompanies Mayor-General Kaye when he goes into battle. It is Kaye's personal bodyguard unit and is responsible for the defense of the Government compound when stationed in the city.

The Landowners' Company: Number of Men: 176. Level: all are Average Novices.

ARMOR: For the actual landowners it is Army Helmet (SP 1), Fatigues (HC 4-18, 21-28), Flak Jackets (LP-AA 4-12), Combat Boots (LL 17-20). For the non-landowners it is an Army Helmet, Fatigues, Combat Boots, and a Leather Jerkin (H-HL 4-12).

WEAPONRY: All have trench knives with the landowners carrying either M-1 carbines with four 15-round magazines and 5d6 additional rounds or an SG-16 with 10d6 rounds of 12 gauge double 00 buckshot.

Captain Tom Jakes

WT	WL	STR	DFT	SPD	HLH	BAP	MNA	PCA	DRT
20	15	20	20	20	26	10	2	5	41

Skills:

Rifle, Modern (20/1); Pistol, Modern (15); Tactics (20); Single Weapon (20); Knife (14); Automobile Driving (15).

Armor:

As per members of the Mayor's Guard.

Weapons:

Trench knife, ceremonial sword, M-16 with eight 20-round magazines and ten extra rounds, and a M1911A1 with two 7-round magazines.



Notes:

Old One-Eye (as he is known to the troops) grew up with Kaye and fought beside him for his father. Totally loyal to the Mayor-General, he makes sure that he is well protected at all times. A worrier by nature, Jakes searches everyone who wishes to see the Mayor-General personally, and constantly tests the guards with false bribes to make sure that they remain loyal.

About half of the landowners will have one of these guns while the balance have the other. The non-landowners carry either knife-spears (about half of them) or fifty pound crossbows with 5d6 standard crossbow bolts.

NOTES: This unit is led by Andrew Carney, a fairly inept leader, who can barely keep the unit together in battle because each landowner is so independent (in a battle 1d6 landowners, with their ten followers/retainers will either leave or attempt to fight on their own). Each landowner must show up personally and provide ten other lesser armed followers. Currently, the followers are usually relatives of the landowners, but a few have hired professionals to fight beside them (ten such in the company are Superior Trained and armed as the landowners). The unit contains some sixteen landowners with the balance of the manpower made up of the followers of the landowners. This unit meets once a week to train and takes over the guarding of the Government Compound when the Mayor's Guard is out of the city. Since the beginning of the conspiracy against Kayé the Guard has not been allowed to leave the city for other duty.

The Shopkeepers' Company: Men: 128. Level: Average Novices.

ARMOR: Cycle Helmets (SY 1-2), Leather Jerkins (H-HL 4-12), Fatigues (HC 21-28, 4-18) and Sneakers (HC 19-20).

WEAPONRY: All have Bowie knives and knife-spears. About half carry fifty pound crossbows with 3d6 standard bolts.

NOTES: This unit meets once a month to drill. It is only to be used in the direct defense of the city (i.e. within the city walls). Every night, two 10-man units from this company function as the night watch, one patrolling the outer dike and one in the city proper. All carry whistles to summon assistance. Blowing the whistle summons the other 10-man patrol and a similar patrol from the Mayor's Guard or the Landowners' Company (the latter when the Mayor-General and the Guard are outside the city).

Andrew Carney

WT	WL	STR	DFT	SPD	HLH	BAP	MNA	PCA	DRT
14	10	12	11	12	10	5	1	5	21

Skills:

Tactics (4); Rifle, Modern (8); Knife (8).

Armor:

Carney wears armor as per members of the Landowners' Company. This is as a landowner, not a follower.

Weapons:

Trench knife, M-1 carbine with four 15-round magazines and seven spare rounds.



Notes:

A child when the Ruin occurred, Carney remembers little of the life before. He has grown up arrogant, haughty, and rather stupid. He was chosen to be the leader of the Landowner's Company largely because his father had led it before him. An inept leader of men, 1d6 Landowners with their followers will either go home or fight on their own in battle rather than follow his lead. One of the reasons that he was selected by the Landowners to be leader was that they, if they did not feel like it, wouldn't have to listen to him and he would not be able to do anything about their disobedience.

The Lot Regiment

The Lot Regiment: The Lot Regiment is led by Captain William 'Wild Bill' Jackson and consists of five companies. The first four are made up of people between the ages of fifteen and thirty who are selected by lot from among those living in the city. Everyone must undergo selection by lot every three years, but substitutes may be

hired to go in the chosen person's stead. There is a fair sized core of veterans who hire themselves out as substitutes every three years.

Captain William 'Wild Bill' Jackson

WT	WL	STR	DFT	SPD	HLH	BAP	MNA	PCA	DRT
20	28	20	18	20	20	10	2	5	44

Skills:

Modern Rifle (20/8); Pole-arm (18); Knife (15); Crossbow (17); Modern Pistol (7); Auto-Weapon (12); Tactics (15).

Armor:

Fatigues (HC 4-18, 21-28), Combat Boots (LL 17-20), Army Helmet (SP 1); Leather Jacket (H-HL 4-12, 21-28), Leather face mask and throat protector (HL 2 and 3).

Weapons:

Trench knife, M-1 carbine with two 15-round magazines and twenty extra rounds, equipped with a bayonet (long bayonet, when mounted is treated as a knife-spear).



Notes:

A sergeant in the Marines before the War, Jackson is a tough disciplinarian. He runs his companies with an iron hand (which is necessary as the members of his regiment often have no wish to be there or are former adventurers ill-used to discipline). He takes no back talk, and anyone doing so is flogged. In battle he is a bit of a crazy man, always at the forefront of the battle. He is currently on station with the first company.

First Company: Men: 57. Level: Sixty percent are Average Trained and forty percent are Average Veterans.

ARMOR: Fatigues (HC 4-18, 21-28), Combat Boots (LL 17-20), Leather Jerkins (H-HL 4-12), Army Helmets (SP 1).

WEAPONS: All have Bowie knives and half carry knife-spears. About one fifth of them have SG-21s with 5d6 rounds of 12 gauge double 00 buckshot. Thirty percent have fifty pound crossbows with 5d6 target bolts.

NOTES: Currently based in Karo.

Second Company: Made up of seventy-eight men who are armed and trained as the first company.

NOTES: Currently based in McClure.

Third Company: Made up of ninety-eight men who are trained and equipped as per the first company.

NOTES: The third company is based in Ullin and has one M-60 and six 50-round belts for this machinegun.

Fourth Company: Fifty-nine men who are as per the first company.

NOTES: This company is based in Grand Chain and has an M2 machinegun with two 100-round belts of ammunition.

Fifth Company: Currently made up of fifty-two men.

NOTES: This unit is made up of various adventurers and has a wide variety of weaponry and armor. Joining this unit nets the adventurer 2d6 rounds of ammunition per month for his gun or 4d6 bolts or arrows plus daily rations. The adventurers are broken up into small groups and placed in a line of ten outposts directly north of the city (approximately five miles from Karo) that serve as the first line of defense for the city state.

The Assault Regiment:

The Assault Regiment is currently led by Jane Nugent, a skilled armor tactician. The unit contains the heavy weapons of Karo, most of which were gained during a raid on the Knoxville Armor Museum in Kentucky. The result of this is that some of the weapons employed

by the regiment are rather elderly. There are four companies in this regiment: an infantry company, a heavy weapons company, an armored company, and an anti-tank company.

Infantry Company: There are one hundred and twenty men in the infantry company of the Assault Regiment.

NOTES: These men are armed and armored like the Mayor's Guard. The best soldiers from this unit are often promoted to the Guard. This unit is currently based in the Government Compound.

Heavy Weapons Company: There are fifty-seven men in this company and half are trained to Superior levels while the other half are Veteran Superior.

ARMOR: Army Helmet (SP 1), Fatigues (HC 4-18, 21-28), Combat Boots (LL 17-20), Leather Jerkins (H-HL 4-12).

WEAPONS: All carry trench knives with half also carrying P-17 pistols with 6d6 rounds of .357 ammo.

NOTES: This unit has as support weapons two 60mm mortars with 120 rounds of HE, one 81mm mortar (use 80mm charts) with eighty-five rounds of HE ammunition, one 120mm mortar with forty-seven rounds of HE ammo, five M2 heavy machineguns with fifty 100-round belts of standard ammunition, two M-60 machineguns with twenty 250-round belts, a Bren Light Machinegun with forty 30-round box magazines, and fifty-eight claymore mines. The unit has two gasoline-fueled vans and a jeep for use in hauling the heavier supplies. The unit is currently based in the Government Compound with the support weapons and their ammunition stored in the Main Armory.

The Armored Company: This company is composed of forty men where half are Trained Superior and half are Veteran Superior.

ARMOR: Army Helmets (SP 1), Fatigues (HC 4-18, 21-28), Combat Boots (LL 17-20), Leather Jerkins (H-HL 4-12).

WEAPONS: All personnel carry Bowie knives and P-17 pistols with 6d6 of .357 ammunition.

NOTES: The unit's armored vehicles (most of which were secured at Fort Knox Armor Museum) consist of: two M3A1 halftracks where each mounts a M2 heavy machinegun with ten 100-round belts of ammunition; one M-60 tank carrying ten 100-round belts for the cupola M2 heavy machinegun, forty rounds of HEAT 105mm ammo, and twenty rounds of APDS 105mm ammo for the main gun; two M4E Sherman tanks with eight 250-round belts of ammo for their coaxial .30 Browning machineguns and seventy-one rounds of 76mm HEAT (VDG 35) each; and three M113s with sixty 100-round homemade belts of standard ammunition (allow a one in six chance of a dud) for their M2 heavy machineguns. The unit is currently based in the Government Compound while half of each vehicle's ammunition is stored in the Main Armory.

Anti-Tank Company: Made up of thirty-three men of whom three quarters are Trained Superior and the balance are Veteran Superior.

ARMOR: Police Riot Helmets with Gorgets (MP 1-3), Police Riot Breastplates (MP 4-12), Fatigues (HC 4-18, 21-28), Combat Boots (LL 17-20).

WEAPONS: All carry trench knives with ninety percent also armed with P-17 pistols with 6d6 rounds of .357 ammunition. The remaining

Captain Jane Nugent

WT	WL	STR	DFT	SPD	HLH	BAP	MNA	PCA	DRT
26	20	20	26	20	18	10	3	3	38



Skills:

Rifle, Modern (20/1); Trench Knife (16); Pistol, Modern (14); Auto-Weapon (14); Mortar (12); Automobile Driving (16); Breech-loading Artillery (17); Heavy Equipment Driving (14).

Armor:

As for members of the Mayor's Guard.

Weapons:

Trench knife, an M-16 with five 20-round magazines and twenty spare rounds, and a P-3 pistol with twenty-five rounds of .357 magnum ammunition.

Notes:

Nugent moved to the city with her mercenary company about five years ago. She convinced Kaye to hire the unit. Kaye did so in order to get out from under the control of the Landowners. She is currently loyal to Kaye, but once the Landowners are out of the way, if she can get control over the Lot Regiment, she will attempt to take over the city-state. She is biding her time, until she can be sure of taking the city without losing the refinery, so Nugent will have fuel for her tanks and APCs.

ten percent carry M-1 carbines with four 15-round magazines and 6d6 extra rounds of ammo.

NOTES: The unit's main firepower comes from two M-79 40mm grenade launchers with sixty rounds of ammunition for each; its three 3.5 inch Bazookas which each have twenty rockets; its two 90mm recoilless rifles with forty rounds of ammo for each; and the one hundred LAW missiles. There are ten jeeps to haul this stuff around. It is currently based in the Government Compound, while all of its heavy weaponry is in the Main Armory.

THE LANDOWNERS

The various landowners of Karo are, for the most part, the original inhabitants of Cairo (Karo), or their descendents. For their original support of the Mayor-General, only the landowners and the Mayor-General are allowed to own land in the city. The sixteen landowners, by law, may not engage in trade and, as a whole, tend to look down on those who do. This restriction was placed upon the landowners by the first Kaye to ensure that they never became wealthy or powerful. The landowners are a proud and overbearing lot, that treat themselves as being superior to the non-landowners. Their wealth comes from the rent of land, both in and out of Karo. In fee for their lands, each Landowner must provide himself and ten others to the defense of the town (see the Landowners' Company).

They are also a group that is in trouble as the Mayor-General no longer has the need for them and their support that his father had. After two of the landowners had their land seized for non-payment of taxes (something that had never happened before), some of the smarter of the landowners have begun organizing for the overthrow of Kaye, seeking the division of the lands held by the government. Kaye knows about this organization (called the Free Cairo Front) and has numerous spies in his pay. In fact, half of the members of the Free Cairo Front are in Kaye's employ. He is waiting for more landowners to join in order to break the back of the landowners' power once and for all when he moves against the FCF. Over a hundred non-landowners have been hired to serve as soldiers in the coming revolt, and armed

as per those in the Lot companies. Any character that joins the organization has a 50% chance of being approached by the government. If such a character refuses to spy for the government, the character had better flee town or risk a serious 'accident.'

LANDOWNER HOUSEHOLDS

Each landowner household consists of 1d10 + 10 people. It contains 10d6 days worth of rations, the weaponry and armor of the landowner and his supporters, and 1d3 longarms of various types, each with 4d6 rounds of appropriate ammunition. Each landowner will have a cash box somewhere in his home that will contain 1d100 100-credit notes and 4d6 .22 Long Rifle rounds.

MONEY

Whenever there are a large number of people gathered in one spot, trading and producing goods, some sort of currency must come into existence because a simple barter system becomes too unwieldy. In Karo, this was handled by the issuing of government credit notes, which could be turned in for ammunition held by the government in its armory. Printed on pre-ruin silk with special inks on a hand-press, the notes are extremely difficult to forge or counterfeit and are considered to be worth something both in the area that the city controls and in some of the nearer independent communities. 'Friendly

communities will honor the full value, neutrals will only accept it at 1d6 x 10% of face value, and hostile communities will not accept it at all.

Each 100-credit note is worth approximately one Barter Point. Additionally, ammunition, tobacco, and old gold and silver coins are

used as money. Ammunition is worth the BDG of the ammunition times five credits per round, tobacco is worth two hundred credits per ounce, old silver dimes are worth one hundred credits, old silver dollars are valued at one thousand credits, and the scarce \$20 gold pieces have a value of twenty thousand credits apiece.

THE GOVERNMENT COMPOUND

The Government Compound dike (as is that of the refinery and the power plant) is covered with signs that read 'Entrance is Forbidden. Keep Out. Trespassers will be Shot.'. Anyone crossing the dike without permission from the perimeter patrol will be shot by that same patrol. Anyone wishing to see the Mayor-General must wait until one of the patrol goes to see if the Mayor-General will see that person. Anyone taken into the compound to see Kaye will be searched for weapons before being allowed to see Kaye. The perimeter patrol consists of five members of the Mayor's Guard. They patrol the Government Compound, the refinery, and the power plant every twenty minutes.

THE MAYOR-GENERAL'S HOUSE

A large, two story wooden house that serves as the Mayor-General's living quarters and office. Kaye has his bedroom and office on the second floor, while his wife Helen (Average Novice, LC Dress, armed with a belt knife) has her bedroom on the first floor. The residence is always guarded by two members of the Guard who are armed with M-16s. In the basement of the house, in a room with a one inch thick iron door that has three separate locks (all complexity 4) on it is the city's treasury, and the press used to print the one hundred credit notes. Kaye has the key to the locks on his person. The room contains five thousand 100 credit notes, enough silk squares to make another three thousand notes, and the small hand operated press. In the drawer of the press table is one hundred silver dimes, fifty silver dollars, and sixty-seven \$20 gold pieces. In the Mayor-General's office, on the second floor, are a number of files on the local inhabitants, including the names of the spies in the revolutionary movement that the landowners are setting up, and on some of the prominent members of the nearby communities. On the walls of his office are a number of trophies Kaye had picked up when he fought for his father, including three SP Army Helmets, a Bowie knife, a knife-spear, a machete, a P-1 in .44 Special, and an R-11 rifle in 7mm Magnum.

William Kaye is buried under the house.

THE BARRACKS OF THE MAYOR-GENERAL'S GUARD

During the day, in the main barracks room there will be 2d6 of the Guard (in their fatigues and boots) resting for night patrols. At night, 3d6 + 2 members of the Guard will be present and probably asleep in their fatigues. The main barracks contains sixty lockers (fifty-seven of which are in use). Those in use will contain various personal effects, 1d6 100 credit notes, and each has a fifty percent chance of containing some sort of weapon (type is up to the GM).

The barracks also contains Tom Jakes' room and office. His desk contains a petty cash box that has within it one hundred of the 100 credit notes and two full M-16 magazines (20-rounds each). During the day there is a thirty percent chance that Jakes will be in this room. There is an eighty percent chance of his being present at night (or he will be some place else around town).

