

12 Hours©1993, 2002
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Call of Cthulhu

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Introduction

This adventure was originally written as part of a planned anthology of adventures that would set the stage for the End Time. Alas, like the main End Time project this work never saw the light of day.

This adventure is set after the events that take place in "Blood Moon" (published in Chaosium's *Strange Eons*). However, this adventure does not require "Blood Moon" and it can be run on its own as standalone adventure.

This two player, one time adventure is set in the year 2055 and takes place in the ICCM launch Station #4 of the McKerna Missile Base. The adventure begins with four soldiers locked within a missile launch station on full alert. Over the course of the adventure, the two player characters will be exposed to threats and horrors and will be forced to make the most important and terrible decision of their lives: to start an exchange of nuclear death which will certainly kill millions or leave those hapless souls to a fate that may be even worse.

McKerna Missile Base and ICCM Launch Station #4

ICCM LS #4 is one of six intercontinental cruise missile stations at the United States McKerna Missile Base in Alaska. The main base consists of a variety of reinforced structures such as the barracks, the mess, the motor pool, and the offices. While these structures are important for day to day life, the most important structures of the base are the underground ICCM launch stations. Each launch station is a self contained environment capable of sustaining a four person crew for up to thirty days without access to external food, air, power, and water sources. Each station is armed with six Lance ICCMs which are capable of striking deep into the territory of the former Soviet Union, should the need arise. These ICCMs are capable of carrying a wide range of payloads, but they are typically loaded with either nuclear or biological warheads.

Conditions at McKerna Missile Base in 2055

The McKerna Missile Base was constructed in 2024 as a sort of "Cuban Missile Crisis" erupted when US spy satellites detected what were believed to be missile launch sites being set up just across from Alaska. To make matters worse, while a UN inspection team was on its way to the republic (to verify the claim that the launch sites were for space launches and not for ICBMs) a civil war broke out in the former republic, leaving the US with no single authority to deal with. Rumors abounded that one radical Marxist faction intended to launch missile at the United States and in the confusion and fear that followed, the US began the hasty construction of offensive and defensive military bases in Alaska and the US begin readying its forces for a

showdown. Fortunately, one faction soon emerged victorious and UN inspection teams were able to safely enter the country and verify that the missile sites had been launch sites for space rockets and not ICBMs. With this revelation, the world breathed a collective sigh of relief and the military bases, many of which were barely under construction when the crisis ended, were abandoned or turned over to local communities for their use.

The McKerna base was nearly finished during the course of the crisis and was later taken over by a nearby town, also named McKerna, and the main structures were used as school buildings. The small town continued to grow until it surrounded the base. The small city that grew out of the town continued to have a fairly peaceful existence until 2040. There had been incidents of coastal flooding around the world as well as an alarming increase in crime and insanity rates around the world. The small city had been largely unaffected by these events, at least until 2044 when the government reclaimed the McKerna missile base.

Without explaining anything to the city leadership, military engineers arrived and reclaimed the buildings. Over the course of a few months, the base was returned to operational status, houses and other structures were cleared off the base grounds with bulldozers and a heavy fence was put up. Finally, heavy trucks bearing mysterious cargoes arrived before the sun rose one morning.

While at first the local people were outraged at the government, in the years 2046 to 2054 they became very glad that the base was in their city. During these years madness and crime went through the city like wildfire and there were reports of things coming out of the sea and down from the sky. Fortunately for the inhabitants of the city, the troops at the base were able to keep order through these years. Over these eight years, the population of McKerna swelled as other cities and towns more or less ceased to exist as civilized areas. Streams and later torrents of refugees flowed into McKerna from nearby communities and were housed in hastily built barracks. Finally, in 2054 all contact was lost with Washington and the base commander declared martial law in McKerna.

In 2055, McKerna is an island of relative sanity and stability in an otherwise mad world. Surrounding most of the city are barricades and walls made from everything from old cars to mounds of trash. The perimeter of the city is patrolled by a mix of soldiers and armed civilians. Inside the city, strict and well armed military police maintain order. Conditions are harsh within the city as the food and medical supplies are nearly exhausted. Disease is very common, due to the crowded conditions and lack of medical supplies. In short, McKerna is very much like a medieval city under siege. Unfortunately, no one really knows what is sieging the city (and the entire world, it would seem). However, conditions within McKerna are far better than those outside.

