

## **Casper,**

Wyoming was settled on the banks of the mighty Platte River in the mid-1800's. As the point of convergence for all major westward trails -*Oregon, Mormon, Bridger, Bozeman, and Pony Express* - the community developed as a crossroads to the West. Casper was the largest city in Wyoming. There is a diversity of terrain to view, wildlife to see. Casper is located in the North Platte River Valley, with Casper Mountain rising 3,000 feet above the city, just minutes away.

**Casper Population: 19,131 (today)**

**Casper Elevation: 5,123 Feet**

Over 75% of the world's Pronghorn antelope live within 150 miles of Casper providing wildlife enthusiasts with an up front and close view of this graceful animal. Casper is also home to mule deer, black bear, mountain lion, fox, sage grouse and elk.

Casper is located in the heart of Wyoming, a city rich in pioneer history, cattle production and mining. With a landscape of startling contrasts.

Casper's people are one of its greatest assets...friendly, down-to-earth and always willing to lend a helping hand to any stranger.

Common Information on the Casper Confederation or the CCF.

1. Government is by representation. Each township or combination of same with a population of 200+ has a representative. These representatives are elected every 6 years.
2. There are two major political factions in the Confederation.  
Oilers: Support Technology and manufacturing.  
Farmers: Support farming, ranching, coal mining.
3. The military was formed from surviving police, natl guard, reserve, and similar units. They adopted simpler weaponry and equipment in order to better support, train and replace hardware.
4. Maggot, or Ogr hunting is considered great sport by both the military and civilians.
5. The last civil war was fought 50 years ago. Both factions have signed non-aggression treaties.
6. Sexual/Racial equality was established as the first act of the original congress.
7. Disputes among people are usually solved by boxing matches, during militia muster nights. These bouts are refereed by the local garrison commander.
8. Rape is punishable by death.
9. Murder is punishable by death.
10. Thieves are involuntarily enlisted or re-enlisted as privates for a minimum of two years.
11. Slavery is punishable by blinding.
12. Income tax/tithes are equal to 10% of years produce/salary.
13. People look after each other, most doors are never locked.
14. All firearms are property of the state. They may be confiscated or replaced by the govt. at any time.

15. The military grows its own crops/livestock for its use. Military units also assist civilian populace in harvesting.
16. The proper form of address for elderly men is Sir. For elderly women is Mother. For married women is MaaM. For unmarried women is Miss. For unmarried men is Master "Name". For married men is Mister. All persons may also be referred to as the highest rank attained, if known.
17. The prevalent religion is Baptist.
18. Horses are never abused, guns are always loaded, knives are always sharp.
19. All radio repeater station personnel or RTO's have the prefix Funk added to their rank. All repeater station personnel have the rank of FunkSergeant.
20. All bayonet charges are lead by the commander of the unit.
21. The philosophy that it takes a village to raise a child, is alive and well here. The willful abuse, sexual abuse, or murder of a child or children, is punishable by the most hideous of deaths. Reprisals for their deaths are quick and brutal.
22. All townships have a radio and repeater station in place. This is used for official transmissions only. Classified traffic is sent by courier with escort. (see history)

Armed Forces of the CCF.

This consists of 20% of the population at any given time. Both sexes serve a mandatory 3 year enlistment, with an option to proceed or serve in the local militia for an additional 6 years. Most people choose to serve in the militia for life.

Recruits are enlisted as privates and receive \$2.00 per month, with all room and board covered by the corps.

Corporals \$3.00

Sergeants \$5.00

Troop Sergeants \$10.00

1<sup>st</sup> Sergeants \$12.00

Lieutenants \$6.00

Captains \$12.00

Majors \$20.00

Colonels \$30.00 there are only two in the corps.

Re-enlisted troops may buck for officer and if selected will spend 2 years at the Casper College. Upon completion they are promoted to lieutenant.

After 20 years of active duty the trooper may muster out with his horse, gear, weapons and equipment. He also receives a 10 acre plot of land or guaranteed job with a cash bonus of \$5.00 per year of service.

Militia are paid \$3.00 per month, re-supplied for expendable items and receive medical care from army doctors free of charge. Militia duty is considered civic duty and weekly musters are a time for socializing, voting on referendums, mail call, and training. All militia members must attend in uniform and have weapons and equipment ready for inspection. Almost every town has a gatling gun and at least ½ the population is in the militia.

Explosives are crude use dynamite or ANFO. These are not used by the militia for the most part. Company sized units have 2 or more personnel trained as combat engineers. They have access to quantities of up to 50kg, of explosive material and detonating equipment.