THE VEHICLE PARK

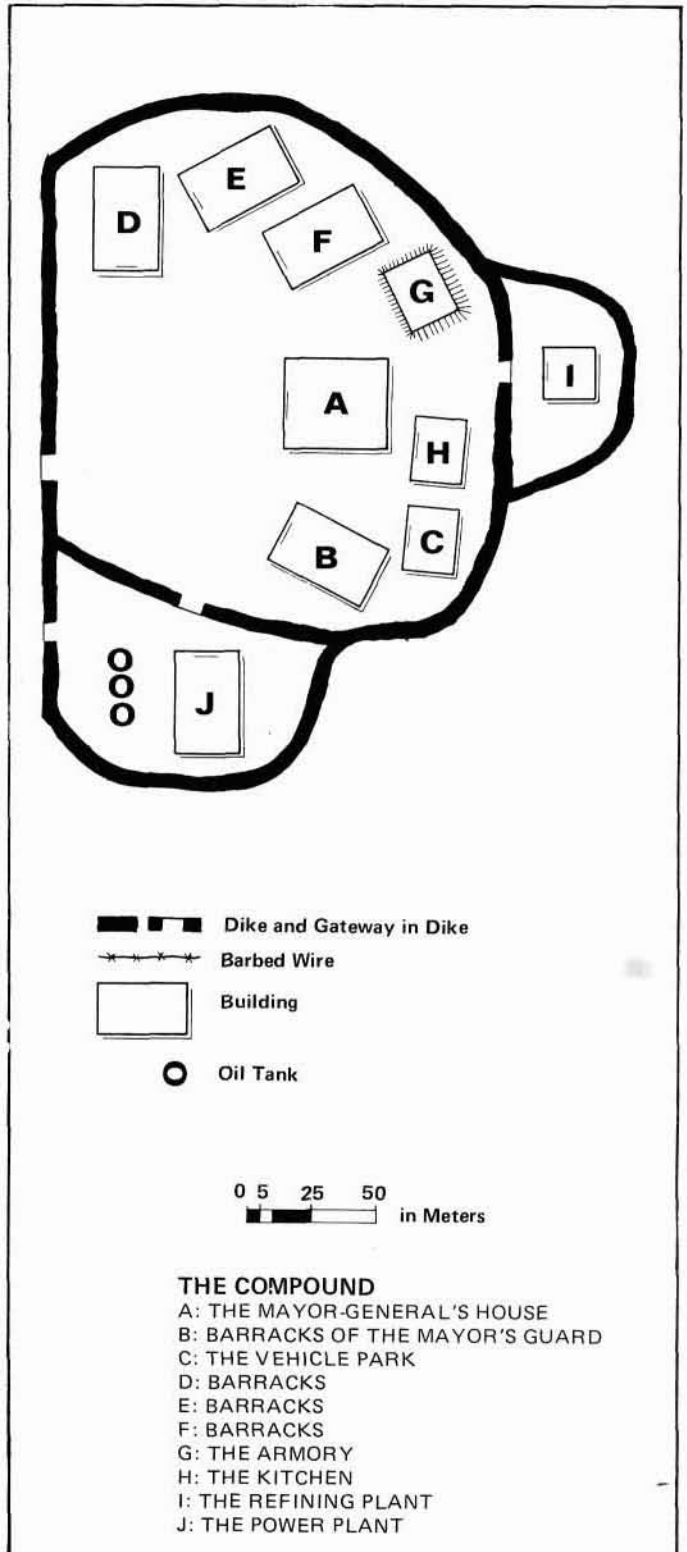
This building contains three Automobile Repair Kits, Type 1 and an Auto Repair Kit, Type 3.

Present are three Jeeps, a fuel tank with one hundred and fifty liters of diesel fuel, and a fuel tank with two hundred and five liters of gas. All vehicles in the park have full tanks of gasoline and each carries two full five-gallon jerry cans of extra fuel. Three mechanics will be here (Average Novice with weapons and Veteran in repairing vehicles, dressed in fatigues and combat boots and armed with Bowie knives). These men live in rooms at the rear of the Vehicle Park.

If the Assault Regiment is in town the regimental vehicles will be found here with five guards from the Infantry Company.

BARRACKS

These buildings are the barracks for the Assault Regiment. Each will contain the same number of men as the Guard's Barracks, but these men are members of the Assault Regiment. Building D also contains Nugent's office which has a desk in which is a P-1 in .357 with ten rounds of .357 ammunition and a cashbox that holds one hundred and five 100 credit notes. The desk also contains ten rounds of .30 carbine ammunition.



THE ARMORY

The armory is an underground room buried under three feet of dirt. When the city comes under shell fire, another two feet of sandbags are placed on top of the armory. The main door is of two inch thick oak, covered with one half inch thick iron plate. In front of the main

door, on guard are five members of the Mayor's Guard and ten members of the Assault Regiment (from the Infantry Company when the regiment is in town). The Armory contains (in addition to the ammunition, support weapons, and shells from the Assault Regiment as listed in the discussion of that unit) the following gear and weapons:

- Ten 60mm CS mortar shells
- Two 100-round belts for .50 M2 machineguns
- 1000 rounds of 5.56mm ammunition
- One hundred and thirty-five rounds of .45 ACP ammunition
- 1,562 rounds of .30 carbine ammunition
- Two thousand rounds of .22 Long Rifle ammunition
- Five hundred rounds of 9mm ammunition
- 758 rounds of .38 Special ammunition
- 3d6 rounds of ammunition for all other types listed Base BDG table
- An R-9 rifle in 30-30 (fully loaded)
- Ten loaded P-17 pistols in .38 Special
- One loaded P-9 pistol
- One MP-40 with one loaded magazine
- Four 250-round belts for .30 Brownings
- One MK2 Sten with two loaded magazines
- Five M1911A1 pistols with two loaded magazines for each
- Twenty M-1 Carbines with four loaded 15-round magazines each
- Ten rounds of 40mm Grenade Launcher grenades/ammo
- Three SG-19s in 20 Gauge
- Two M-1 Garand rifles with five full stripper clips each
- Four M-16 rifles with ten full 20-round magazines
- One Thompson M1A1 SMG with five full 30-round magazines
- Twenty 40 pound crossbows
- Two hundred target crossbow bolts
- Fifty armor piercing crossbow bolts
- A case of twenty MK7 grenades
- Fifty gas masks (not NBC proof)
- One hundred CS grenades
- Fifty smoke grenades
- One Browning High Power with two full magazines.

THE KITCHEN

The kitchen doubles as the messhall and the storage room for the foodstuffs of the compound. Four meals a day are served (at six AM, one PM, six PM, and one AM) and 5d6 of the men in the compound will be present at each meal (subtract two from the 1 AM meal). The meals are prepared by five cooks who rotate their duties, and who also handle the purchasing of food. The food reserve is kept in the basement beneath the building. It contains one thousand days worth of natural preserved rations and one hundred days worth of old Super-K rations.

SHOPS

BASIC INFORMATION

Unless otherwise stated, all shopowners are Average in Quality, Novice with weapons, Veteran in the skills needed to run the type of shop, and Veteran in Commerce. Each shop contains, in addition to the listed equipment and contents, 1d6 pieces of HC clothing, 1d6 jack-knives, and 6d6 days worth of natural rations.

Shopkeepers and their assistants usually wear sneakers, LC shirts, HC pants, and carry jack-knives.

ARMORER (Location 1)

Isaiah Thompson is an armorer who specializes in the repair and production of plastic base armors. He is also a part-time Methodist preacher (he likes to jokingly refer to himself as 'the armorer of god'), and holds Sunday services in his shop. He is assisted in his shop by Harold Jones and Winnifried Schultz, who are his apprentices (they also go on Shopkeeper patrols with him).

His shop contains one Plastics Repair Kit 3, one hundred and eighty repair charges, and plastic molding equipment. The molding equipment can mold bits of solid plastic into either breastplates for Locations 4-12, gorgets for Location 3, or Helmets for Location 1. It takes a full day to mold an item, but Thompson can mold one of each type per day. Note that the molding equipment requires the use of electricity for the full day and that the equipment is not at all portable.

Isaiah Thompson can, of course, sew and otherwise join together the flexible pieces of plastic into armor. His shop also contains one Location's worth of PS, five Locations' worth of MP, ten Locations' worth of PX, five PX helmets (Location 1), two MP helmets (LOC 1), two PX face-masks (LOC 2), five PX gorgets, and ten MP breastplates (LOC 4-12).

The cooks are Average Trained, wear fatigues and combat boots, and carry Bowie knives. The head cook, Greasy Sam Macon, keeps a cashbox under the bed in his room. It contains one hundred and fifty 100-credit notes, three silver dimes, and seven rounds of .22 Long Rifle ammunition that he uses to purchase food in the city.

THE POWER PLANT

The city maintains a power plant which supplies power to the refining plant, to the shops of the town that need it to produce their goods (these tend to be in the area nearest the plant), to the Government Compound to keep its grounds well-lit as a security measure, and for the recharging of batteries for anyone who can pay the fee (1 BP per charge). The steam generator burns a mixture of organic materials and by-products from the refining plant. Unfortunately, the plant has always been more jury-rigged than dependable. Despite the skills of the technicians at the power generating plant (six men, Average Novice with weapons, Veteran in skills needed to keep the plant running, armed with Bowie knives and dressed in sneakers and HC cover-alls), the plant keeps breaking down. There is a one third chance each day that the power will be off. The plant is guarded by ten of the Mayor's Guard and, though in another area from the Government Compound, is included in the patrol of the Compound.

THE REFINING PLANT

The city controls ten poorly producing oil wells (10 barrels a day for each) that lie to the north of the city. To use this oil, a refining plant (of sorts) was built. It can process thirty-five barrels of crude oil daily. The Refining Plant does not produce the best fuel (1% chance per day of stalling a vehicle due to poorly refined fuel). Still, it is better than no fuel at all.

The refined fuel is kept in two underground tanks (left over from an old and now destroyed gas station). One of the tanks contains one thousands plus 2d100 liters of diesel fuel and the other holds a like amount of gasoline. An above ground tank holds five thousand gallons of crude oil. The gasoline is occasionally offered for sale in small amounts (5% chance per day of such an offer) and 4d6 liters will be so offered when available. The price asked is fifteen hundred credits per liter.

The plant is maintained by five technicians (Training Level, Armor, and weaponry as per the technicians at the Power Plant). It is guarded by fifteen of the Mayor's Guard, with regular patrols by the Compound Guard as part of their routine patrol route.

Thompson, Jones, and Schultz are members of the Shopkeepers' Company, and in time of war wear MP breastplates in addition to their regular armor for that unit. Thompson and Jones use knife-spears, while Schultz uses a crossbow in the militia.

The cashbox contains one hundred and forty-five 100-credit notes, ten rounds of .38 Special ammunition, and a 12 gauge No. 1 buckshot round. Hidden in a secret compartment below the stairs of the building is an MP helmet, face-mask, gorget, breastplate, and vambraces (LOC 21-24) that Isaiah Thompson is holding for one of the landowners, until the landowner can come up with the final payment on it.

ARMORER (Location 2)

Thomas Skitz is an armorer who produces only metal armor. A short, stubby man, he has surprising strength for his size (STR 20). An expert on the history of metal armor, his speech is full of medieval armor terminology (vambraces, gorgets, etc.). He believes the world is returning to a society such as existed in the Middle Ages (which does not bother him, because he believes that armorers will be very well treated in such surroundings).

His forge has an efficiency of 6. Besides the forge, the shop contains five SP 1, three M-SP 4-12, and one SP 4-12 pieces of armor. There is also a pair of finely made SP Studded Gauntlets (WDM 1.5D). His cashbox contains thirty-five 100-credit notes, a Bowie knife, a pound of tobacco, and ten .32 Long Pistol bullets.

Skitz and his son Alfred, who assists him in the shop, carry crossbows in the militia, and the crossbows and militia armor are stored in a closet at the back of the shop.

BAKER (Location 34)

Carl Hennorman runs a bakery, in which he produces a variety of

types of breads (including camper's hardtack). A fat, tubby man, he is constantly eating his own products, especially the sweet rolls. Hennorman has a brace of assistants, who are also members of the Shopkeeper's Company with Hennorman (all three use crossbows in the militia company).

The shop contains fifty days worth of bread, 3d6 days worth of hardtack, and the baker's oven and assorted cooking utensils. The cashbox contains seventy-eight 100-credit notes and five rounds of .22 Long Rifle ammunition. Carl Hennorman has a pack with 1d10 days worth of hardtack in the living quarters above his shop (he intended to keep ten days worth of hardtack in the pack for emergencies, but he keeps snacking on it at night).

BAR/TAVERN (Location 3)

Mike's Bar, named after the legendary riverman Mike Finn (though most of the people who drink here never heard of him), is run by Big Bob Nolen. A large and powerful man (STR 25, BCS in Brawling of 20), he runs a bar favored by boatmen, adventurers, and other rowdy types. At least three brawls and one knife fight will break out in the bar each evening.

Big Bob is assisted by a couple of big brawlers, who help pass out his homemade rot-gut (one hundred credits a slug) and his large bowls of greasy raccoon stew (for two hundred credits; the bowls are so big that they would keep a man going for a full day). The pair wear their militia armor, are quite strong (STR 20), and are nasty in Hand-to-Hand combat (Brawling BCS of 17). In the bar at any time there will be 2d6 assorted riff-raff (STR 20, Veteran BCS in Brawling at least, and wearing a variety of arms and armor). In case of real trouble (i.e. guns being pulled), Big Bob keeps an SG-10 loaded with 00 buckshot. Behind the bar is a cashbox that contains 10d10 100-credit notes, a dozen rounds of .22 Short ammunition, five rounds of .38 Special ammunition, and seven rounds of 00 buckshot in 10 gauge. Behind the bar are also five 2-liter jugs of moonshine.

BAR/TAVERN (Location 30)

Simon's Tavern, run by William Simons, is a small, respectable and quiet local tavern. Many of the shopkeepers stop by here after work (only 1d6 people will be present during the workday, 5d6 at night) to have a few brews and talk over the events of the day. It is also the traditional starting point for the Shopkeepers' Company patrols of the city, and the patrols take a dim view of anyone starting trouble in the tavern. Anyone who starts a fight in this bar will end up in constant trouble with all of the shopkeepers of the town and with the night patrols (i.e. such persons will be overcharged by the shopkeepers and constantly hassled by the patrols).

Simons runs the bar with the help of two of his sons and a daughter (the two sons are members of the Shopkeepers' Company and they keep their crossbows handy in case of trouble; loaded and cocked).

Behind the bar is a dozen 1-liter jugs of fair quality moonshine (served at one hundred credits a shot), and a cashbox that holds 10d10 times two 100-credit notes and seven .22 Long Rifle rounds. Simons carries a fully loaded P-11 pistol in .32 Short and a dozen loose rounds for the gun in a holster hidden beneath his apron.

BLACKSMITH (Location 4)

Artemis Hanks is one of the better blacksmiths in the city, mainly due to his highly efficient forge (Efficiency 9, or 8 when the electricity is off). A boisterous and loud person (possibly due to his partial deafness), he scares a fair number of customers away. He greets all customers personally by heavily shaking their hands (and at STR 35, when he shakes a hand, it stays shook).

The shop contains his militia armor, the knife-spear he uses on patrol, an excellent forge, and assorted forged metal items (hammers, hoes, etc.). His cashbox contains eighty-five 100-credit notes, three .22 rounds of Long Rifle ammunition, and a half pound of tobacco. Hidden in a secret compartment under his bed in the living quarters above the shop is a P-2 pistol with three rounds of .32 Long and a brace of trench knives.

BOATBUILDER (Location 5)

Martin Springman runs a boatbuilding shop just outside the city limits. He and his dozen trained carpenters can produce keelboats, rowboats, and other small wooden craft. Currently being built is a keelboat for a group of adventurers who are planning to go down to the Gulf of Mexico on the Mississippi, and return (something that has not been done for over five years), and a couple of rowboats for local fishermen. A wide variety of carpentry tools can be found in the shop during the day, including a brace of pedal-powered saws. At night these tools are taken back into the city.

A member of the Shopkeepers' Company, Springman and five

or his helpers use knife-spears on their patrols, while the rest use crossbows. His cashbox, which goes home to the city each night, contains one hundred and ninety-five 100-credit notes, seven rounds of .22 Short ammunition, and one 9mm Parabellum round.

CARPENTER (Location 6)

David Stack is an excellent (BCS 18) carpenter, who does both house repair and furniture building and repair. He is assisted by five assorted relatives (cousins, brothers-in-law, etc.) who do not have his skill (treat them as BCS 10).

The shop contains various carpentry tools, partially completed chairs, assorted pieces of lumber, and a pedal-powered saw.

Stack is a medium sized man with a large scar on his face as a memento of a battle with some assorted bandits when he was out selecting trees for lumber. Because of this experience, he prefers to hire people to go out and get the wood he needs. There is a ten percent chance at any time that he will need ten 20-foot logs for which he will pay one thousand credits each. He and his relatives are all members of the Shopkeepers' Company and use knife-spears when on night patrol.

The cashbox under the counter contains one hundred and five 100-credit notes and three rounds of .456 Magnum ammunition.

DOCTOR (Location 31)

Henry 'Doc' Baker (who actually hates the term 'Doc' and prefers the use of the proper term of Doctor) is the primary medical man of the town. Highly skilled (BCS 18) in his field (both First Aid and Advanced Medicine), he tends to the townspeople with great skill. Baker is a short, usually grouchy man (this moodiness is often caused by the use of the hated nickname), he will attend to people for a fee of five hundred credits plus the cost of any medicines he uses. His expenses are partially underwritten by the town government so that a fair level of medical skill can be maintained in Karo.

Baker owns a Medkit 2 with twenty bandages and ten units of medical supplies. Currently, he has a couple of assistants who are learning the trade (treat as BCS 10 in First Aid), and to whom he delegates most of the easier, more routine cases. Both Doc and his assistants are not members of the Shopkeepers' Company, but they do serve as the medical staff for the army in times of conflict or war.

Doc Baker keeps a cashbox hidden in a back room that contains one hundred and fifteen 100-credit notes, eleven .32 Long rounds, and a loaded P-1 pistol in .44 Special (as protection in case of an attempted robbery).

ELECTRICIAN (Location 7)

Frank Morgan runs his electrical repair shop with the help of his daughter, Angela. He can increase the DUR of all electrical devices that need repair by 1 (though not above their initial DUR when in best possible condition). He has a standard BCS roll to fix electronics of 0 DUR, but he can only bring such devices up to DUR of 1 if successful. Repair jobs will cost ten percent of the cost/value of the device, when in perfect shape. Morgan also sells a variety of electrical goods that he has purchased from the scavenger dealers and then repaired.