Maps

The following details the map used in the adventure.

ICCM Launch Station #4

The ICCM Launch Station #4 is buried under several meters of earth to protect it from attack. Access to it is via an elevator. On the surface, only the squat, concrete elevator pill box and the air shaft are visible. The interior of the station is somewhat cramped, as the station was not originally designed to contain a living quarters. The station itself consists of two main sections. The first section consists of the control and quarters section and the second section contains the power plant as well as the missile systems. ICCM Launch Station #4 has four

human officers and one robot as its crew. The S200AR robot is a highly advanced, autonomous robot which serves as a general purpose robot as well as a backup in case the human crew perishes or is unable (or unwilling) to follow orders. The robot has been named "Robbie" by Parsons.

Control: The control room contains two control stations. One is dedicated to communication functions (the station is designed to serve as a back up command center) and contains the controls for monitoring and directing the station robot. and the other is dedicated to missile control and monitoring. However, the main system of each station is a rather innocuous looking launch system consisting of a key hole, a series of switches, and a single button. to launch the stations missiles, the switches must be set to the proper codes and the two keys turned at about the same time. After that, pushing either button launches the missiles. There are always two officers on duty in the control room and each officer is armed, in case the other officer should decide not to do his/her duty.

Quarters: The quarters room contains bunk beds, a bathroom, a desk, and a equipment locker. The bathroom is in fairly good shape, but the water supply is limited by the station's tank size. The desk is equipped with a video phone as well as a small computer (dedicated mostly to entertainment programs). The equipment locker contains clothing, survival kits, spare parts for the equipment, as well as two Colt Tactical Pistols (there are four Colt Tactical Pistols in the base, but two are worn by the officers on duty) and one Constitution Arms Eagle IV Combat Rifle. There are two full clips for each weapon as well as a box of one hundred rounds of Constitution Arms Eagle IV Combat Rifle ammunition (advanced armor piercing ammunition) and a box of one hundred rounds of Colt Tactical Pistol ammunition (armor piercing).

Elevator: A heavy duty elevator. The elevator becomes non operational when the base is on full alert and can only be re-activated by a special command code (or by cracking the code).

Access Tube: The access tube's doors are reinforced and are treated as having a strength of 45. The doors are also airtight and treated to block radiation (in case of an accident).

Access Chamber: This area is used primarily to store fuel for the power plant, spare oxygen tanks and water.

Power Plant Control: This room contains the station's emergency power plant and its controls. The power plant has enough fuel to operate the base for thirty days.

Storage and Missile Access: This area contains spare parts (including spare and alternative warheads) for the missiles as well as fuel tanks for the power plant. The base robot typically stays in this room when it is not undertaking tasks.

Secondary Control: This room contains back up controls fro the main control room. While most people do not know this, the station's missiles can be launched from this room by one person, or the robot, with the proper codes and command card (a card imprinted with a chip).This secondary control is a fairly recent addition and each missile team has one individual, selected for their stability and loyalty, who has the command key (but not the code, which would be sent by a superior officer in the event of an emergency).

Launch Systems: This is the machinery for controlling the launch of the missiles as well as access to the missiles themselves. Typically, only the robot goes into this area.

Action

The following information guides the action that takes place during the adventure.

Adventure Start

There are two player characters in this adventure, both of whom are officers in what is left of the United States Army. Both officers are veterans and have been stationed at McKenna Missile Base for some time. Hence, they will be familiar with the events in the area. While they are aware that something wrong is going on, they have only been told that the moon's orbit has shifted and this alteration is having profound effects on the earth.