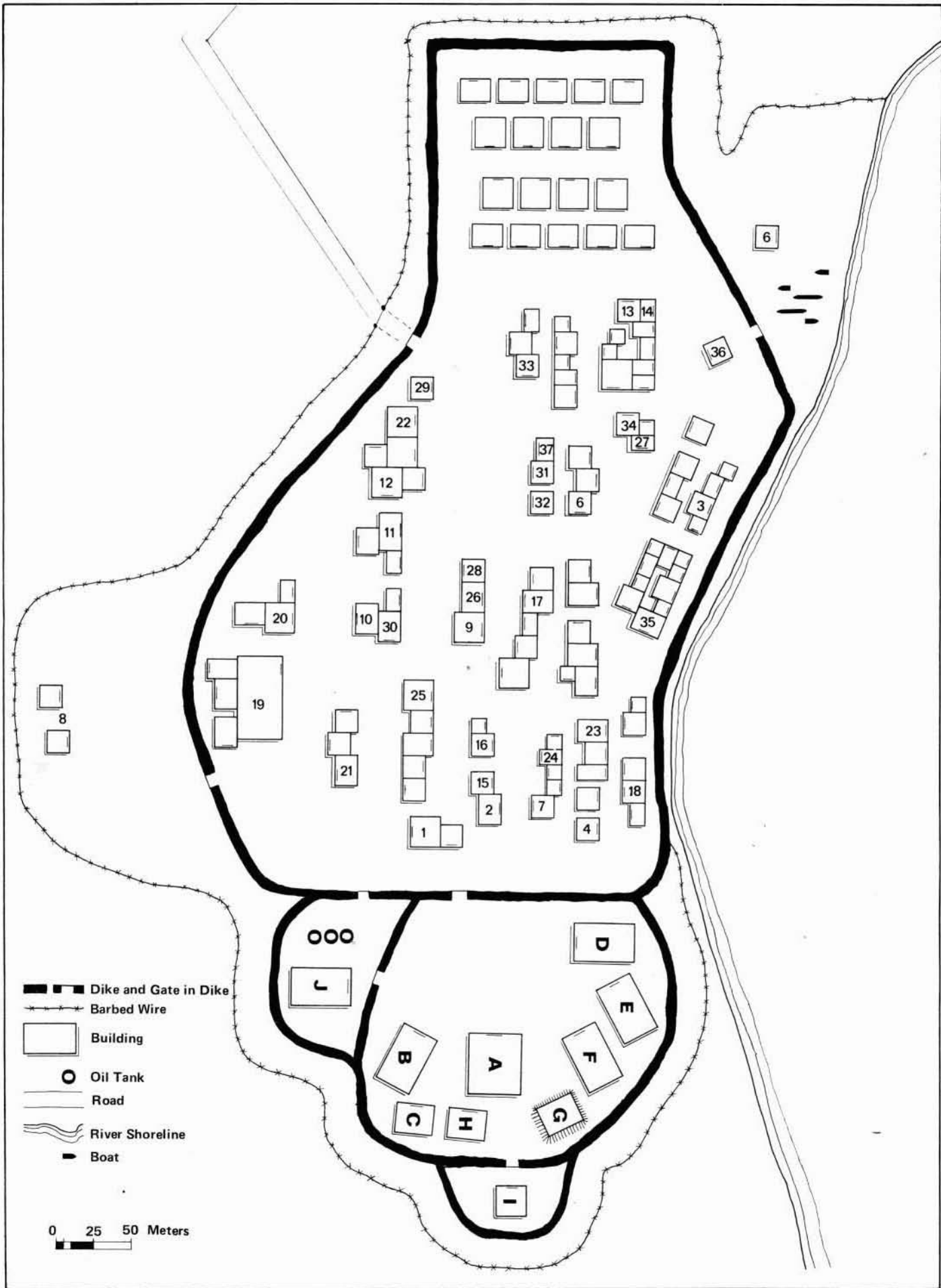
His stock consists of two E-5 batteries, ten E-1 batteries, a CB radio (DUR 3), a pair of walkie-talkies (¼-mile range and requiring an E-1 battery each), and a short-wave receiver set that requires an E-5 battery. What can be picked up on the short-wave receiver must be left up to the GM, but somewhere a station should be broadcasting at least occasionally but not necessarily in English. The shop also contains an Electronics Repair Kit type 2, Efficiency 10, and a couple of disassembled CB radios. Both Morgan and his daughter are members of the Shopkeepers' Company, in which they use knife-spears.

The cashbox in the shop contains one hundred 100-credit notes and three ounces of tobacco.

EXPLOSIVES (Location 8)

Located safely outside the city proper is Steven Brown's gunpowder mill. Brown makes excellent quality black powder and is knowledgeable in making other types of explosives, but he lacks the proper supplies and equipment to do so. A nervous man, he is in deadly fear of having an accident in his plant and does not allow anyone to come close with guns, matches, or anything else that could start a fire.

Brown keeps five men (who also serve in the militia with him) busy just making perimeter patrols around his mill. Their job is to stop people at least twenty yards from the building, and to remove any possibly dangerous items from them. The items are later returned to the people after their business at the powder mill has been completed. The five guards carry crossbows and wear their armor from the Shopkeepers' Company. Another four men help Brown in the mill itself. They also serve in the militia with him.



At night the shop is locked up. Two men remain on guard duty while the rest go back to their homes in the city proper. The powder mill contains one hundred pounds of charcoal, two hundred and eighty pounds of sulfur, fifty pounds of potassium nitrate, and sixty pounds of finished black powder. The gunpowder sells for 5000 credits per half pound. The powder mill is run five days a week, has a 15 Efficiency. In a separate building is the potassium nitrate mill that can produce fifteen pounds a day from organically rich dirt (this shop is running only two days a week and contains twenty gallons of undrinkable alcohol that is used to process the nitrate).

The cashbox, which is kept in the main mill in the day and in Brown's home at night, contains two hundred and thirty-five 100-credit notes and fifty rounds of .22 Long Rifle ammunition.

GENERAL GOODS (Location 9)

Mohammed Lloyd is one of the numerous general traders who stock their shops by scavenging nearby or distant ruins. Mohammed is one of the braver of these for he often takes a keelboat right up into the ruins of St. Louis to scavenge (Search Urban Area BCS 19). His son, Saladin Lloyd, runs the shop when Mohammed is away (20% chance of Mohammed Lloyd not being in the shop).



The shop contains a wide variety of Utility 0-1 Tools/Kits, Utility 1-3 Environment, and Utility 0-4 Survival items (30% chance of having one to six of a specific item), plus such mundane goods as pots and pans, silverware (probably stainless steel flatware), and 10d6 jackknives. The Lloyds are assisted in their shop by George (with no last name), who also serves in the Shopkeepers' Company with them. Mohammed Lloyd often hires guards and assistants for his forays into St. Louis. Such guards will receive rations and five percent of the Barter Point value of goods found on the scavenging mission. Lloyd carries a crossbow and wears his militia company armor.

The cashbox in the shop contains 4d10 + 40 of the 100-credit notes, a dozen .22 Long Rifle rounds of ammunition, and five rounds of 8mm Nambu (VDG 5) ammunition, which fit a rare World War Two era Japanese pistol. Lloyd will attempt to make change on sales by using the Nambu ammunition first, since it is the least useful. There are also three suits of militia armor on the premises with two knife-spears and a crossbow with fifteen target bolts.

GENERAL GOODS (Location 10)

Brian Ogg (better known as Anything Ogg) is the greatest looter in the city and he has made quite a fortune from scavenging dead cities. His shop is filled to overflowing with a wide variety of goods, as is his warehouse. He is assisted in the running of his shop by a son, Elbert, and an even dozen assistants (20% chance that he and half of his assistants will be out of town on a scavenging trip).

He has a thirty percent chance of having 1d3 of any item that could conceivably be carried off. The exceptions are weapons (50% chance of having 1d3 of any hand-to-hand weapon, 1d3 pistols with 2d10 rounds, 1d3 + 1 shotguns with 2d10 rounds each), armor (he has 2d10 SP army helmets on hand at all times), and medicine (50% chance that he has 1d3 old medical kits, each having five bandages).

Anything Ogg owns three keelboats and regularly hires polers (such are paid rations plus one hundred credits a day) and guards (who are paid rations, five hundred credits daily, and 1d6 rounds of appropriate ammunition at the end of the trip). He, his son, and all of his employees are members of the Shopkeepers' Company, with half carrying knife-spears and the rest carrying crossbows.

The cashbox in the shop contains 2d100 + 20 of the 100-credit notes, forty rounds of .22 Short ammo, and twenty rounds of .30 Carbine ammunition. In a locked chest in his room at the back of his warehouse is one hundred 100-credit notes, a P-1 pistol in .44 Special with ten rounds, a P-10 pistol with fifty .22 Long Rifle rounds, a P-57 pistol in .38 Short with five rounds, an R-17 rifle with fifteen rounds, and a C-6 in .44 Special with twenty rounds.

When Ogg is on a scavenging mission, he will take one pistol and one long arm from among his weapons, in addition to his crossbow.

GENERAL GOODS (Location 11)

Herbert Long (better known as 'Sneaky Herb') is a mean old man who cares little for the source of the goods in which he deals (i.e. he often deals in stolen goods). The nearest thing in Karo to a professional criminal, he is being especially careful because the next time he is caught will probably mean a flogging, which could well kill him due to his age. He pays 25% of the worth of obviously stolen goods and knows a number of disreputable people who will do just about anything to make some money and will contact such undesirables for one thousand credits service fee. Long does, primarily, deal in legally scavenged goods and there is a thirty percent chance that he and his two assistants (who are involved with him in the selling of locally stolen goods) will be out of town scavenging in some ruins.

His main shop contains a wide variety of goods (50% chance of 1d3 items of anything but weapons and armor being present). There is also a secret shop at the back of the regular shop where items of questionable source are kept. The secret shop currently contains a Police Helmet (MP 1-3) that has the Karo emblem crudely scratched off, two MK1 grenades, an M-1 carbine, four 15-round magazines, and one hundred rounds of .30 carbine ammunition. It also has a full dozen bottles of pre-ruin liquor from one of the Landowner's homes. The cashbox is kept in this room and contains twenty 100-credit notes and seven rounds of .30 carbine ammunition.

GENERAL GOODS (Location 12)

Tom Arnold is the worst of the many scavengers of the ruins that live in Karo. A bit of a coward, he searches for useful items only in the safer areas (which have generally been searched before). There is a 20% chance that he has 1d3 of any item except guns, weapons, armor, and medical supplies. If he has a kit of any kind in stock, it will be a Kit 1, and half of the things he has will be at -1 DUR. There is a 20% chance that his shop is closed while he is out looking for stuff to sell. His cashbox contains 2d10 100-credit notes. Note that if he is threatened with violence, there is a 75% chance that he will simply surrender. If he does not surrender, he will simply run away in abject terror.

GROCER (Location 13)

Robert Spencer runs a small grocery that deals mainly in natural preserved foods. His shop is often frequented by traders, adventurers, and others who purchase his goods for trips. An expert (BCS 19) in making preserved natural foods, his jerky is especially well-liked, and because of this he usually has very little of it on hand (90% chance that he is down to only ten days supply, otherwise he will have a fresh batch of one hundred days worth of jerky). The shop also contains two hundred and fifty days worth of other preserved natural rations.

A member of the militia, he carries a knife-spear on night patrol. The knife-spear and his armor hang on a peg at the back of his shop. His cashbox contains fifty-eight 100-credit notes, fifteen rounds of .22 Short ammunition, and five rounds of 7mm Mauser ammunition. Locked in a rack over his bed (Complexity 1) in the room above the shop is an R-6 rifle in 30-30 with seven rounds of 30-30 ammo in a bandolier hanging beside the rack.

GROCER (Location 14)

Andrew ('Andy' to his friends, but only to his friends) Smith runs his grocery store with the help of his daughter, Ellen. The store contains various fruits and vegetables, both fresh and natural preserved (which of these depends upon the season, but potatoes and turnips are always present). In the winter and spring he will have one hundred days worth of rations in the form of fruits and vegetables (three quarters of which will be in the form of preserved items like dried apples, saurkraut, etc.). In the summer and fall his stock will be two hundred and fifty days worth of similar goods with only one quarter preserved and the majority in the form of fresh fruits and vegetables.

Both Smith and his daughter use crossbows in the militia. The crossbows and armor are stored in a chest in a back room. Also in the shop is a cashbox containing forty-five 100-credit notes, five .22 Long Rifle rounds, and three .38 Special pistol rounds. Hidden away in a chest, in the back of the shop, are ten days worth of Super-K rations and twenty days worth of LURP rations in a backpack for use in case of emergency departure from Karo.

GUNSMITH (Location 15)

Michael Williams is an expert (BCS 20) in making crude, but effective and serviceable cartridge and black powder weaponry (DUR 3). Deeply involved with his work, he tends to wander about his shop working on various projects, muttering to himself. He tends to be so wrapped up in the project of the moment that he usually fails to pay

any attention to his customers, leaving the actual dealing with the public to his wife, Samantha. If he is attacked, Williams will spend one action phase simply looking around and being confused before he will react.

Williams has three assistants, whom he is slowly training (Learning Hindrance of 1) and he is always looking for more helpers (1d3 at a time). The assistants are paid only room and board for their work and they must be willing to join the Shopkeepers' Company (he has ten Militia suits and knife-spears for himself and his assistants).

Williams can repair almost any weapon, all the way up to a tank cannon, given enough time, and the government uses him to repair their weaponry (50% chance that the shop will be closed to the public with the shop containing 1d6 M-1 carbines or M-16s and five soldiers of the Mayor's Guard for security).

The shop has an Efficiency 5 forge (4 without electricity) and an Efficiency 7 machine shop (reduced to 3 when the electricity is off). Williams produces two types of guns: a single shot Long Barreled cartridge pistol (Action: SS; Mag; Break 1; Dur: 3; ENC: .65) in a variety of pistol cartridges and a carbine barreled flintlock of .60 caliber that uses black powder (either single or doubled-barreled, and either rifled or smooth-bore). His stock consists of one of his pistols in .38 Special, two of his single barreled smooth-bores with molds for bullets, one of his double-barreled smooth-bores with bullet mold, a P-60 pistol with a .22 Jet barrel, a pound of black powder, a .38 Special barrel, a .30 carbine barrel, a P-19 pistol, an R-9 rifle, and SG-2 12 gauge shotgun, twenty rounds of .22 Long ammo, seventeen rounds of .30 carbine ammunition, fifty-four rounds of .38 ammo, one hundred and twenty rounds of .22 Short ammo, eighty-seven rounds of 12 gauge in 00 buckshot, and one hundred and thirty-seven rounds of .30-30 ammo. In his workshop, in various states of repair, are an R-33 rifle in .22 Long and an R-21 rifle.

The cashbox in the shop contains one hundred and sixty-five 100-credit notes and ten rounds of .22 Long ammo. Because of the problems in the city with the landowners, Williams's shop is kept under constant surveillance to keep track of the weaponry being bought by this disaffected class. In case of a robbery, the spy on the premises will alert the government and ten of the Mayor's Guard will appear to thwart the robbers.

GUNSMITH (Location 16)

Charlie Sutherland is a mediocre gunsmith (BCS 10) who is better known for his handloaded shells (Handloading BCS 14). A skilled reloader, he can produce both standard ammunition and hollow-point ammunition for most non-rimfire rounds. A fair shot (BCS 12), he carries a P-17 pistol and thirty-six rounds of .357 ammo instead of a crossbow while serving on Night Patrol for the Shopkeepers' Company.

He is assisted in his shop by his sons Fred and Sam, and by his daughter Ethel. His wife, Clara, handles the customers (Commerce BCS 19).

The shop contains one hundred and twenty units of lead, ten units of primers, eighty units of smokeless powder, one hundred empty cases of .38 Special, thirty seven empty .357 Magnum cases. Sutherland has swages (bullet molds) for .38 Special, .357 Magnum, .45 ACP, 00 Buckshot, 7mm Mauser, .30 Carbine, 9mm Parabellum, .44 Special, .44 Magnum, .308, and .223. All of these swages are of Efficiency 75. It should be noted that if anyone has swages to trade, Charlie will override his wife and use his own Commerce Skill (BCS 12) in the attempt to acquire more of the bullet molds.

The shop also contains 1d20 rounds of all types of ammunition for which he has swages (50% standard, 50% hollow-point) plus 1d10 rounds for .22 Short, .22 Long Rifle, .32 Long, and 20 gauge No. 1 Buckshot. Also in the shop is an R-7 rifle, a 9mm P-18 pistol, and a .32 long P-2 pistol that are being fixed for customers. Both sons can grab loaded P-7 pistols (.22 Long Rifle) and the daughter can grab a P-22 pistol (.44 Special) if there is any trouble.

The cashbox in the shop contains two hundred and twenty-five 100-credit notes and a dozen rounds of .22 Short ammunition. In a closet at the back of the shop are four crossbows and suits of armor for the militia company.

HOUSE OF ILL-REPUTE (Location 27)

The world's oldest profession is alive and well in Madame Wanda's place. Madame Wanda is skilled in running her business and keeps her dozen prostitutes in good health and as prettily made-up as she can (Looks 61-80). She is always in the market for make-up, perfumes, and other items that would make her girls as appealing as possible. The basic fee in this establishment is five hundred credits per hour, plus one thousand credits for a liter bottle of excellent moonshine (which Madame Wanda distills in her basement) to go with the service. Madame Wanda is assisted in keeping her business running smoothly



by a pair of large bouncers (WT 4, STR 35), who carry brass knuckles, and by her piano player, Sam, who carries a P-31 pistol with two magazines of .380 and a belt knife (in his boot). These three gentlemen will handle any rowdies (all three are Veteran BCS with their chosen weaponry).

In the main office are ten half-liter bottles of moonshine, a P-32 pistol with a full magazine and seven spare rounds, and a cashbox that contains 3d100 + 100 of the 100-credit notes and a variety of items of make-up.

LEATHER WORKER (Location 17)

Albert Ames runs a leather shop with the assistance of a pair of his cousins (all three of them belong to the Shopkeepers' Company in which they carry knife-spears on patrol). Ames can both prepare leather from uncured hides and produce leather armor.

A short, quiet man, he tends to use one word sentences (which gives him the nickname of 'Gabby Ames'). The shop contains various tanning tools and chemicals, one hundred and five locations worth of HL, eighty-seven locations worth of LL, and fifty-seven locations worth of H-HL. Made up in the shop for sale are ten H-HL leather jerkins (LOC 4-12), two HL leather jackets (LOC 21-28, 4-11), and a couple of H-HL helmets (LOC 1).

Ames will pay fifty percent of the Barter Point worth of uncured hides and will pay in either cash or finished goods, depending upon the wishes of the seller. His cashbox contains fifty-two 100-credit notes and five 9mm Parabellum rounds.

MACHINIST (Location 18)

Robert MacKensie runs a machinshop with an Efficiency of 10 (2 with the electricity off) with a brace of assistants and his brother, Douglas. Both MacKensies and the assistants are members of the militia company, in which the two assistants use crossbows while the MacKensie brothers carry knife-spears. MacKensie makes a variety of tools and can produce any Type 1 Tool Kit. In the back of the shop is a secret room which is used by the Landowners for meetings with potential hirelings. This room is well-known to the city government because both MacKensies are spies for the Mayor-General and they help to keep tabs on anybody who is hired here.

Also kept in the back room are a number of weapons that the Landowners use to equip those they hire. These weapons are five P-9 pistols with twenty-four rounds of ammunition for each. The MacKensies will attempt to turn in anyone who joins the not so secret army of the Landowners about half the time. It is worthy of note that the MacKensies are paid one thousand credits a day for this information gathering service by the authorities, but that the fee alone would not be enough for the risk they take of execution by those they spy on were they not staunch supporters of the Mayor-General.

The cashbox in the shop contains three .38 Special rounds and one hundred and ten 100-credit notes. Another one hundred of the 100-credit notes are kept in a secret location in one of the walls of the shop.

MARKET (Location 19)

The market, which is held in the shell of an old supermarket, consists of twenty stalls. By law and custom the market must provide twenty men to the militia company (half armed with crossbows and half with knife-spears), with their armor and weapons stored in a back room in the supermarket. This room also doubles as a meeting place for the stall owners when they have complaints for the Market Manager to settle or pass on to the Mayor-General.

The Market Manager is Henry Pictfield, a fishmonger who can yell with the best of them (which is one of the reasons he was chosen to be Market Manager as he can yell down anyone else at a meeting). The only time Pictfield does not yell is when he has to go to the Mayor-General with a complaint.

The market has four fish stalls (each having 2d6 days worth of fresh fish rations), five vegetable stalls (each with 3d6 days worth of fresh vegetable rations), one clothing stall that has a variety of looted clothes

(LC or HC), a bookstall with 10d6 works of fiction and 1d3 useful books (GM choice as to subject matter and types), a cobbler's stall whose cobbler can produce a variety of LL boots and shoes, five stalls which sell a variety of household scavenged goods, a stall which sells arrows and bolts (target or hunting with homemade shafts), a stall which sells charcoal, and another which sells candles and oil lamps (which burn crude oil, of which 1d6 gallons will be for sale at the stall), and a stall that sells dried fish (4d6 days worth on hand). Each stall will have one or two people working at it during the day, while at night, one of the stall owners will be on watch over the entire market in his or her militia armor and carrying a knife-spear or a crossbow with ten bolts.

MASON (Location 36)

Richard Williams is a skilled mason and architect who primarily makes his living by repairing and constructing buildings. Currently, he is trying to convince the Mayor-General to build a stone wall around the city to strengthen its defenses (and to provide Williams with a good, steady source of income). Williams is assisted in his work by a pair of apprentices who handle the heavy work (at 65 years of age, Williams is getting a little fragile for the heavy labor). The shop contains a variety of masonry tools, a kiln for making bricks, and a cashbox that contains eighty-five 100-credit notes. Williams and the two apprentices are all members of the Shopkeepers' Company and carry knife-spears when on night patrol.

MILLER (Location 20)

Bernard Musselman is Karo's premier miller. Using a jury-rigged pedal-powered mill, he and his two daughters grind both their own and other people's grain. They will grind grain for 5% by weight of what is being ground. A fair man, Musselman is the only miller to whom most of the local farmers will sell because he grinds half of the grain in return for a few vegetables. At any time he will have on hand 2d6 100-pound sacks of flour, 1d3 100-pound sacks of wheat, and 2d6 100-pound sacks of dried corn. His mill can convert twenty pounds of grain to flour or meal each hour. Both he and his daughters belong to the militia and all three use crossbows.

The cashbox in the mill contains one hundred and three 100-credit notes and two rounds of .22 Short ammunition. Hidden under the counter is a half-full gallon jug of homemade, and rather sour, beer. In the basement there are three full jugs slowly fermenting (20% chance that the taste of the beer will cause a person to vomit).

PHARMACIST (Location 37)

Charles Kemper runs the only pharmacy in town with the help of his two sons, Art and Willie 'LummoX' (Willie has a STR of 50 and is a 'Strong' mutation). Charles Kemper, sometimes known as Doc Kemper because he occasionally does practice a little medicine (First Aid BCS 11), can produce ten units of bandages in his shop per day. A quiet man, he leaves the actual dealing with the customers to his son Art, while LummoX helps him prepare the medicines. His shop contains enough supplies to produce a hundred bandages, one hundred and five already prepared bandages, thirteen units of medical supplies, and a cashbox containing one hundred and thirty-two 100-credit notes. Hidden in a secret compartment at the back of the shop are two units of Polycellulac 3 and a P-1 pistol with ten rounds of .22 Long Rifle ammunition.

All three of the Kempers are members of the militia. Charles Kemper and Art carry crossbows (stored in the back of the shop) and Willie carries a knife-spear in the militia. Note that if Doc Kemper is unable to handle an illness he is faced with, he will recommend that the patient visit Doc Baker, who is next door.

PLASTICS REPAIR (Location 21)

Harry Burke (better known as Three Fingers Burke) runs the only plastic repair shop in the city. A tall, thin, bitter-faced man, he has a disdain for natural fabrics, believing that only plastics are safe to wear. If given the chance, he will go into a long spiel about how natural fibers are unhealthy. Keeping with this basic belief, he and his family (three sons and his wife) wear only plastic clothes.

The shop contains two Plastic Repair Kits 3, five hundred repair charges, eight hundred locations worth of plastic cloth (his wife, Anne, is very skilled in Tailoring plastic cloth), two Macroplast breastplates (MP 4-12), one of which is only AV 5 in areas 5-9, and a dozen riot helmets (MP 1). The Burkes all use militia armor of synthiplast instead of leather for the Jerkin. On patrol, Burke and his sons carry knife-spears.

The cashbox in the shop contains a dozen standard rounds of .22 Long Rifle ammunition, three rounds of .38 Special ammo, and fifty 100-credit notes.

SCHOOLMASTER (Location 28)

John E. Jordan runs the only school in Karo. He and his five man staff teach a number of courses for a weekly fee of one thousand credits. Each course taught takes two hours a day, six days a week. All of the teachers at the school are considered expert and gifted (they learned how to teach before the ruin). The courses offered consist of Lab Tech, Basic Research, Math, Physics, Literacy, Spanish (both written and spoken), and Pre-ruin Culture (history). The school maintains a library of ten books per subject, all are references (BCS 10).

Due to the age of the teachers (average age of 61), they sometimes have students serve for them in the Shopkeepers' Company. The school provides four soldiers to the militia company and the students who serve as surrogate militiamen receive three courses free per week.

In Jordan's office are a pair of spare sets of militia armor, two knife-spears, thirty-one works of fiction (seven are in Spanish), the rough draft for three chapters of a book entitled **The History of the Mayor-Generals of Karo**, and a cashbox that contains two hundred and fourteen 100-credit notes and twenty-four .22 Short rounds.

TAVERN (Location 22)

Bruno Hughes runs the Lucky Dice tavern (he won it in a dice game) which serves as the home for quite a number of adventurers and small traders when they are in town (3d6 will be in at any time). The tavern is a three-story office building and has 1d6 rooms available for rent at five hundred credits each per month. The Lucky Dice serves up meals at two to six hundred credits, moonshine at one hundred credits a slug, and pre-ruin liquor (well, at least half of it is pre-ruin) at five hundred credits a slug. Bruno has two assistants who keep their militia crossbows handy. Bruno, himself, packs a P-35 pistol in .332 ACP with a spare loaded magazine.

Bruno Hughes keeps his ears open to things going on and regularly talks about local events when he plays cards. Each person playing in a card game has a 70% chance of losing 1d6 x 100 credits. If a player wins at cards, winnings will be 1d3 x 100 credits.

Amongst the rumors known by Hughes is that Sneaky Herb knows how to dispose of hot items and that somebody in town is hiring soldiers the MacKensies might know more about. Behind the bar is an SG-1 in 12 gauge, a dozen rounds for the shotgun in 00 buckshot, a cashbox that contains one hundred and thirty-seven 100-credit notes, a 9mm round, and twenty-seven .22 Short rounds, six 2-liter jugs of moonshine, and three bottles (one liter) of cut, pre-ruin scotch.

TRADER (Location 33)

Michael (Crazy Mike) Carruthers is a trader who deals mainly with the areas already under government control. He occasionally leads pack trains to some of the communities just outside the area that the city rules. There is a 30% chance per week that he will not be in town. When Carruthers is not in town, his guards and animals are also not around as they are with him. Carruthers has earned his nickname from the fact that he tends to get a little crazy when he drinks, and goes around picking fist fights.

His shop contains a variety of goods (2d6 items from each list of Utility 0-3) and a cashbox that contains 1d100 + 20 of the 100-credit notes. When Carruthers is out of town, his goods and money will go with him and he will lock up his shop with Complexity 2 locks. He has three helpers (militia armor and crossbows), who also serve in the Shopkeepers' Company with him when he is in town.

His stable contains six horses (three are pack horses and three are riding horses) with the saddles and other gear necessary to ride and haul goods. A light cart with a broken wheel can also be found in the stables. He keeps forgetting to have the wheel fixed since there are rarely enough goods to need the cart.

Though Carruthers tries to make all of his trips out of town profitable, he picks up extra money when he goes on trips beyond the government controlled area by doing a little spying for Kaye.

TRADER (Location 23)

Charles Reed runs a small trading post that deals in goods that he has gathered by trading with scattered groups, up and down the Mississippi. His stock includes a variety of items (1d6 items of Utility 0-1 from the catalog suggestions found on pages 13-15 of Book 3 of the rules) at least one hundred and fifty locations worth of LL or HL hides, 5d6 gallon bottles of moonshine, 10d6 pounds of tobacco, and 1d3 guns (with 2d6 rounds each). A skilled trader (Commerce BCS 17), there is a 30% chance per week that he is out on a trading trip and has left the shop in the hands of his nephews Max and Fred. If Charles Reed is in, his two bodyguards (Average Trained, Shopkeepers' Company armor, machetes, and 50-pound crossbows) will also be present in the shop. Both Max and Fred are members of the

militia company and they keep their crossbows handy in case of any trouble.

The shop also contains a cashbox with 1d100 + 30 of the 100-credit notes, fifty .22 Long Rifle rounds, and seven .30 Carbine rounds. In the back of the shop, if Charles Reed is in town, are a pair of light aluminum rowboats.

VEHICLE REPAIR AND CARTWRIGHT (Location 29)

Richard Buckley has the only vehicle repair and production shop in Karo. He repairs pre-ruin vehicles and manufactures his own light horse or mule drawn carts. He also maintains a stable and boards animals for twenty-five credits per day. Buckley is assisted in his shop by two cousins and a non-relative assistant (Old Max, who does all the work on the pre-ruin vehicles). Buckley and his cousins are all members of the militia company and keep their armor and crossbows in a trunk at the rear of the shop.



The shop contains an Auto Repair Kit 2, three units of parts for a van, seven units of parts for a compact car, three units for a jeep, four Compact Car tires, two Light Wagons, fifteen horses (three of which are for sale). There is also a cashbox that contains three .22 Long Rifle rounds, one .456 Magnum rifle round, and one hundred and thirty-two of the 100-credit notes. Hidden in Old Max's tool kit is a one half liter bottle of moonshine and thirty-seven 100-credit notes. At the rear of the shop are five 10-liter jerry-cans, three full of local gasoline, one filled with diesel fuel, and the last two containing fuel alcohol.

WEAPONSMITH (Location 24)

Henry Johnson is a weaponsmith who specializes in the production of hand-to-hand weaponry, including the occasional reproduction weapon, such as halberds, rapiers, and broadswords. A bitter and slightly paranoid man, he always accuses everyone of trying to cheat him. His forge is Efficiency 7 (6 when the electricity is off) as is his machine shop.

Currently, his stock consists of ten Bowie knives, ten trench knives, one dozen sets of brass knuckles, fifteen knife-spears, one spiked mace, and a broadsword. Johnson is currently working on a dozen finely made halberds for use by the Mayor's Guard, and he will not be available to work on anything else for at least a week.

The cashbox in the shop contains ten 100-credit notes and two rounds of ammunition in .38 Special. A .38 caliber P-17 pistol is hidden in a secret compartment at the rear of the shop, hidden behind the chest containing his militia company armor and knife-spear.

WEAPONSMITH (Location 25)

Norman Wentworth is a weaponsmith who produces mainly crossbows, bolts, and arrows. Using the leaf-springs from old abandoned trucks, his crossbows run from forty to eighty pounds in strength, while his bolts and arrows are sufficiently well made to lose the improvised minus modifiers to BCS and WDM. Norman Wentworth is assisted in his shop by his two sons and his wife, Mary.

The shop contains an Efficiency 5 forge (4, without electricity) and an Efficiency 10 machine shop (reduced to 4 without electricity). Norman and his sons serve in the Shopkeepers' Company and carry crossbows when on night patrol.

The shop contains two Bowie knives (some of the rarer hand-to-hand weapon work of Wentworth), a machete, two 40-pound crossbows, one 60-pound crossbow, one 80-pound crossbow, fifty target quarrels, twenty armor-piercing quarrels, twenty hunting quarrels, and ten target arrows. The cashbox in the shop holds fifty-five 100-credit notes, two .22 Long Rifle rounds, and one extra long barrel for a .45 Colt Long for a P-60 pistol.

WEAVER (Location 32)

Fred Eventine is a weaver of some skill who, with the help of his wife and three children, weaves a variety of LC and sews into garments LC and HC material. Both of his homemade looms (Efficiency 4) are kept busy providing cloth to the townspeople (pre-ruin clothing is wearing out). Eventine also knows a number of natural dyes that he uses on the cloth he produces.

The shop contains the two looms, a quantity of wool from the north, cotton (from the south), two hundred and forty locations worth of LC, one hundred and fifty locations worth of HC, and a variety of natural dyes. At the back of the shop is the cashbox that holds one hundred and two 100-credit notes and three .22 Short rounds of ammunition.

Both Eventine and his wife are members of the Shopkeepers' Company, in which they use crossbows. Eventine is always looking to purchase pre-ruin dyes, for which he pays the best price (one hundred credits a unit as opposed to the usual rate of 100-credits for every two units).

WEED DEALER (Location 26)

Maxwell 'Toker' Smith runs a weedshop that deals in Kentucky tobacco, assorted spices, and homegrown marijuana. A bit of a self-taught doctor (First Aid BCS of 8), Smith often prescribes (free of charge) various herbal cures for toothaches, constipation, and other common, if minor, ailments. He is assisted in the shop by a couple of relatives who help him in the curing and preparation of the smoking material.

The shop contains a wide variety of spices (2d6 pounds worth 100-credits an ounce), ten pounds of tobacco (worth 200-credits an ounce), five pounds of marijuana (worth 200-credits an ounce), and 10d6 pipes. Toker is always looking for seeds from other varieties of marijuana and will pay 100-credits for twenty such seeds (note that a sample of the mature plant they come from must be included). Both Toker and his assistants are members of the militia and they keep loaded crossbows handy. The cashbox contains one hundred and fifty-seven 100-credit notes.

SCENARIOS

A. You're in the Army Now

The following is a group of quick scenarios for those adventurers who join the Fifth Company of the Lot Regiments. These scenarios are, as might be expected for members of the military, combat oriented.

USING MAP A

One of the basic jobs of the Fifth Company is to hold a series of outposts north of the city. These outposts are meant to stop wandering groups of bandits and other riff-raff who move cross-country and thus get by the other four companies of the Lot Regiment. The other companies only hold the towns administered by the Mayor-General, they do not hold the countryside. The outposts also serve as watch-stations on the locals who do not necessarily wish to be a part of Kard's slowly growing empire.

A group of player-characters who have joined the Fifth Company could be stationed on Map A at a road block. They are assigned to keep obvious trouble-makers out and to collect a toll for using the well-kept road (the toll is one hundred credits per vehicle, or the equivalent barter value). It is customary to charge double that with the excess charges going directly to the guards on the road. Unfortunately, the group of guards the player-characters have relieved made a habit of charging triple the usual toll. This has angered enough of the locals that they have decided to strike back.

Both buildings on the map are wooden in construction, while the crossbar of the roadblock is made from a length of railroad track. The guards have twelve days of rations each. If they survive the attack, traffic will go back to normal, 1d6 vehicles using the road daily.

The six locals who will engage in the attack of the outpost will

enter from the north, fire a few rounds, and then flee if they take any casualties.

Local 1: Average Trained. Equipped with Fatigues (HC 4-18, 21-28); Sneakers (HC 19-20); Mask (LC 1-3); Bowie Knife; 40-pound crossbow, eight standard target bolts.

Local 2: Average Novice. Equipped with Fatigues (HC 4-18, 21-28); Combat Boots (LL 17-20); Mask (LC 1-3); Army Helmet (SP 1); Leather Jacket (HL 4-11, 21-28); 60-pound bow, three barbed arrows with improvised shafts; seven standard target arrows; baseball bat.