The adventure takes place entirely within ICCM Launch Station #4. The player characters have been in the launch station for four days and they are to be relieved a few minutes after the adventure begins. Both characters expect to be returning to the surface. Captain Summers is looking forward to seeing his wife and child, while the young Lieutenant Chambers is looking forward to being anywhere but buried underneath meters of earth. However, they are in for a rather large and unpleasant surprise. At the start of the adventure the following (or something resembling it) should be read to the players:

“You have been on station for the past four days and your relief crew is just minutes away. In a few minutes, you'll be out of this whole in the ground and back on the surface. True, McKenna is in pretty bad shape, but it will be good to breathe some fresh air and see some people. You sit around the control room with Larken and Parson, waiting to hear the distinct hum of the elevator coming down. As usual, Parsons is telling off color jokes and saying repeatedly how he can't wait to get to one of the local places where the girls are real friendly to soldiers. Major Larken is looking anxious to get back to her new husband, but she looks a lot better than she did a few months ago. You both remember how she had told you some crazy story about her first husband getting torn apart by something horrible from the sky. At the time, you had all been hammered out of your minds on the finest from the local stills, so you had chalked her story up to the drunken ramblings of a very sad and lonely person. However, the deep lines in her young face, and the terrible haunted look in her eyes had awakened some primal fear in you as she told the story. You were both happy and relieved when she met a pilot and married him, primarily because it dimmed the madness that seemed to lurk deep in her eyes.

When the time for your relief to show up arrives, the room becomes quiet as you all wait for the hum of the elevator. Minutes go by, and you hear nothing. Parson makes a joke, but nobody laughs. Not even Parson. Larken scoots her chair over to the communication station, just as the sirens go off.”

Adventure Timeline

The adventure is under a rather serious time constraint: twelve hours after the adventure begins, a United States orbital battle station will fire a small nuclear weapon at McKenna. The base defense systems will not engage it, because they will be overridden by Orbital Defense Command, and McKenna, the base and ICCM Launch Station #4 will be destroyed when it detonates.

Hour Minus One: Patrols around McKenna report a strange fog rolling towards the city. Twenty minutes after the fog is sighted, the city is completely enveloped. After the fog arrives, many citizens and soldiers report seeing “strange shapes” moving in the fog. Several people are found dead in the streets, their bodies drained of blood. Twenty minutes after the fog arrives, contact is lost with ICCM Launch Station #8. In fact, what is going on is that mythos beings, aided by a magically generated alien fog, are attacking McKenna.

Hour One: McKenna base is put on full alert. All ICCM Launch Stations are sealed for the duration of the crisis. Fighting is reported between local forces and “things” all around the city. Parsons and Larken go back on duty and Larken orders the player characters to get some sleep, in case they have to take the next watch. Reports continue to come in through the stations communication system, and none of them are good. Communication is lost with other ground bases and all command functions are taken over by Orbital Defense Command. Thirty minutes into the first hour, Larken receives an emergency call from her new husband who is trapped with his crew in the fog shrouded airport. The call is interrupted by the sound of tearing metal, gunfire, and screams. The last Larken sees of her husband, after he is decapitated and his body is torn to shreds by some horrid winged thing (a Byakhee), is his blood head filling the view screen.

After seeing her husband's head, Larken goes insane and decides to cleanse the world with nuclear missiles. After shooting out the video screen, she tells Parsons to help her launch the missiles and when he refuses, she shoots him. The sound of the shot will alert the player characters that something is going wrong. Larken then locks the door to the quarters to keep the player characters out. While Chambers has the skill to open the door, the players should be delayed long enough for the following events to happen. Unable to launch the missiles by herself, she will go into a fit of rage and start destroying control panels in a rather noisy manner. The player characters will probably find this disturbing. What will probably disturb them more is the sudden silence that follows a period of insane laughter and gunfire. During this time, Larken is reprogramming the robot to kill anything it encounters. Just as Larken is completing her work, Parsons will regain consciousness long enough to shoot and kill her. The player characters will hear one last shot and then silence. At this point, the player playing Chambers should finally make his lock pick roll and open the door.