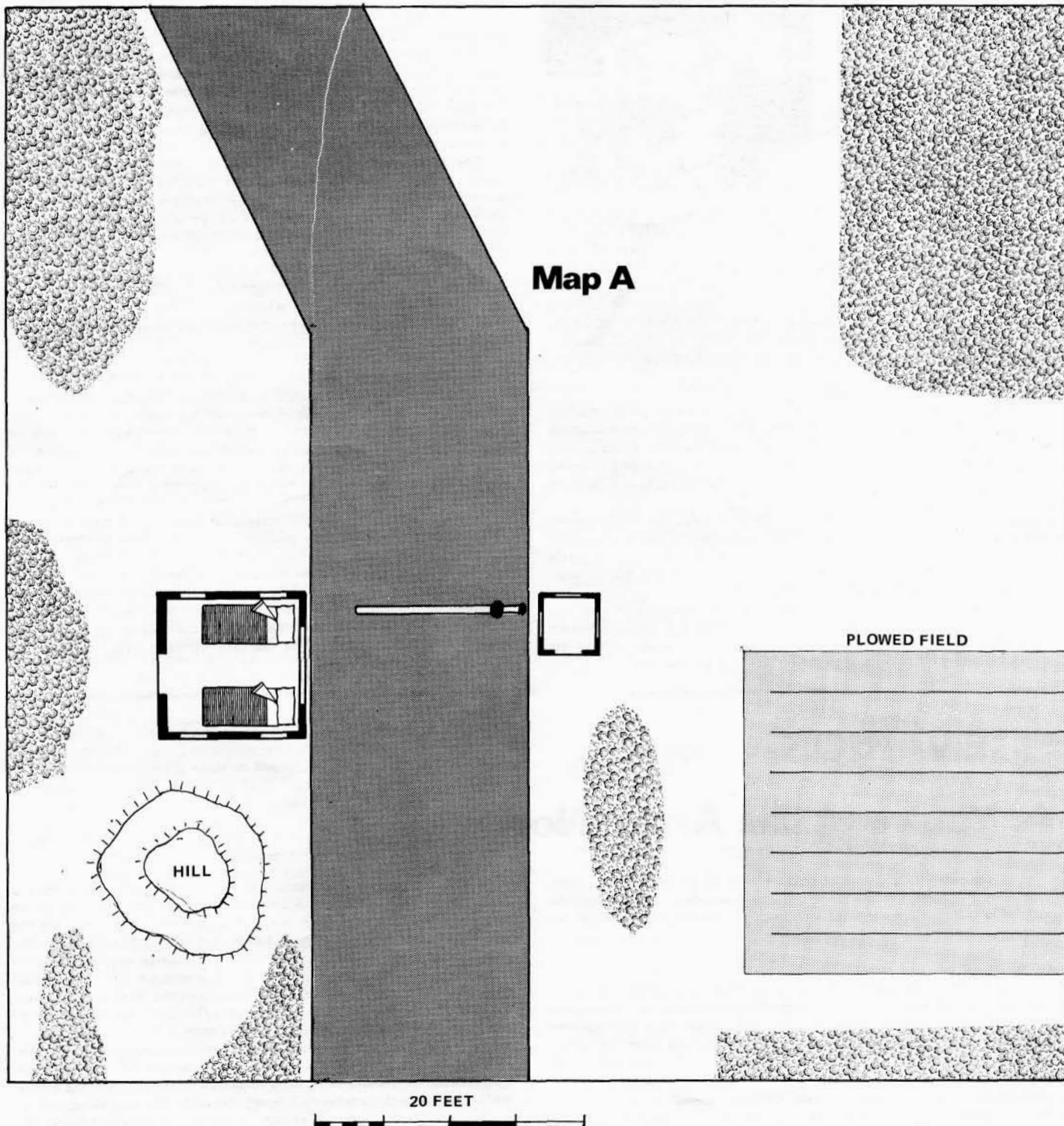
Local 3: Superior Trained. Equipped with Fatigues (HC 4-18, 21-28); Sneakers (HC 19-20); Mask (LC 1-3); Leather Jerkin (LL 4-12); Hatchet, SG-1 twelve gauge shotgun with ten rounds of BB shot.

Local 4: Average Veteran. Equipped with Fatigues (HC 4-18, 21-28); Combat Boots (LL 17-20); Police Riot Helmet (MP 1-3); Flak Jacket (LP-AA 4-12); 60-pound crossbow with ten target bolts, and five armor-piercing bolts; a Molotov cocktail; Hatchet.

Local 5: Average Trained. Equipped with Fatigues (HC 4-18, 21-28); Sneakers (HC 19-20); Mask (LC 1-3); Leather Helmet (H-HL 1); 40-pound bow with ten target arrows with improvised fletching; Bowie knife; two Molotov Cocktails.

Local 6: Average Novice. Equipped with Fatigues (HC 4-18, 21-28); Combat Boots (LL 17-20); Mask (LC 1-3); Leather Jerkin (LL 4-12); 40-pound bow with seven target arrows with improvised fletching; Molotov Cocktail; Belt Knife.

Map A



USING MAP B

Another of the duties of the Fifth Company of the Lot Regiment is to clear their region of bandits and the like. One of the locals (who did not take part in the attack on the roadblock) brings news of the hide-out of bandits. The player-characters may call on support from the rest of the Lot Regiment (they may receive six soldiers drawn from the Third Company), but such additional forces will demand a share in any loot taken. The local civilian will lead the characters and any supporting troops to the old farmhouse that the bandits are using as a hideout (Map B). The player-characters may approach the farmhouse from any direction. Bear in mind that should they spread out too much they will have difficulty communicating.

Room 1 of the house contains one of the bandits who is supposed to be on watch (50% chance that he is asleep on an overstuffed chair in the room). He should be treated as Average Trained and equipped with Fatigues (HC 4-18, 21-28); Sneakers (HC 19-20); Leather Jacket (HL 4-11, 21-28); Army Helmet (SP 1); Trench Knife; 60-pound crossbow with ten hunting bolts; Belt Knife in a boot sheathe. A half full two-liter bottle of whiskey (moonshine) is sitting by his chair and he has taken enough of it to be -1 on all combat attacks.

Room 2 is the old kitchen and contains a broken stove, a refrigerator that would work if it had electricity, a dozen pots and pans, and five 1-gallon jugs filled with treated water.

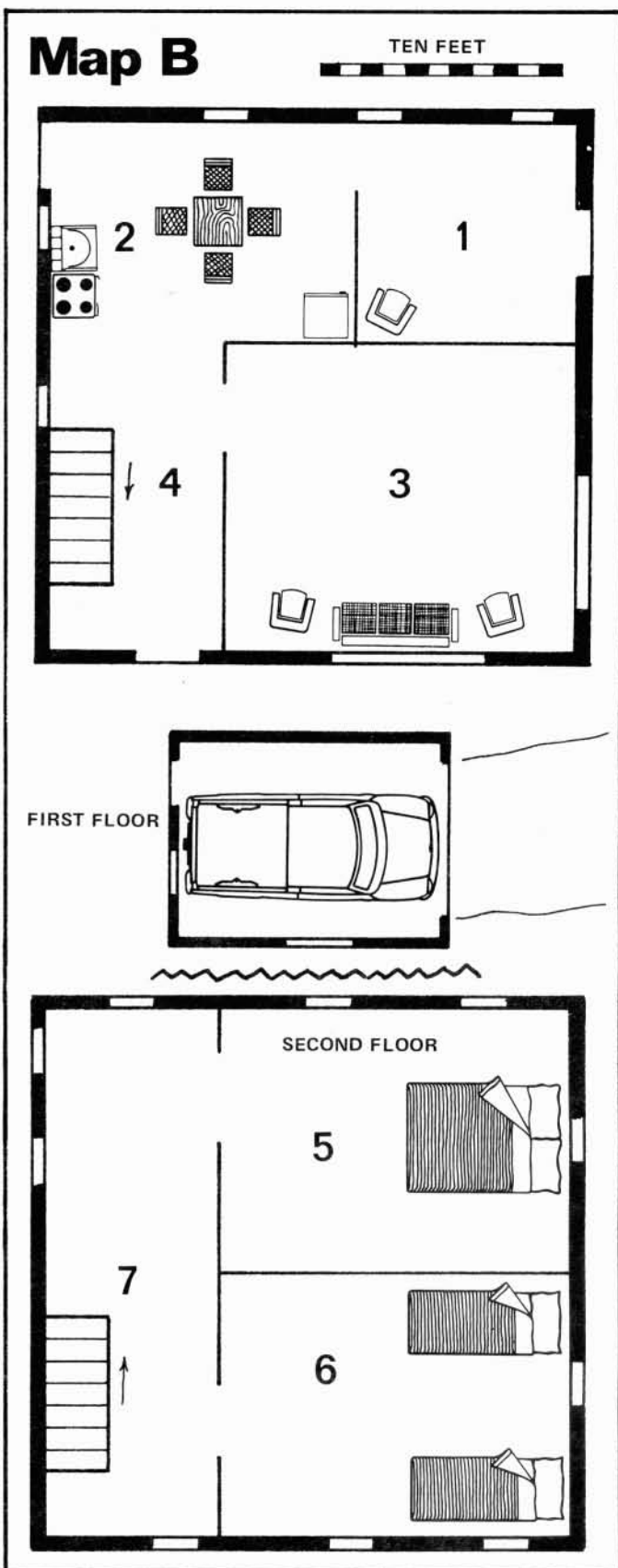
Room 3 is the living room in which (during the day) two of the bandits will be sleeping on a sofa and an easy chair. At night, this pair will be awake and cleaning their weapons. The guns of each bandit begin unloaded and the room is lit by a single candle. Bandit 1 should be treated as Superior Trained and equipped with Fatigues (HC 4-18, 21-28); Combat Boots (LL 17-20); Army Helmet (SP 1); Leather Jerkin (H-HL 4-12); Trench Knife; R*1 (see Appendix 1) with both a 20 gauge and .30-30 barrels, ten rounds of .30-30, seven rounds of 20 gauge in No. 4 buckshot, four rounds in BB shot; a 40-pound bow with eight standard target arrows. Bandit 2 should be treated as Average Veteran with Fatigues (HC 4-18, 21-28); Sneakers (HC 19-20); Leather Helmet (H-HL 1); P-3 pistol in .38 Special with twelve rounds; Machete; Hatchet. In a pair of backpacks, hidden behind an easy chair, is a dozen days worth of LURP rations, two 1-liter bottles of moonshine, three space blankets, five snares, three days worth of Super-K rations, ten 100-credit notes, and three 7mm Mauser rounds.

Room 4 contains the stairs up to the second floor. In the closet, under the stairs, is fifty days worth of preserved natural rations, two baseball bats, a knife-spear, and a pair of Combat Boots (LL 17-20).

Room 5 (on the second floor) is a bedroom that is the personal room of the bandit leader, Hank 'Bloody Eyes' Thompson, who has a one thousand credit price on his head. Bloody Eyes does not trust anyone, especially not the scum that he leads, so he barricades his door with two easy chairs and a light table. He sleeps with a gun in his hand and does not touch alcohol (he is growing more than a little paranoid). Bloody Eyes (so named for the color of his eyes as he is one of the Changed) should be treated as a Superior Veteran equipped with Fatigues (HC 4-18, 21-28); Leather Jacket (H-HL 4-11, 21-28); Army Helmet (SP 1); Combat Boots (LL 17-20); two Brass Knuckles; Trench Knife; Ceremonial Sword; P-18 (.38 Special) Pistol with fifteen rounds; 60-pound Crossbow with seven standard target bolts and two armor-piercing bolts. Under the bed are two backpacks. One contains ten days worth of Super-K rations, a trench knife, a pair of space blankets, and fourteen 100-credit notes. The other pack contains a handloading kit with a mold for .38 Special slugs, twenty-five primers (Efficiency Factor of 2), and a dozen days worth of Super-K rations.

Room 6 (on the second floor) is the sleeping quarters for four members of the gang. The four are engaged in one of their marathon card games and will be awake and playing, day or night. Treat the first card playing bandit as Average Trained with a 60-pound crossbow and six target bolts and a baseball bat. The second bandit is Average Novice and armed with a knife-spear and a belt knife. The third bandit is Average Veteran with a ceremonial sword, a thirty-pound bow, seven target arrows, three hunting arrows, and three switchblades. The fourth bandit is Average Trained and has a P-2 pistol with twelve rounds of .38 Special ammo, a trench knife, a 60-pound crossbow with seven target bolts. All four bandits wear Fatigues (HC 4-18, 21-28); Combat Boots (LL 17-20); Steel Helmets (SP 1); and Jackets (HL 4-11, 21-28). Scattered about the room are a pair of candlesticks, each with two candles, a half liter bottle (full) of moonshine, a pack that contains ten days worth of LRRP rations, a pair of brass knuckles, a heavily used deck of cards, fifty-one 100-credit notes, a dozen rounds of .22 Short ammo, and three rounds of 9mm Parabellum.

Room 7 (on the second floor) contains the stairs down to the first floor and a bandit guard (Average Novice; Fatigues (HC 4-18, 21-28); Sneakers (HC 19-20); Leather Jacket (H-HL 4-11, 21-28);



Leather Helmet (H-HL 1); Trench Knife; 40-pound bow with eight target arrows; Baseball Bat studded with nails.

Garage contains a compact car (DUR 9) that one of the bandits is working on. His statistics are Average Trained; Fatigues (HC 4-18, 21-28); Sneakers (HC 19-20); Leather Jerkin (H-HL 4-12); Army Helmet (SP 1); Belt Knife; 40-pound crossbow with seven target bolts; Baseball Bat. The garage also contains three gallons of alcohol fuel in a jerry-can, one unit of parts for the compact car, and an Auto Repair Kit 1.

USING MAP C

Kaye has finally made the decision to move on the Landowners and get rid of them once and for all. In order to limit the political damage done, it has been decided to use the Lot Regiment (especially the members of the Fifth Company, who have the fewest ties to the city). A pair of machineguns from the Assault Regiment and the Fourth Company of the Lot Regiment will provide support for the dawn attack on the Landowners' houses by the Fifth Company. Since the Fifth Company is made up of adventurers, who are not thought well of normally, it is hoped that they will be sufficiently violent in arresting the Landowners that no one will survive to be brought to trial. The Fifth Company is given free rein in making the arrests and may help themselves to any property liable for confiscation (i.e. anything that is not nailed down). Because of the generally corrupt nature of the Fifth Company, the violence they employ in making these arrests will be used as an excuse the later disband the company. The player-characters begin this scenario at Point A, having just broken down the main door of the house with a short battering ram.

If the members of the Fifth Company who attack the house survive, there is a ten percent chance that in the week following their release from the army (after the Company is disbanded) that someone (1d3 relatives of slain Landowners) will attempt to kill the PCs. Roll once per player-character with the attack coming when the target character (any determined by the above rolls) is alone.

Kaye feels, correctly, that if he uses the Fifth Company and blames any excesses on them, the Company will take the brunt of attempts at revenge. In fact, Kaye will set out himself to hang some of the members of the Fifth Company who have gotten totally carried away (i.e. kill unarmed people or fire houses). Such persecutions will begin a couple of weeks after Kaye disbands the Company. He will, in the interest of future needs, make sure that those threatened with hanging are alerted so that most can escape.

Landowner Mortimer's Mansion

First Floor: (all windows are blocked with ¼ inch gratings or iron bars.

Room 1 is the main entryway of the house. Usually stationed here is one of the Landowner's henchmen. The pounding of the battering ram on the main door will provide enough warning and allow enough time for this henchman to ring the alarm bell that is hanging in this room. He has taken cover behind an overturned light wooden table (Barrier 5) set up in the doorway between rooms one and three. The guard should be treated as Average Novice with: Fatigues (HC 4-18, 21-28); Combat Boots (LL 17-20); Army Helmet (SP 1); Leather Jerkin (H-HL 4-12). He is armed with a trench knife and a 50-pound crossbow with fifteen target bolts.

Room 2 is the formal dining room where the Landowner, his immediate family, and honored guests take their meals. The room contains a large wooden table with eight heavy wooden chairs, four single candlesticks with candles, and a cabinet (locked, Landowner Mortimer has the key) that contains three one-liter bottles of pre-ruin Scotch, various pieces of china and glassware of excellent quality (worth ten thousand credits if intact), and three 2-liter jugs of good quality, post-ruin moonshine.

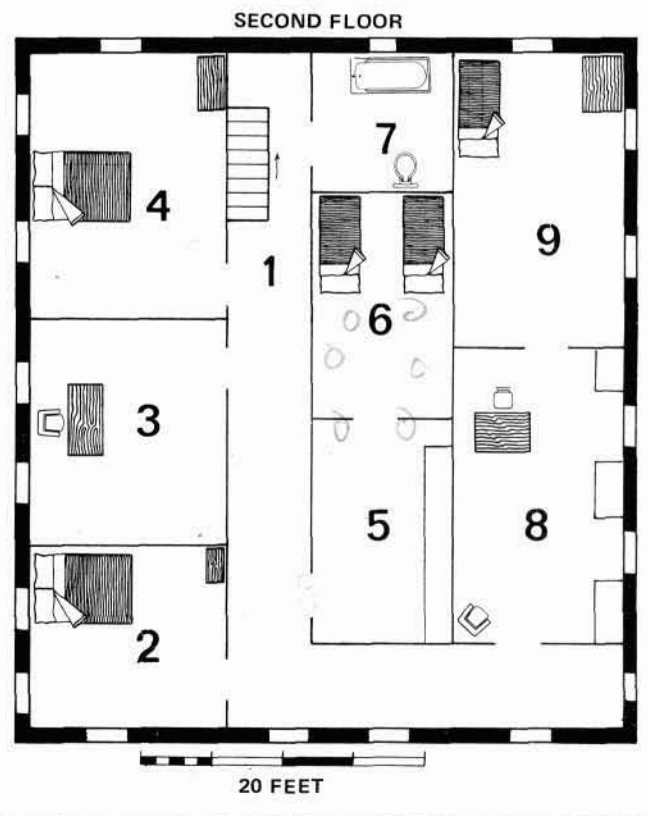
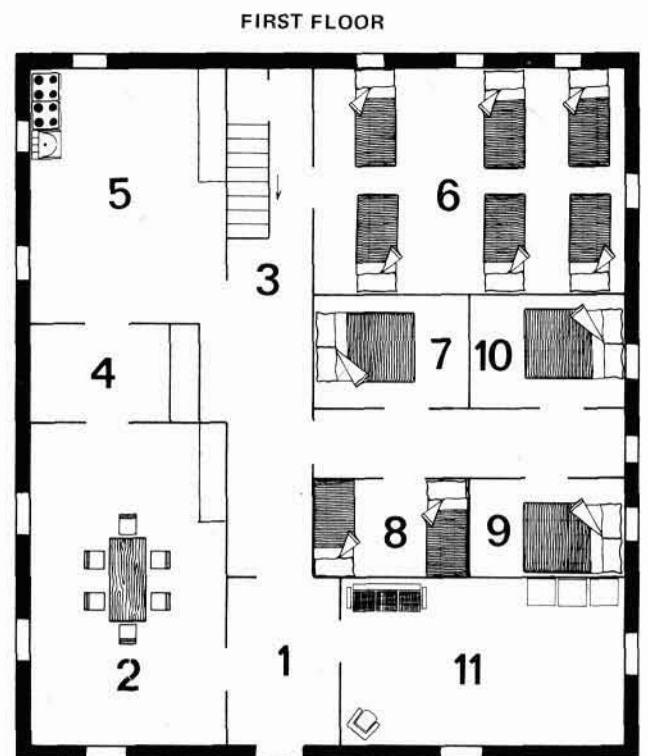
Room 3 contains the stairs up to the second floor of the house. If the guard in Room 1 can hold the intruders at bay for four Combat Turns, on each succeeding turn one of the armed men in Room 6 will come out into the hallway (or crouch at the door to Room 6 if fire is too fierce to allow him to step out into the hall). In the closet, under the stairs is a pair of knife-spears, 1d6 suits of HC clothing, and fifty days worth of rations in the form of potatoes.

Room 4 is a pantry that contains most of the household's food. On the shelves in the pantry are one hundred days worth of natural foods (mostly vegetables), two hundred and fifty days worth of naturally preserved foods (ranging from peach preserves to salt pork), and ten days worth of food in the form of Super-K rations (for emergencies).

Room 5 is the kitchen. Two female cooks are busy preparing the morning breakfast (fresh eggs purchased from local farmers who were allowed by the troops to drop by to sell their eggs as normal, so as not to give away the idea that something was up). The cooks (Average Green) wear various bits of clothing [HC (4-18, 21-28); Sneakers (HC 19-20)]. One cook has a belt knife. The cook without a knife will flee (opening the grate over a window and crawling out) if allowed to do so by the invaders, otherwise she will grab a knife (equivalent to a belt knife) from a drawer and attempt to assist the other cook in fighting. They will immediately attack the invaders. The room contains a stove, various pots and pans, a large mess of scrambled eggs and salt pork (enough to feed twenty people).

Room 6 is the barracks for the unmarried males who are in the service of Landowner Mortimer. They have had time enough to grab

Map C



their weapons and get partly into their armor. The eight guards are all Average Novice and have gotten on their Fatigues (HC 4-18, 21-28). Three have their Combat Boots (LL 17-20) on. One has on his Army Helmet (SP 1), while the other four have gotten into their Leather Jerkins (H-HL 4-12). Four of the guards have grabbed their knife-spears, while the other four have their fifty-pound crossbows (which they have not yet had time to cock or load). The crossbowmen have

a half dozen target bolts each and all have trench knives. The room contains ten beds, eight trunks that contain a total of a dozen suits of HC clothing, one hundred and five 100-credit notes, ten rounds of .22 Long Rifle rounds, eighty-seven target bolts, and three one-liter jugs (half full) of moonshine. Scattered about the room are five pairs of combat boots, seven army helmets, and four leather jerkins that the guards have not had time to put on in their rush to get into the fray.

Room 7 belongs to a married pair of servants (one of whom is busy in the kitchen). The other (Average Green; HC 4-18, 21-28) is sound asleep from overindulging in a night at Simon's Tavern. He is so sound asleep that nothing will be able to even partially arouse him. In a trunk under the bed is a trench knife, two full 2-liter jugs of moonshine, seven 100-credit notes, and a book on fermentation (BCS 7).

Room 8 is used by the unmarried female servants of the Landowner. The pair of housemaids (Average Green) are unarmed and are wearing clothing of unarmored style (HC 4-18, 21-28) and Sneakers (HC 19-20). If more than five combat turns have passed since the intruders have entered the house, the pair will have left through the window at the end of the hall outside, leaving the grate over the window open. The first trunk contains a dozen articles of female attire and a half dozen carefully rolled marijuana cigarettes. The other contains various items of HC clothing, ten 100-credit notes, and three .22 Long Rifle rounds.

Room 9 belongs to a pair of married servants, who by the time the intruders reach the room, have fled out the window (they were in the pay of the government and knew to flee when trouble started as they had been warned of the coming attack). The room contains a pair of empty trunks under a large cot. The couple took all of their goods when they fled.

Room 10 also belongs to a pair of married servants of Landowner Mortimer. The wife is one of the cooks (and is in the kitchen), while the husband serves as Mortimer's fencing instructor. He is very loyal to Mortimer and will attack any intruders with his sword (Average Trained; Clothing [HC 4-18, 21-28]; Combat Boots [LL 17-20], a rapier, and a trench knife). The room contains several extra rapiers, a large cot, and a trunk that contains a variety of HC clothing, fifty-one 100-credit notes, and a pair of goggles SY 2.

Room 11 is the old living room of the house that is currently being used as a storeroom. It contains a number of pieces of furniture in bad shape, various odds and ends of lumber, and several broken television sets (two units of parts can be salvaged from them). Hidden in an old sofa at the rear of the room is a metal box that contains a pipe and three ounces of pre-ruin Hashhish that was tucked in the sofa just before the ruin by someone who did not survive long enough to return and recover it.

Second Floor: (windows on this floor are not barred)

Room 1 contains the stairway down to the first floor. At the head of the stairway is one of the Landowner's guards who will try to keep the adventurers from making it up the stairs. The guard is an Average Novice with Fatigues (HC 4-18, 21-28); Army Helmet (SP 1); Combat Boots (LL 17-20); Leather Jerkin (H-HL 4-12); with a trench knife and a 50-pound crossbow with eighteen target bolts.

Room 2 is the bedroom of Landowner Mortimer. He has had time to arm and armor himself before the intruders make it up the stairs and he has barricaded himself behind a light wooden table (Barrier 5) that is in his room. Landowner Charles Mortimer is an Average Novice (Green with the rapier he carries). He wears Fatigues (HC 4-18, 21-28); Army Helmet (SP 1); Flak Jacket (LP-AA 4-12); Combat Boots (LL

17-20). He is armed with a rapier, trench knife, M-1 carbine with four 15-round magazines and six extra rounds. The room contains a large bed, a dozen suits of clothing in a standing wardrobe, and, on the wall mounted as a trophy, a pair of knife-spears.

Room 3 is the study and library. It contains a desk, one hundred and thirty-six books, and, as wall ornaments, a brace of ceremonial swords. The desk contains a dozen pencils, various documents (including a list of all the conspirators who intended to overthrow the government of the Mayor-General), and a small cashbox that contains fifteen 100-credit notes and four .22 Short rounds. Most of the 136 books are works of fiction, but some are reference books: three are on pre-ruin culture (BCS 5, 7, and 4 respectively), one on foreign language (Russian BCS 8), two on Rural Survival (BCS 10, 12), and one book on pre-ruin botany (BCS 12).

Room 4 is Mrs. Mortimer's room. She is busy throwing together a few valuable items (mainly her jewelry) to take with her when she flees out the window on a rope ladder she has already thrown out. The shoulder bag she is carrying contains a variety of silver jewelry worth fifteen thousand credits, fifty 100-credit notes, five rounds of .25 pistol ammunition, and a variety of articles of clothing. Treat her as an Average Novice, clothed in HC (4-18, 21-28) with a P-32 pistol with one already loaded box 6 magazine. She will use the pistol only if not allowed to leave by the window. The room contains a large bed, several trunks full of HC and LC clothing.

Room 5 is Mortimer's storage room (lock is Complexity 3, Barrier 20) and contains a wide variety of items he has picked up over the years. Among them are a short-wave radio, three E-1 batteries, four knife-spears, two 50-pound crossbows, seventy target bolts, and, in a camper's backpack, seven days worth of Super-K rations. The door into Room 6 is one inch thick oak and is locked. Landowner Mortimer has the key.

Room 6 is the armory and contains a variety of weapons that had been collected for the planned revolt. Also in this room are four recent hirelings who were secretly moved into the house. The Hirelings are Average Trained troops (Fatigues (HC 4-18, 21-28); Army Helmets (SP 1); Leather Jackets (H-HL 4-11, 21-28); Combat Boots (LL 17-20); and are armed with Trench Knife; P-5 pistol in .38 Special with twelve rounds each). Also in racks about the room are four more P-5 pistols, fifty rounds of .38 Special ammo, twenty-three rounds of .30 Carbine ammo, five C-15s and one hundred and twenty-seven .22 Long Rifle rounds.

Room 7 is the bathroom. It contains a tub full of cooling water (hauled up from the kitchen for Mortimer's morning bath) and a functioning chemical toilet.

Room 8 is Landowner Mortimer's younger brother's study. The room contains a desk, behind which Simon Mortimer is taking cover, a bookshelf that holds ten works of fiction and a dictionary, and, on the wall mounted as a trophy, the head of a wild boar. The desk contains 2d12 pencils and a number of documents (including several bills from Madame Wanda). Simon Mortimer is an Average Novice wearing Fatigues (HC 4-18, 21-28); Combat Boots (LL 17-20); Army Helmet (SP 1); Leather Jacket (H-HL 4-11, 21-28). He is armed with a French knife and a C-7 in 30-06 with fifteen rounds of ammunition.

Room 9 is Simon Mortimer's bedroom. It contains a large bed, a wardrobe filled with various items of HC and LC clothing, and, under the bed, a trunk that contains a bag with seven silver dimes, thirteen 100-credit notes, and a box with seven rounds of 30-06 ammunition.

B. St. Louis Blues

One of the things that adventurers in Karo may do is to sign on with Mohammed Lloyd for a scavenging raid on St. Louis (the nearer towns have been so thoroughly looted that it is not generally worth the effort to scavenge in them). For five percent of the take in Barter Points per person, Mohammed Lloyd will hire the player-characters to help guard his raid and to assist in the searching for artifacts. His knowledge of the warehouse area of St. Louis is second to none and he will add +5 to the Urban Search BCS of all player-characters who accompany him while they are in St. Louis.



Travel on the River:

The average current speed is assumed to be two kilometers per hour. Roll once per hour for river encounters:

Encounter Table**1d20 Encounter**

- 1 Trade's Keelboat
- 2 A keelboat (with crew of 7-10) belonging to a bunch of river bandits
- 3 If the boat is not more than ten meters from shore, a group of bandits open fire from shore.
- 4-20 No Encounter

St. Louis Encounters

Roll once per three hours while in St. Louis. Roll 1d20.

Roll Encounter

- 1-3 5 + 2d6 Cards
- 4-5 Dogs. A pack of 2d3 (70%) or a large pack of 4d6 wild dogs. Roll 1d6 + 2 for Size of each dog, or group of dogs. There is a 20% chance of a dog being rabid.
- 6 A pack of feral cats (2d3). There is a 20% chance they are rabid.
- 7 Small Game (see rules, Book 3, page 26)
- 8 Rats (see rules, Book 3, page 18)
- 9 Solo Traveler
- 10 Maniac
- 11 Disease Carrying Maniac
- 12 Sarin-equivalent nerve gas pocket (only if searching and it will affect only one person).
- 13 Group of 3d3 bandits
- 14-20 No Encounter

St. Louis expired when it received five hits from chemical warheads and two from biological devices. Most of the population died within the opening hours of the War. However, here and there, a few groups survived due to luck more than anything else. One of the larger groups to survive theoretically controls the area the player-characters will be searching. They, The Cards, survived by using the auxiliary generator in Busch Stadium (which had been domed in the 1990s) to power the air conditioning system. They used the system to produce air pressure greater than that of the surrounding atmosphere to keep out the gases and bacteria. The system did not work perfectly, but at least half of the people in the stadium (mainly baseball players and sports reporters) survived. Using the resources of the stadium (concession food, football armor, and baseball bats) and the weaponry from a nearby police station, they have held the waterfront area near the stadium from attacks by other groups. Over the years, others have joined the Cards, helping to vary their initially small group of skills.

THE CARDS

Population: 769

Number of Effectives: 235

Resources: The group survives by looting nearby businesses and warehouses. Only in the last five years have they even tried to grow crops inside the stadium, using interior lighting.

Trade: The Cards are always looking for fuel to keep their generator going. They offer to trade a variety of scavenged goods, especially pieces of pre-ruin football equipment (helmets, hip pads, shoulder pads, etc.).

General Reaction: -05 (+10 if Mohammed Lloyd is with the party for he usually carries several one-liter bottles of alcohol fuel for a toll for the right to search the area).

Standard Arms and Armor: Any group of the Cards encountered outside the stadium will be made up of half Average Trained personnel (trained with their weaponry) and half Superior Trained personnel. Each man in such a group will be carrying a baseball bat (half are studded with nails) and a belt knife. Each will be wearing a uniform (HC 21-26, 4-16), a football helmet (PX 1), shoulder pads (SY with LC padding 21-22, 4-5), hip pads and cup (SY with LC padding 10-12), and spiked shoes (LL 19-20).



Location 4 is the elevator shaft down to the basement of the old auto parts store. It is completely blocked with rubble.

THE BASEMENT

Room 1 contains the stairs down from the remains of the ruined auto parts warehouse. In the room, guarding the stairs, is one of the Skull-faced Bandits. He has a skull tattooed over his face. Treat him as Superior Trained equipped with Fatigues (HC 4-18, 21-28); Sneakers (HC 19-20); Motorcycle Helmet (PX 1-2); Leather Jacket (HL 4-11, 21-28); Cup (SY with LC padding 12); armed with Bowie Knife; Baseball Bat with nails; 40-pound Crossbow with ten target bolts and two barbed heads. His job is to fire a bolt or two at any intruder and to then retreat back into Room 2 to warn the rest of the gang.

Room 2 is the main living quarters of the Skull-faced gang. Five members of the gang are scattered about the room, cleaning their weaponry, rolling dice, or otherwise killing time. First Bandit: Average Trained; Fatigues (HC 4-18, 21-28); Combat Boots (LL 17-20); Leather Jerkin (H-HL 4-12); Army Helmet (SP 1); Trench Knife; Baseball Bat; 50-pound Crossbow with twenty target bolts; Belt Knife tucked in her boot. The second and third members of the gang are both treated as Superior Trained and wear the same clothing and armor as the first bandit and both carry Bowie knives, baseball bats studded with nails, and P-1 pistols in .32 Long with ten rounds of ammo each. The fourth bandit is an Average Veteran wearing Fatigues; Sneakers (HC 19-20); Football Helmet (PX 1); and Mesh Jerkin (M-SP 4-12) and carries a trench knife, a fire ax, and an R-9 rifle with ten rounds of ammo. The fifth bandit is an Average Veteran wearing an H-HL leather jerkin, fatigues, an army helmet, and a pair of sneakers while carrying a 50-pound crossbow with ten target bolts and a hatchet. Scattered about the room are eight sleeping bags, a pair of shoulder bags each holding

USING MAP D

Mohammed Lloyd owns a fragment of the city directory for St. Louis and he is making a regular and systematic search of all businesses listed in it. The next business that he wants to check out was the warehouse of a sporting goods and camping goods wholesaler. Lloyd will carefully lead the group to the standing door of the warehouse (which appears to have been damaged by fire). Since the above ground portion of the warehouse appears to have been gutted and there is an obvious elevator down to the basement level, Lloyd decides to give the basement a once over to see if it too suffered extensive fire damage. If the first floor is searched at all, only an aluminum baseball bat and a badly dented camping mess set will be found under a pile of rubble.

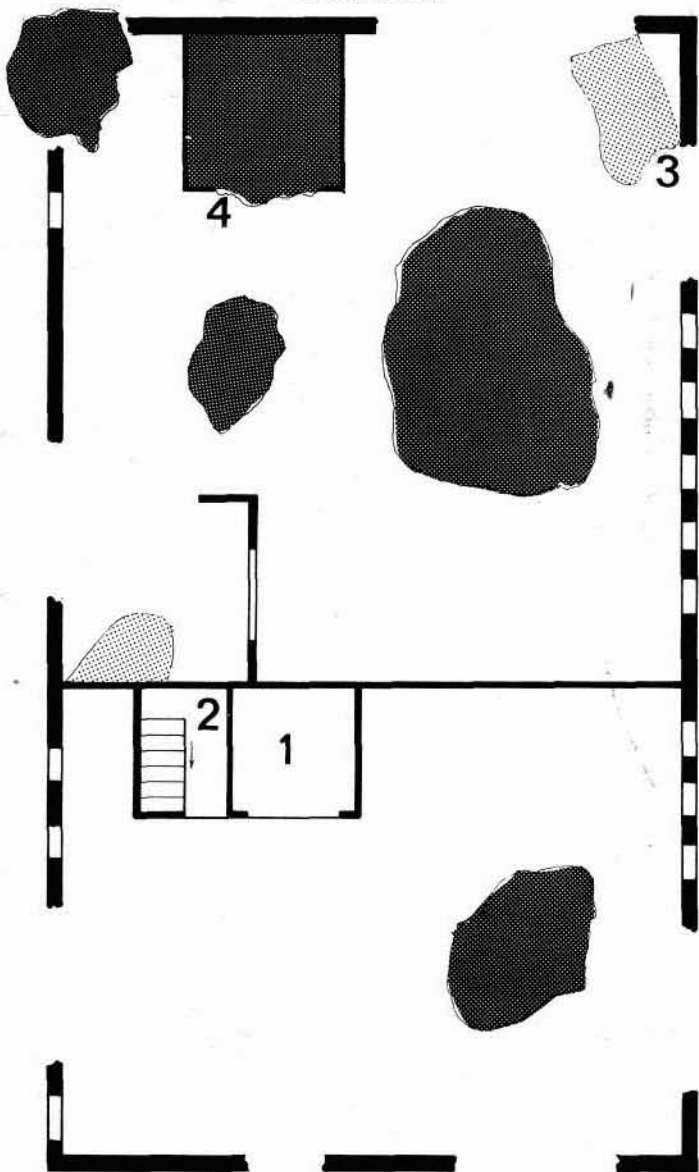
Location 1 is the elevator shaft down to the basement. If the doors are opened (requiring a combined STR of 45 to open them and at least 10 to keep them open), the player-characters will find that the open-topped freight elevator is currently in the basement. The basement elevator doors require a 15 STR to open and a STR of 3 to hold them open.

Location 2 is the stairs down to the basement. Unfortunately, the heavy metal (Barrier 35) door that leads into the stairwell is fully blocked (wedged shut) by a number of heavy timbers (three six by six boards) making it very difficult to open by conventional means (explosives would be required). A Wit AST would show that the beams (despite an attempt to make them look as if they had just fallen there by the scattering of other debris) had been intentionally placed there.