When the player characters enter the room, they will see a horrible mess. Larken's body is lying up against one of the control banks, with a bullet hole in the back of her head. Her face and brains are splattered all over the control panel in front of her body. Seeing this gruesome sight requires a SAN roll. On a successful roll, no SAN is lost. Parsons is lying in a pool of blood on the floor with a nasty bullet wound in his abdomen. Parsons is obviously dying and nothing the player characters can do will save him. However, with his last few breaths he will say “Damn spooky bitch...finally snapped...you're in command now Summers...take this card...it'll let you launch the missiles...if they send the code...tell them...the foxbat has flown over the moon...they'll...give you...the code...launch from secondary...” Parsons will then die. The card Parsons gives Summers will enable the missiles to be launched, provided the players get the launch code. In order to get the code, the code phrase (“the foxbat has flown over the moon”) must be given when the players receive the order to launch. After given the code phrase, the players will be given the launch code for the missiles.

After the players tend to Parsons, they will surely notice what a mess the controls are. Larken has shot up many of the panels and many others have been door apart. Larken's key is jammed into one of the launch panels and all of the launch buttons have been pushed in and then broken

off. After a quick inspection, the player characters will know that they can't launch missiles, or even communicate with the outside world, from this room.

If the players check Larken's body, there is a chance they will notice something rather important. If the players are just checking the body, they should make luck rolls to notice that Larken has tampered with the robot. If they specify they are checking the controls, they will notice automatically. The information on the screen indicates that Larken reprogrammed the robot to kill anything it encountered. In order to learn the extent and the viability of Larken's programming, a player needs to make a successful computer use skill roll. On a successful roll, the players will learn that the robot has been moved out into the access chamber and has been reprogrammed to attack and pursue any moving thing it encounters. However, it will only do so when it sees a moving thing and it will simply stop all activity when it no longer sense motion. The players will also learn that Larken has put numerous command lockouts and passwords on the reprogramming job. With a second successful computer use roll, the players will know it will take them at least twenty four hours to bypass the lockouts and passwords. However, they will also find that they can shut down the robot's weapons. This will make it somewhat easier to deal with. Further details are provided about the robot below.

If the players attempt to communicate with the outside, they will find that all the channels are dead.

Hour Two: The second hour will be spent with the players doing as they will.

Hour Three: The video phone in the quarters will become full of static and will signal that a call is incoming. Briefly, an image of Colonel Ling, the base commander will appear and then fade away in a static snow storm. If the players try to call people they know, they will find the channels to be out of service. If they set the video phone to call at random with a military override (which causes the video phone to answer automatically), it will run through many out of service channels, but occasionally scenes of horror will be visible. Some examples are as follows: A small apartment, with the mutilated bodies of two people strewn about within sight of the phone. A phone booth with a woman's head sitting, upside down, in front of the phone. A room of a house which has a thick pool of blood on the floor. Horrible screaming can be heard. A small apartment with a woman repeatedly beating the dead body of a man with a monkey wrench while yelling "I love you" over and over to the corpse. A man carving his body with a kitchen knife, a look of intense concentration on his face. A room with a group of dead soldiers who have obviously turned their weapons on each other. Other scenes are left up to the Keeper's imagination, as is possible SAN loss. The scenes should all be rather horrible, as the mythos creatures have all but taken the city at this point. Also, many of the inhabitants have gone insane. After a while, all channels will go dead.

Hour Four: The video phone will come back to life and Summers wife will call in. She will be in tears and have cuts all over her arm in face. Behind her can be seen a heavily barricaded door and she has a pistol in her hand. At first, there will be no sound then it will suddenly come on at full volume: "...help us! People have gone mad! They are killing and raping! There are things in the streets! Help us! Help Us!" The connection is only one way. While the players can see Summers' wife, she cannot see or here them. After his wife yells one last "Help Us!" the line will go dead.

Hour Five: The video phone will come back to life. It will be an officer with a clawed up face and missing eye. He will shout nonsense orders and then hang up. A few minutes later, a young girl will appear on the screen, asking for help. A dark shape will become visible behind her and then the screen will be tinted red with a sudden gush of blood. The connection will then be broken.