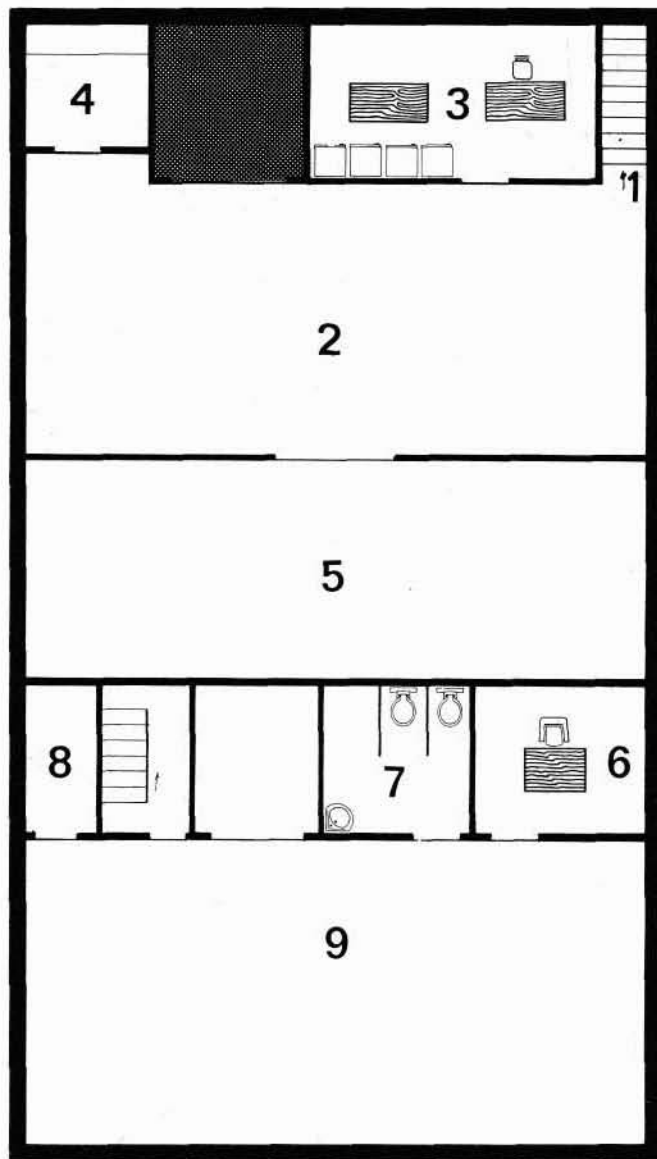
Location 3 is the stairway used by the Skull-faced Bandits to enter and leave their hideout. The stairs are concealed by a slab of fallen roof. Note that the boards blocking the stairs at Location 2 were placed by these same bandits.

Map D

MAIN FLOOR



BASEMENT



10 FEET

five days worth of LURP rations, two half full liter jugs of post-ruin moonshine, three packs of playing cards, four pairs of dice (two of which are loaded), a dozen target bolts, and a tattooing kit. All of the bandits have skulls tattooed over their faces.

Room 3 was the office of the warehouse before the ruin and it now serves as the headquarters for the Bandit Leader, Skull Jackson, and his woman, Skull Mary. Skull Jackson should be treated as Superior Trained with Fatigues; Army Helmet; Leather Jacket (H-HL 4-11, 21-28); Cup (SY 12); Combat Boots and he carries two trench knives, a belt knife, a P-31 pistol with two loaded Box 5 magazines, and one loaded Box 30 magazine. Skull Mary wears the same armor and clothing and carries a hatchet, a belt knife, and a P-11 pistol with twenty rounds of .32 Short ammo. Cached in five filing cabinets in the room is one hundred days worth of preserved natural foods (all jerky). A successful nutritionalist BCS roll will reveal that half of it is human in origin. There are also ten hatchets, twenty units of parts for compact cars, and ten football helmets (PX 1). Also in the room are a pair of desks, one of which, in a bottom drawer, contains five full liter bottles of pre-ruin liquor, twenty rounds of 5.56mm ammo, and sixteen rounds of .32 Short ammunition.

Room 4 was an old broom closet that still contains two brooms, a mop, and a couple of pails. The room is being used as a storage room for some of the items looted by the gang from nearby buildings. The

room contains five portable butane stoves, ten tanks of butane (each will last about twenty hours) for the stoves, seven kerosene lanterns, twenty sleeping bags, five baseball bats, ten hatchets, twenty pots and pans sets for campers (collapsible) which are worth five hundred credits each, and forty target arrows.

Room 5 is guarded by a single member of the Skull-faced gang whose job is to keep an eye on the hole they made in the door to the basement of the next warehouse. The hole was made so the gang could loot the warehouse in safety and for use as an escape route should the Cards, on whom they regularly prey, find their hideout. The bandit here should be treated as Average Trained with Fatigues; Combat Boots, Football Helmet; Hip Pads and Cup (SY with LC padding 10-12); and armed with a baseball bat studded with nails and a fifty-pound crossbow with ten target bolts.

Room 6 is an old office into which the hole in the warehouse wall leads. The desk in the room has been completely looted and only a few old order forms remain in the drawers.

Room 7 is the employees' restroom and is currently inhabited by a mated pair of Super-Rats.

Room 8 is a broom closet that contains a half-liter of ammonia, two mops, and a pail.

Room 9 is the main underground storeroom of the basement of the warehouse. It is full of opened and empty cardboard boxes that

once held a variety of sporting and camping goods. A search of this room will turn up two target arrows and a collapsable set of pots and pans that had been overlooked by earlier scavengers.



USING MAP E

One of the places that Mohammed Lloyd wants to check out is an old charter bus company, the Pictfield Bus Company. Because both Sherman tanks owned by the city of Karo had their engines replaced by commercial bus engines by the staff of the Fort Knox Armor Museum back in the mid-nineties, parts for such engines bring a good price from the Karo government (five thousand credits per unit of parts). The partially collapsed Pictfield Bus Company Terminal is safe to approach and, despite some collapsed ceilings, appears to be fairly stable.

First Floor:

Room 1 was the enclosed parking place for the buses. The entrance to the underground garage has been blocked by a falling wall and ceiling. To clear the blockage would require 100 + 1d100 man days of work. Poking around the rubble blocking the entrance will cause a mob of normal rats to scramble out of small holes in the rubble and attack the person(s) doing the disturbing of their habitat. The rats smell strongly of vanilla.

Room 2 is the waiting room for the passengers of the chartered buses. Behind the counter in the room are a dozen pencils with the Pictfield logo imprinted on them and a number of travel and rate brochures.

Room 3 is the dispatcher's office. Under the desk nearest the window overlooking the enclosed parking area is a trio of giant rats that will wait until someone approaches within a meter of them before attacking (if spotted, they will, of course, attack). These giant rats also have a strange vanilla-odor to them. A search of the two desks in the room will turn up a gross of pencils, a dozen unused legal pads, and other office supplies (type and quantity is left up to the GM).

Room 4 was the office that was used by the Terminal Manager. Scattered about the room are a variety of bones (some human, but mainly animal) that the rats have dumped here. The room has an almost overpowering vanilla stench to it. The desk contains a variety of reports (most of which have been gnawed by rats), including a Civil Defense plan for using public and chartered buses for evacuation purposes (which is why no buses will be found in the terminal). In the corner of the room is a small standing safe (Barrier 40, Lock Complexity 4) that contains \$507.35 in pre-ruin money (which is, of course, totally useless at this time) and a P-2 pistol in .32 Long with twenty-five rounds that had been intended for the use of drivers for their protection on some of the bus runs through more dangerous areas.

Room 5 was the break room for the drivers and other staff of the terminal. The candy machine has been long since looted and, on the stairs to the basement, there is a mob of Super-Rats and one giant rat, all of whom carry the strange odor of vanilla.

Basement:

Room 1 was the main repair room of the garage. Under the stairs lurks a mob of ordinary rats, while two such mobs are hiding under a workbench nearest the stairs. The room is an Auto Repair Tool Kit 3. Two Tool Kits 1 and one Tool Kit 2 may be salvaged from it.

Room 2 was the employee restroom, but it is currently being used by a trio of Master Rats, two of which are carrying P-13 pistols with sixteen rounds of .38 Short ammo each. The other Master Rat has a

P*1 with one full magazine and twelve extra rounds of .22 Long Rifle ammo. Those with experience with these creatures may note that something is obviously wrong because Master Rats do not ordinarily work in groups of more than two. These rats have, as do those out in the garage, a strange vanilla odor to them. In amongst the bedding in the stall can be found seven rounds of .38 Short ammunition, a dozen rounds of 9mm Parabellum, five belt knives, and a trench knife.

Room 3 was the employees' locker room. It is currently inhabited by six giant rats, all of whom also carry the strange odor of vanilla. Two of the lockers are empty, one contains an Auto Repair Kit 1 (that one of the employees has been slowly stealing from the garage, one piece at a time), and the other three lockers contain a set of overalls (PC 4-18, 21-28).

Room 4 was the office of the garage manager. Before entering this room, the players should be told that they again smell an almost overpowering odor of vanilla. Behind the desk (Barrier 15) in the room is the wild card mutation rat. A one of a kind creature (and it will remain the only one as it is incapable of breeding) that has the following statistics:

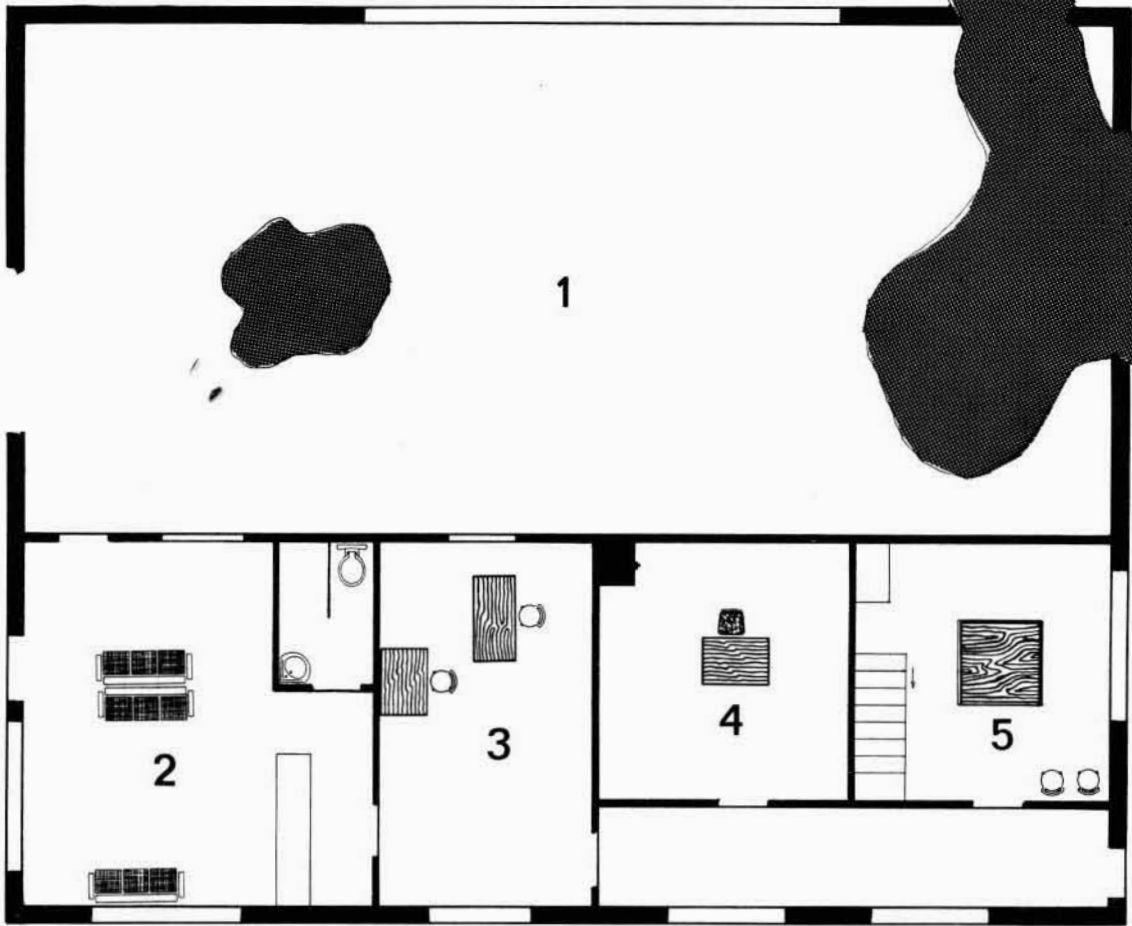
BAP: 12; MNA 2; PCA: 6; BMA 1.5; AV: 2; WDA: 3; CDA: 4; DRT: 32; SF: 12; Bite BCS 13 (S); WDM 1.7L; Damage: 2d3 + 2; Strength Damage: 1d10; carries a Bowie knife and a C-2 carbine with two full 20-round magazines and twelve extra rounds. The rat resembles a cross between a Super Giant Rat and a Master Rat. An albino, it also is capable of generating assorted pheromones that allow it to control other rats. The hide of this creature, if worn or carried, will prevent rats of all types from attacking the wearer for the next month, though tanning will destroy the remaining scent of the hide and, thus, its effectiveness. In the desk in the room are ten rounds of .223 ammo, a P-60 pistol with a .38 Special barrel, seven rounds of standard .38 Special ammunition, and two Bowie knives. The filing cabinets in the room contain a variety of forms and records from the garage. If attacked, the Wild Card Rat will summon from the other rooms on this floor any surviving rats.



Room 5 was the parts storage room for the garage. It currently contains ten units of diesel engine repair parts, two mobs of ordinary rats, and one mob of Super Rats, all of which carry the strange odor of vanilla.

Map E

MAIN FLOOR



10 FEET

BASEMENT

Be sure to adjust the plan of the basement so that the stairways line up with the plan of the main floor. This plan is turned sideways to allow it to fit on the page.



USING MAP F

While searching for useful items in various buildings in St. Louis, one of the group happens upon what is evidently the entrance to a fallout shelter.

Room 1 is full of cobwebs that seem to have never been disturbed. The dust lies heavily on the table in the room. Under the table is a skeleton dressed in fatigues, combat boots, and a hat. The skeleton has on it a gas mask and hood (proof against chemical and bacteriological warfare substances) that is partially out of its carrying case (which indicates that the person who died here did not have enough time to remove the mask totally from its case before the nerve gas killed him). The skeleton also has a belt knife.

Room 2 has a door that opens with a popping sound, indicating that it had been an airtight seal (a powered filter system with a charged E-5 battery is built into the door). The room contains a pair of bunk beds and a large pile of refuse (Mainly empty LURP ration cases).

Room 3 is in better shape than the first two rooms for it appears to have been regularly cleaned. The room contains a table with a portable electric lamp (with a fully charged E-5 battery), two easy chairs, and a bookshelf with twenty works of fiction, two manuals on urban survival (BCS 8 and 10), a manual on handloading (BCS 8), and one on blacksmithing (BCS 5), and one manual on the repair of muscle-powered vehicles (BCS 12).

Room 4 contains a nameless madman who has lived in this shelter since the ruin. He will attack anyone who enters, giggling and singing insanely as he does so from a position behind the desk (Barrier 15). Treat the madman as Superior Trained with Fatigues (HC 4-18, 21-28); Combat Boots (LL 17-20); Army Helmet (SP 1); Flak Jacket (LP-AA 4-12); Bowie Knife; Belt Knife in boot; R-2 Rifle with a 30-round magazine and two 20-round magazines; M1911A1 with two 7-round magazines. The desk contains a half dozen pencils and the journal kept by the madman, which begins in a coherent fashion and slowly deteriorates into random and mindless scribbling. In a drawer under the bunk are ten sets of fatigues, a belt knife, and a flashlight with a charged E-1 battery. The room is lit by two hanging portable electric lamps, each with an E-5 battery. One wall of the bunker (over the table) is pockmarked with bullet holes from the random practice shots taken by the madman over the years. Scattered about the floor are five hundred and forty-six empty .223 shell cases, one hundred and five empty .45 ACP shell cases. The water tank in the room is hand-

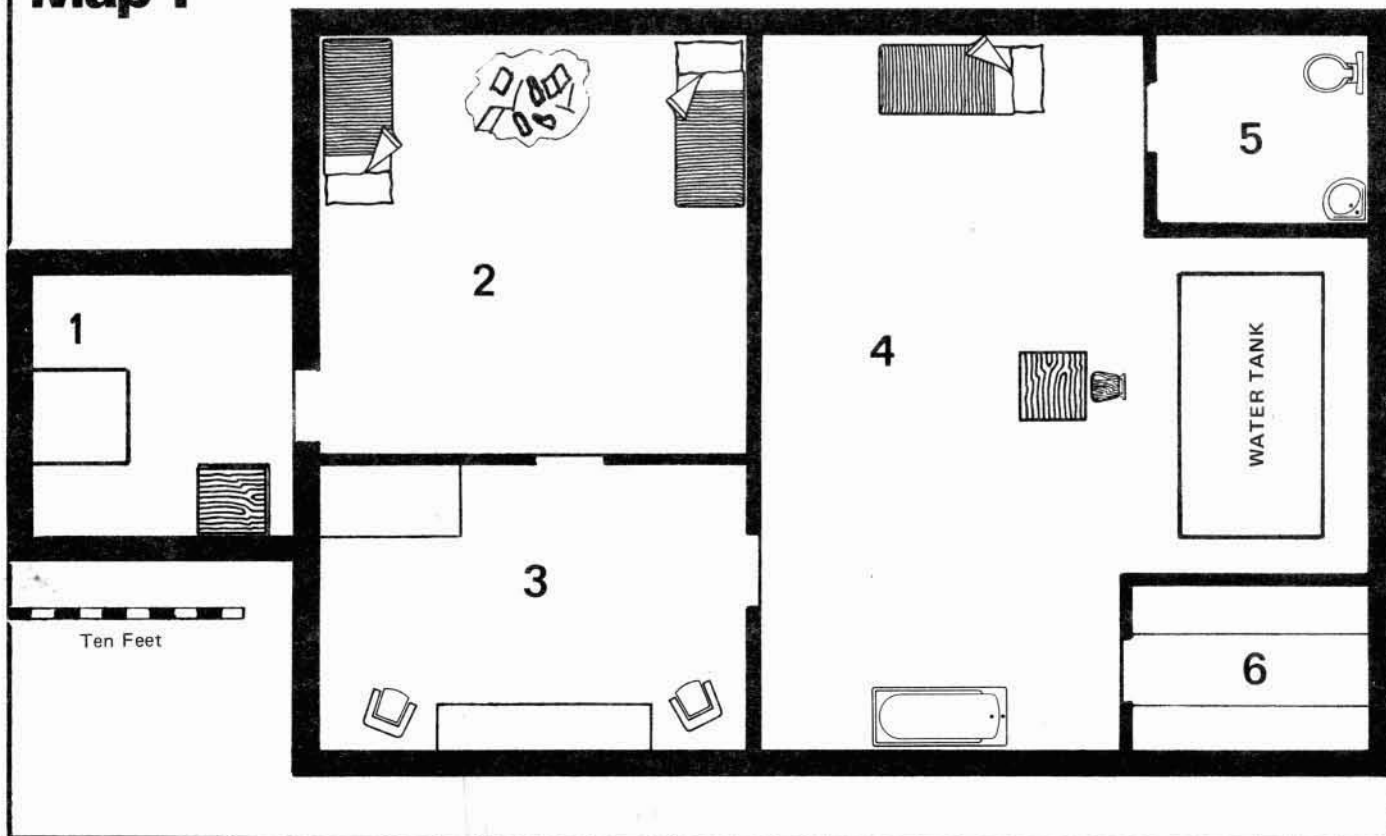


pumped full from an underground well through a series of filters. The tank currently contains five hundred and seven gallons of safe and pure water.