About ten minutes after the last call, Summers wife will appear on the screen. The blood has dried on her arms and face and she is holding her son. For a brief second, she will be able to see Summers on her video phone. She will start screaming “Oh god, help us! Help us! They’re at the door! Help us John!” Just then, the door will be smashed open and a group of three men and two women will run into the room. Most of them are armed with clubs and knives and two of them are soldiers, armed with assault rifles. The men will drag Summers wife into the center of the room and hit her a few times. They will then rape her in front of the phone and kill her by driving a jagged hunk of wood through her throat. The women, who have been holding Summers’s son, will then kill the boy while chanting “the Black Goat...the Black Goat...” One of the soldiers will start crying in front of the phone and turn to look directly into it and say “God help us...god help us all...” He will then take out a grenade, pull out the pin, and drop it to the floor as he weeps. The connection will be broken by the explosion. This experience will cost Summers 1D8 SAN. Exactly what he does if he goes insane is up to the Keeper. However, it is recommended that he reacts by running around in the base screaming and shooting the walls, finally attacking Chambers with his fists. After a few punches, he will collapse and weep for an hour. After that, he will be in a rage for revenge and will want to “destroy the whole f-ing planet.”

Hours Six to Nine: During this time there will be no more incoming transmission and the players may do as they will.

Hour Ten: Halfway through the tenth hour, the video phone will come to life: “This is Orbital Defense Command to ICCM Launch Station Four. Come in please.” If the players answer, they will receive the following message: “Your orders are as follows: you will launch all missiles upon receiving the launch signal. Targeting data is being fed into your computers.” If the players think to give the code phrase, they will be given the code to launch the missiles. If not, they are out of luck. If the players ask how things are, the officer will say “Pretty bad.” The transmission will then end.

Hour Eleven: Forty minutes into this hour, the video phone will come to life again. “Come in ICCM Launch Station Four.” If the players respond, they will be ordered to launch all missiles in one hour and ten minutes.

Hour Twelve: Fifty minutes into the hour, the players should be launching the missiles. Nine minutes later, they will receive one last transmission, voice only: “I’m sorry.” One minute later, McKenna will be vaporized by a nuclear detonation.

The Robot

The players’ main adversary is the reprogrammed robot. It is currently located in the access chamber and it will attack anything that enters the chamber and will pursue an moving thing as long as the thing is still moving. While the robot is a powerful opponent, it can be defeated if its weaknesses can be exploited. First, the players can shut of its guns, making it less of a threat. Second, the robot will attack anything that moves, including doors, balls, papers, or whatever. It has no targeting priority (which can be learned with a successful computer use skill roll) so the

Keeper should roll randomly to see what it will go after should it be confronted with many moving object. Third, the robot will not attack a non moving object. If a PC gets trapped by it, it won't attack as long as the PC stays still (this can be difficult, depending on what position the PC is in when he freezes). Fourth, a program can be written in about an hour (using a computer use skill roll) that will send commands to the robot. It won't obey the commands, but each round the robot is active, one of the following can happen when the program is running:

Robot Behavior Modification Chart (Roll 1D10)

1-3 No effect.

4-6 Robot takes no action for the round.

7-8 Robot attacks the nearest non moving object (usually a wall).

9 Robot moves randomly around without attacking.

10 Robot attacks itself with one arm. Hits automatically, roll for damage.

Launching the Missiles

To launch the missiles, the PCs need Parsons' card, the code from Orbital Defense Command, and access to the secondary control room. Once they have all of these, they can launch the missiles by inserting the card, entering the code, and pushing the launch button. Both men know that launching will result in immediate retaliation and hence their deaths. However, they do not know that they will be dead whether they launch or not. While Summers will want to die after his wife is killed, Chambers won't, so there may be a conflict (and a good Keeper will work to create one, of course). While the PCs will die no matter what, if they launch their missiles they will give several thousands of people a quick death and prevent these people from being used by mythos beings in their attempt to make the stars right. Being blasted to atoms is actually preferable to having one's soul devoured by an alien god.

Equipment

Constitution Arms Advanced Laser Sight

The CAALS is a advanced version of the basic laser sight developed in the late 20th century. A built in microcomputer controlled feedback mechanism provides the user with the visual data needed to shoot with precision. Used in look-through mode (like a standard optical scope), a CAALS yields a +10% on the users chance to hit with the equipped weapon. Used in pointer (used as an old style laser scope) mode it provides the user with a +5% chance to hit with the equipped weapon.

Constitution Arms Eagle IV Combat Rifle

Shots Per Round: 4 or burst Damage: 2D8+5 Base Range: 150 Ammo: 40 Malfunction #: 99

This bullpup configured weapon is the latest in Constitution Arms Eagle combat rifle series. Constructed in the latest in ultralight ceramic, the Eagle IV fires advanced, caseless ammunition specifically designed to penetrate modern body armor. This advanced armor piercing ammunition (AAA) treats the target's armor as being half its actual value. The CAE IV standard (and much cheaper) ammunition. Standard ammunition inflicts full damage, but does not half the armor of the target. Eagle IVs come standard with a CAAL.

Colt Tactical Pistol

Shots Per Round: 1 Damage: 2D6+4 Base Range: 30 Ammo: 12 Malfunction #: 99

The Colt Tactical Pistol is the standard US Army sidearm and is designed for maximum stopping power. Like most modern combat arms, the CTP fires high velocity caseless ammunition that is available in both armor piercing and standard version. CTP armor piercing ammunition treats the target's armor as being half its actual value. Standard CTP ammunition inflicts normal damage and does not half the armor of the target. CTPs can be fitted with laser sights.

Adrek Corporation Series 200 Autonomous Robot

Produced by Adrek Corporation, S200ARs are stationed in many US military installations. In normal operations, S200ARs do minor repair work, heavy lifting, and hazardous cargo handling. For example, S200ARs handle the task of switching chemical and biological warheads on missiles. While these tasks could easily be handled by a smaller, less complex, and cheaper robotic unit, the S200ARs are designed to operate and defend US installations should the crews be unable to continue their duties. In order to do the sort of work assigned to it, S200ARs are equipped with two strong lifting arms, multiple, retractable small arms for fine repairs, a highly complex computer "brain", as well as two internally mounted machine guns. In order to survive attacks or accidents, S200ARs are heavily armored, have multiple backup systems, and are hardened against EMP.

While the S200ARs have highly advanced computer brains, they are not intelligent and are fairly limited when compared with a trained human soldier. While they will plan and make use of effective strategy, they lack the imagination and creative initiative of the human mind. However, they are rather formidable. Typically, they are programmed with a series of orders that are activated as conditions are met. For example, a S200AR may be programmed to launch all of a base's missiles upon receiving a fire command and also programmed to kill all unauthorized intruders.

STR 50

CON 50

SIZ 20

DEX 10

Move 6

HP 35

Damage Bonus: 3D6

Armor: 20 -point armor plating

Weapons: Punch 35%, 1D6+3D6

Two Thompson K47 50% Shots per round: 3 or burst Damage: 2D10 +4 Base Range (yards):

140 Ammunition 200 Malfunction number: 99

Skills: Electrical Repair 60%, Mechanical Repair 60%, Computer Use 30%

NPCS and PCs

This section details the NPCs and PCs. The PCs may be altered at the Keeper's discretion, should the players desire to do so. However, it is suggested that they not be significantly altered in order to avoid radically changing the dynamics between the two characters. Additional psychological information is provided in the main adventure text to aid the Keeper in running the adventure.

Non Player Characters

There are two NPCs in the adventure. Since they die at the start of the adventure only brief descriptions are provided.

Major Tina Larken

Description: Major Larken followed her mother's footsteps in joining the United States Army and she has been a professional soldier all of her adult life. Prior to her assignment in Alaska, she was in a special operations unit in New England. During one mission, her husband (also a soldier), was killed in a particularly horrible manner. After killing what was responsible for his death, Larken suffered a nervous breakdown and went on medical leave. With the shortage of experienced officers, she was brought back on duty (over the protests of her doctor) and assigned to McKenna. Most of those who have served found her frightening and disturbing until she met a young pilot. After her life took a turn for the better, she became much happier and those around her found her company more enjoyable.