Room 5 is the restroom. Its facilities are connected to an existing sewer.

Room 6 is the storage room for the bunker. It contains five empty quart canteens, a bicycle powered generator, two 5-round loaded magazines for the R-2 rifle, a box with fifty-seven rounds of .223 ammunition, a box with fifty-one rounds of .45 ACP ammo, and one hundred days worth of LURP rations.

Map F



USING MAP G

This adventure is intentionally not set up in any particular location. Instead, it is left up to the GM to locate it and then to provide the clues to it in one of the pre-planned adventures or in any other random or GM generated adventure in this setting. Basically, the player-characters should find a letter, shipping notice, or other item that has on it the name 'Kirk Arthur Kilreaver,' and an address. Kilreaver (alias KA, alias Kick Ass, alias the Crazyman, alias The Colonel) is famous throughout the region. He used to appear out of nowhere to destroy Ghoul gangs, bandit bands, and those others who were destroying what little civilization had survived. He is a hero to most people in the region and the number of stories that abound about his bravery and skill at arms could not even be counted. What is generally rumored about him is that he was a colonel in the army before the ruin (true); he carries two .44 Auto-mags (false); he died five years ago (partly false); and he lost a wife to a Ghoul gang which is why he hunts them so steadfastly (false). It has been a little more than five years since he has been seen and most people consider him dead. He always seemed to have plenty of ammunition. Although nobody knew where, it is commonly thought that he had a secret base somewhere, possibly at the location indicated by the clue.

The address will lead to an abandoned and empty house. Located in an out of the way place, on a back road, it appears to have been abandoned even before the Ruin. The house seems to be totally empty until the searchers get to the basement. There, they will find a locked door (Complexity of Lock 4, Door Barrier 15) that leads to the basement room.

Basement Room: this is empty and the door leading to Room 1 is partially open, with light coming through the opening. It appears that Kilreaver was so badly wounded after his last fight that he did not shut the door behind him.

Room 1 contains the stairs down to the complex, a bench, and one of the simulation Animatrons that KA used for practice. The Animatron wears an Army Helmet (SP 1) and a Flak Jacket (LP-AA 3-12) and carries a trench knife (BCS 14) and an M-1 Garand rifle with four 8-round stripper clips (BCS 12). The Animatron will take cover behind the wooden bench (Barrier 10) when firing on any intruders.

Room 2 was the medical lab. The numerous pieces of medical equipment have been almost totally destroyed, computers have been smashed, medicines intentionally spilled, and the various styrettes shattered. Very little of the medicines can be recovered, but a successful search will turn up ten bandages, three units of medicine, and a styrette of Polycellulac-3. An Advanced Medical roll will show that most of the machines here had to do with organ transplants and were possibly totally automated.

Room 3 is the Animatron repair room. It contains a rack with 265 units of parts for Simulation Animatrons and one hundred and fifty units for Wardroids. A successful roll on Advanced Medical or Electrician skill will show that some of the parts for the Wardroids have been modified for supplying life support to human organs (i.e. for Cyborgs). There are also two recharge tables. On the work bench is an Electrician's Kit 3 and an Animatron Repair Kit 2 (requires some power, worth two hundred Barter Points, and has an ENC of 2).

Room 4 is the den and is guarded by a pair of Simulation Animatrons, one at the desk and the other behind the easy chair. Both wear Flak Vests (LP-AA 3-12) and Army Helmets (SP 1) with one carrying a trench knife (BCS 10) and an M-1 Carbine with four 15-round loaded magazines (BCS 12), while the other carries a Mk. 2 Sten with three 32-round magazines (BCS 11). On the bookshelves are fifty works of fiction and twelve stuffed human heads, two wearing army helmets. Kilreaver hunted Ghoul gangs, bandits, and the others for sport, not for revenge or any sense of honor. Some of the books are manuals: two on Firearms Repair, Modern (BCS 10 and 14), two on First Aid (BCS 12 and 15), one on Firearms Repair Primitive (BCS 10), and one on Spanish (BCS 8). On the walls of the den are assorted trophies from Kilreaver's battles, including three trench knives, one Bowie knife, a 40-pound bow with a quiver of ten target arrows, an SG-19 shotgun in 12 gauge, a baseball bat studded with nails, two knife-spears, an R-1 rifle in 30-06, a R-4 rifle in 243, a P-60 pistol with an XLNG barrel in .22 Jet, and a P-25 pistol in .44 Special. In the desk are ten legal pads, a dozen pens, \$503 in pre-ruin currency, fifty pencils, twenty-four rounds of 12 gauge ammunition in 00 buck, seven rounds of 30-06 ammo, twelve rounds of 243 ammo, sixteen rounds of .22 Jet ammunition, and eight rounds for a .44 Special.

Room 5 is the kitchen and it contains fifteen days worth of preserved food and assorted utensils. Guarding this room is a Simulation Animatron wearing a Police Helmet (MP 1-2); Flak Jacket (LP-MP 4-12); and a Gorget (MP 3) and carrying a Bowie Knife (BCS 15) and an M-14 rifle with three fully loaded 20-round magazines (BCS 12).

Room 6 is the storeroom which contains fifty days worth of canned foods and one hundred and five days worth of LURP rations.

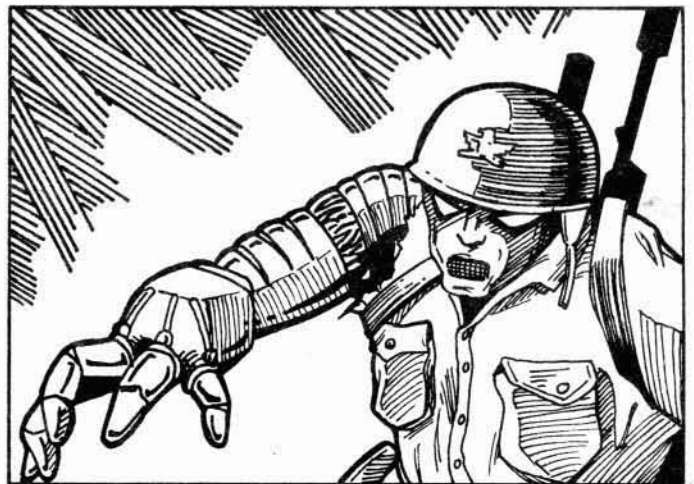
Room 7 is a completely working bathroom with sink, shower, and toilet.

Room 8 is the bedroom and is guarded by a pair of Simulation Animatrons which wear Army Helmets (SP 1) and Flak Jackets (LP-AA 4-12), with one carrying a Bowie knife and a P*2 pistol with three full 10-round stripper clips and the other carrying a hatchet and an M1911A1 with three full 7-round magazines. On the bed is Kilreaver's body. A First Aid BCS roll will determine that his brain appears to have been surgically removed. Lifting the body (which wears a complete Field Infantry Mark 1 suit) will set off a pair of MK 1 grenades that are boobytrapping the body. On the wall is a display case that holds a loaded 8mm P*3 pistol with two spare loaded magazines, a P-42 (antique Luger) with two spare loaded 9mm magazines, and two empty spaces for the guns being used by Simulation Animatrons.

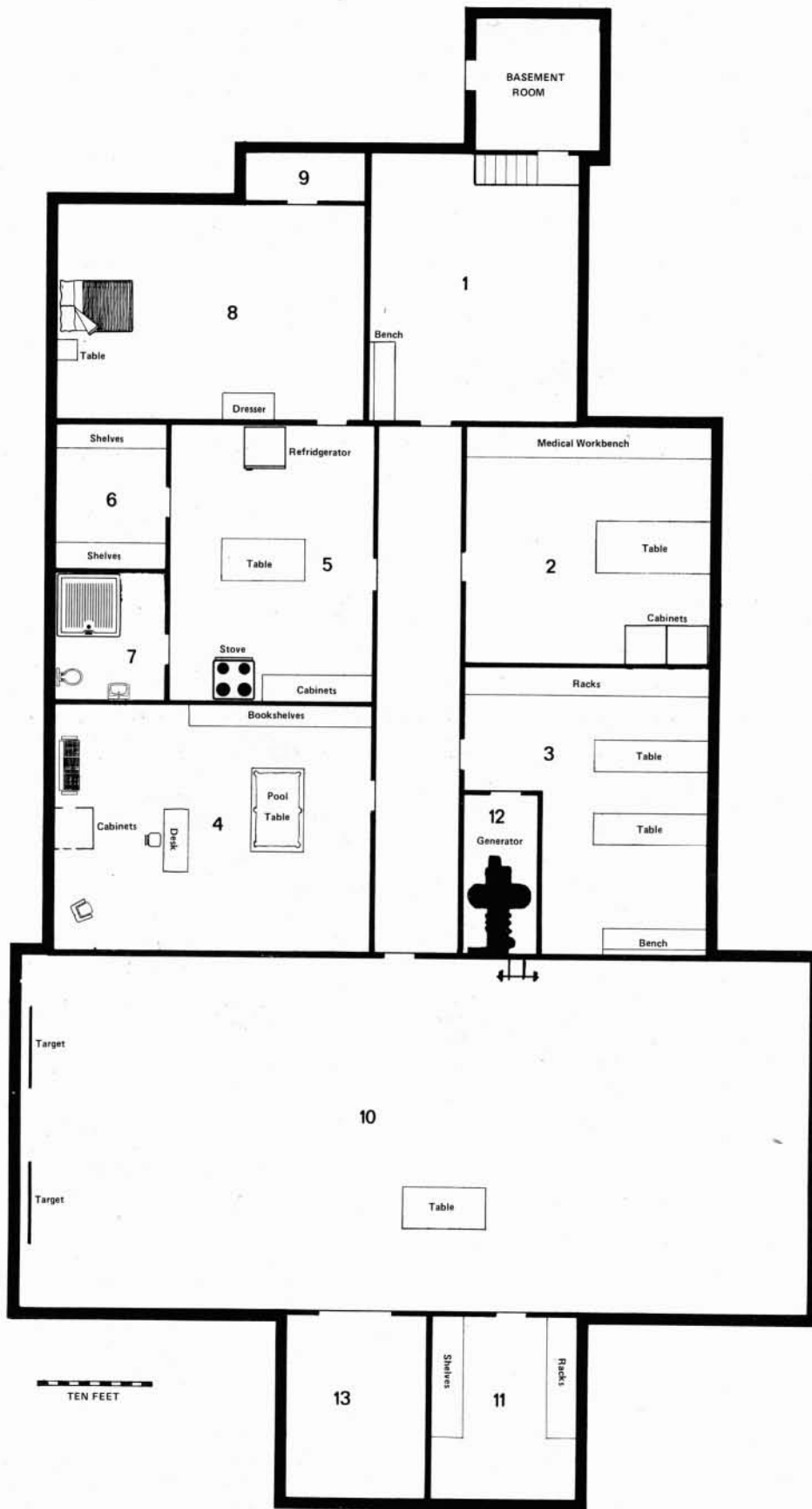
Room 9 is a closet that contains ten shirts, five pairs of pants (HC 11-18), two sets of fatigues (HC 4-18, 21-28), and a Sensor vest (SY flexible 3-12), and a helmet (SY rigid 1-2). Sensor vests and helmets are used in army training and let out a loud squeal when hit by a low-level, non-dangerous laser beam on one of the patches on the garment. This lets the wearer know that he has been hit in a training exercise. These items require an E-1 battery to function and one such battery (fully charged) is attached to the vest.

Room 10 is the gym and training area used by Kilreaver. Three Simulation Animatrons, all of which are wearing army helmets (SP 1) and flak jackets (LP-MP 4-12) and are carrying M-16s with three 20-round magazines and a short bayonet (BCS with M-16 or short bayonet for each is 14). Two are taking cover behind the overturned table (Barrier 10), while the third is behind the weight rack (Barrier 30). The room contains a full set of weights, a target range, and (currently hoisted by ropes to the ceiling) a set of parallel bars.

Room 11 is the armory of the complex and is so labelled on the door. It contains a single Wardroid/Cyborg that contains the brain of Kilreaver. After his last battle, Kilreaver was badly wounded and, in desperation, transferred his brain into a life support unit inside a Wardroid that he had obtained from some of his army friends. However, the automated surgery did not transfer the brain without causing some damage. All Kilreaver remembers is that he has to protect his complex from all intruders and that doing so requires the deployment of the Simulation Animatrons that he used for training purposes. Kilreaver is now a standard Wardroid, except for his body section (which is where the brain and its life support systems are kept). This has a damage resistance of only 40, and when it is destroyed, the Wardroid will cease to function. The Cyborg Kilreaver carries a trench knife, two P*4 pistols with four full magazines and long barrels, and a Thompson M1928A1 submachinegun with a 50-round drum and two box 30 magazines. The armory itself contains four hundred and fifty-one rounds of .45 ACP, three hundred and eighty rounds of 9mm Parabellum, one hundred rounds of .45 Magnum, two hundred and forty rounds of 30-06, one hundred and fifty rounds of .30 carbine ammo, three MK 1 grenades, two C-2 carbines with six loaded 20-round magazines, and four hundred and fifty-seven rounds of .223 ammunition.



Map G



TEN FEET

Room 12 contains a small fusion generator (non-portable) that Kilreaver got from his army friends and contacts shortly before the Ruin. An experimental, one-of-a-kind device, it will function for twenty more years before it shuts down due to lack of the special water (fed from an underground tank) that powers it.

Room 13 contains twenty-five room dividers (Barrier 4) that were used to divide up the gym for practice in house-to-house combat.

The barriers have doors and windows. The room also contains 1d6 Simulator laser rifles. Each rifle is powered by an E-1 battery that is good for fifty shots. Each shot does no damage unless it hits a target in the face (Location 2 on humans), in which case the target will be blinded for 1d4 combat turns and, if a Health Saving Throw critically fails, permanent blindness will result.

Appendices

ADDITIONAL WEAPONS

1

R*1
Action: SS Mag: Break 1 Dur: 3
Cal: .30-30 or 20 Gauge ENC: 1.6

Features: This rifle has a changable barrel that allows the owner to convert from the .30-30 barrel to the 20 gauge barrel (or vice versa) in eight action phases.

P*1
BBL: Standard to Long Action: AL
Cal: .22 Long Rifle Mag: Box 8 ENC: .4
Dur: 3

Features: May change from one length barrel to the other in eight action phases. It also uses the same box magazine as found in the C-8 carbine.

P*2
BBL: Standard Action: AL Mag: Clip 10
Cal.: 7.63mm Mauser (VDG 6) ENC: .4
Dur: 5

Features: The ammunition fired from this gun is noted for its penetrating abilities against ballistic cloth armor. All such armor is only half as effective as normal. There are also 9mm versions of this gun, a few of which have 20-round box magazines and are capable of FA fire. It is a pre-WWI antique firearm that was a collector's item long before the Ruin so it should be very rare.

P*3
BBL: Standard Action: AL ENC: .4
Cal: 8mm Nambu Mag: Box 8 Dur: 2

Features: A WWII era Japanese pistol, of which a fair number made their way to the US as trophies. Ammunition for this gun should be practically unobtainable. Half of these guns found will be of DUR 1 (late war models that were a bit too quickly turned out).

P*34
BBL: Standard to Long Action: AL
Cal: 9mm Magnum (VDG 12, 14-round magazine) or .45 Magnum (VDG 23, 9-round magazine) ENC: 4
DUR: 5

Features: High Quality rear sights give +1 to Sighted Fire.

VEHICLES

2

KEELBOAT
Classification: Boat (Soft Target)
Fuel System: Muscle
Structure: 4
Area: 2 x 5 = 10
Damage Resistance: 3
Notes on Barrier Effects: Wood/8

Special Features: Can carry ten persons. Maximum ENC carried before sinking: 100. Maximum speed when rowed is half of the total of the strength groups of the rowers divided by six in KPH. It is able to be used for a number of Combat Turns equal to the average Strength Group of the rowers. Normal speed is 25% of this maximum and may be used for a number of hours equal to the average strength of a rower. For poling, half of the total of the strength groups is divided by four, but the keelboat must remain within 2-12 meters of the shore. The rower or poler will have their Strength reduced by 5 for each hour or fraction of an hour spent rowing or poling. This loss is recovered at a rate of 5 points per hour of rest.

LIGHT CART
Classification: Cart (Soft Target) Off-road
Fuel System: Muscle (Horse or Manpower)
Structure: 2
Area: 2 x 3 = 6
Damage Resistance: 3
Notes on Barrier Effects: Wood/4

Special Effects: Can carry two passengers or up to ENC 20 of cargo
Movement: The cart is considered to have an ENC of 4 and the ENC of all items carried in the cart are quartered for figuring the movement rate.

M4A4E8 SHERMAN TANK
Classification: Heavy Combat (Hard Target)
Base Safe Speed: 120 KPH
Fuel System: Diesel
Mileage: .4km/Liter
Capacity: 400 liters
Structure: 4
Area: 3 x 6 = 18
Damage Resistance: 40
Maximum Speed: 48 KPH
Notes on Barrier Effects: Vehicle Armor Value of 98, impervious to small arms fire.
Special Features: Crew of five (driver, loader, gunner, commander, and radio operator). Carries seventy-one rounds (VDG 35) for the main 76mm gun, one thousand rounds for the coaxial .30 Browning machinegun, one thousand rounds for the hull mounted Browning .30 machinegun, and one hundred rounds for the roof mounted .50 M-2 machinegun. The turret turns 90° per Combat Turn. Military Quality radio included. The Sherman is a museum piece that is quite rare, however a number of tanks are owned by private individuals, with dummy armaments. Note that the Shermans found in Karo have commercial bus diesel engines as replacements for the original engines.

M3A1 HALFTRACK
Classification: Heavy Combat (Hard Target)
Base Safe Speed: 100 KPH
Fuel System: Diesel
Mileage: .5km/Liter
Capacity: 800 liters
Structure: 3
Area: 2 x 4.5 = 9
Damage Resistance: 20
Maximum Speed: 38 KPH
Notes on Barrier Effects: Vehicle Armor 5, Barrier Value 50
Special Features: Carries thirteen troops (including driver); Standard Armament includes M2 .50 caliber machinegun with one thousand rounds of ammunition. Military Quality radio is found in some. This is another museum piece with a number (without armament) in civilian hands.