Sergeant Bill Parsons

Description: Parsons is the oldest soldier at the McKenna base and he has been in the service since he was old enough to enlist. While Parsons is an extremely dedicated soldier, he seems to regard his duty and the military and general, as a fit subject for his off color humor. Parsons, a confirmed bachelor, is also known to visit various "friendly" women in town. Despite his behavior, the command at McKenna regard him as the most trustworthy and loyal soldier, a fact which annoys Summers greatly.

Player Characters

Captain John Summers, United States Army

Second Officer, McKenna ICCM Launch Station #4

STR: 15 CON: 16 SIZ: 14 INT: 15 POW: 14

DEX: 13 APP: 12 EDU: 18 SAN: 67 HP: 15

Damage Bonus: +1D4

Skills: Computer Use 85%, Dodge 35%, Electrical Repair 25%, Electronics 15%, First Aid 40%, Martial Arts 25%, Mechanical Repair 15%, Persuade 35%, Psychology 25%, Handgun 60%, Rifle 45%

Languages: English 85%

Stereotype: Clean cut, responsible family and professional man of the sort that existed in the 1950s American television mythos.

Physical Description: Summers is a moderately good looking man who is in good shape. He has light brown hair, which is just beginning to get a little gray, and blue eyes.

Description: Summers received his commission in the army and his degree in computer science from Florida State. Because of his skill with computers, he was assigned to Full Quiver, the army's project to re-arm the United States with an extensive missile capacity. Summers was eventually assigned to McKenna base in Alaska. Although he originally hated his assignment (Summers likes warm climates), his mind soon change when he met Dr. Janet Linhart, a civilian medical doctor. After a year of dating, they were married and soon had a young son, James (named after Janet's father). Summers loves his family greatly and his wife and child and the

most important part of his life. The second most important part of his life is his duty to God and country. Summers takes his responsibilities very seriously and is nearly obsessed with doing the right thing at all times. Because of these aspects of his personality, he doesn't like Parsons, who he considers too flippant and jovial. Summers also doesn't like Chambers very much, primarily because Summers is a racist (even though he doesn't even realize it).

Lieutenant David Chambers, United States Army

STR: 16 CON: 17 SIZ: 9 INT: 18 POW: 15
DEX: 12 APP: 14 EDU: 16 SAN: 74 HP: 15

Damage Bonus: +1D4

Skills: Computer Use 75%, Dodge 55%, Electrical Repair 75%, Electronics 75%, First Aid 40%, Hide 85%, Locksmith 45%, Martial Arts 50%, Mechanical Repair 55%, Persuade 25%, Psychology 15%, Sneak 75%, Handgun 80%, Rifle 55%

Languages: English 80%

Stereotype: An intelligent and experienced individual , but with little formal education, crossed with a stereotypical street gang member.

Physical Description: Chambers is a short, heavily built individual with dark hair and skin. He has brown eyes.

Description: Chambers grew up in a "fallen" city in the south and survived by scavenging from abandoned buildings and avoiding "monsters" that haunted the ruins. Because of his early life, Chambers is a survivor and can be quite ruthless and even vicious, should the situation require it. When he was sixteen, he was rescued by an army patrol. being intelligent, Chambers realized that his best chance of survival was to join the army. After serving for a while as a foot soldier, Chambers received training in electronics and turned out to have a natural gift in the area. Using his skill and intelligence, Chambers worked his way up through the ranks and eventually made the transition from enlisted man to officer. Shortly after his promotion to lieutenant, Chambers was assigned to McKenna. He like Alaska and most of the people he works with. He thinks Larken is insane and is afraid of what she might do. He likes Parsons a great deal, but doesn't like Summers and considers him a stuck up, racist with no sense of humor. Chambers is terribly afraid of dying, but his greatest fear is being taken by "the monsters." Chambers doesn't really remember his parents, but he occasionally has nightmares of people being dragged out of windows and doors by horrible things.