All patrols go out with portable radios issued for orders and status reports. Range is approx. 100km. A large array of repeater stations are spread throughout the CCF. These are manned by specially trained RTO's that enjoy special military status.

All lieutenants are trained in medium and small unit tactics military history, field conditions, survival, RTO, field medicine, tracking, oratory, rifle, pistol, bayonet and saber. They also receive training on hand to hand combat, and riding.

All sergeants receive training in the following: small unit tactics, close quarters combat, RTO, tracking, rifle, pistol, saber, hand to hand, gatling gun operation and maintenance, with special emphasis on field medicine, survival and riding.

Corporals receive the following training: small unit tactics, gatling gun operation and maintenance, RTO, rifle, pistol, saber, bayonet, riding, equipment repair, first aid, with emphasis on hand to hand.

Private training consists of: rifle, pistol, bayonet, saber, hand to hand, riding, equipment maintenance, field conditions, sanitation, and animal grooming.

Trooper equipment: 3 pair blue pants with yellow piping, 3 denim shirts with rank insignia, hashmarks, cavalry hat, pistol belt with holster, leather gauntlets and 2 pair cavalrymen's boots. 3 pair of socks, and undergarments, cold weather coat (wool), rain gear, saddle, bit and bridle, saddle bags and blanket, bedroll, and weapons care equipment. Two weeks of rations (dry), and two large canteens complete the patrol kit.

Squad deployment: 6 men., 1 corporal and 5 privates.

Patrol Deployment: patrols are 5 squads that consist of 1 lieutenant, 5 sergeants, 4 corporals, and 20 privates.

Weapons are as follows:

Saber ½ strength + 5 plus 1 addl. Point/kph in charge  
Pistol .45 1911A1 (ef=8) load is 40 rounds 5 magazines  
Pistol .44 Peacemaker (ef=9) load is 60 rounds  
Rifle Marlin 1894c (ef=14) load is 100 rounds  
T-26 Garand (ef=16) load is 128 rounds (officer's long arm)  
Bayonet ½ strength + 2 or ½ strength + 5 if mounted

For long range or large patrols a gatling gun will be assigned and controlled by an additional squad specially trained and armed.

Gatling Gun

.50 cal.  
E-Factor = 13  
240 rounds per drum 5 drums as standard load.

Dispatches: May

1. The initiative to replace older model 1894c's, with the Tanker model garands; is proceeding as planned. All RTO's, repeater station personnel, and officer's have been already so equipped.
2. Officer handgun replacement is also going according to plan. The new 1911a1's are performing admirably.
3. Thrown grenade testing and evaluation is going well. Logistics and Planning division expects full deployment within two years.
4. The troop transport vehicle is undergoing acceptance testing on the Northern Marches. Final approval due in mid-June.
5. Deployment of the .30 cal. Water cooled LMG is underway with the first units going to border patrols.

6. The latest batch of sulfa-drugs are to be immediately destroyed due to impurities.
7. The bounty on Ogr's has been raised to \$3.00 a head. Fine hunting in the Northern Marches.
8. Ogr's have been recently spotted with bows and primitive crossbows. As these are scaled for their use, this has become a priority issue.

Dispatches: June

1. A shipment of 1894c's and ammo, due for the garrisons in the Northern Marches, has been hikacked. The raiders rode smoking metal horses.
2. The troop transport vehicle testing has been successful. Final approval has been granted. Estimated production quotas to be determined.
3. Thrown grenade testing has been put on hold, due to lack of volunteers. Casper confederation supreme court to rule on the possibility of using convicts for training.
4. Maggots have all but disappeared in the Northern Marches.
5. Various radio repeater stations in the Northern Marches have been attacked. Assailants unknown.

Dispatches: July

1. Recent small arms innovations have made possible a light, small, squad level mg in .45 cal. Logistics and Planning division is currently equipping RTO's with new weapon.
2. The bounty on Ogr's has been raised to \$4.00 a head. Great hunting on the Northern Marches.
3. Travel restrictions are in place to the Northern Marches. No contact with Sheridan for two weeks. Believed to have suffered radio damage during recent storm.
4. All communities are required to locate and transport metal and or vehicle parts from salvaged or ruined vehicles. Details of vehicle types and required parts have been dispatched to garrison commanders.
5. Effective immediately ALL able bodied retirees are returned to stand-by reserve status. All duties, privileges and pay are hereby re-instated at highest held pay grade.
6. New battle surgeon class has opened at the CCF University. 15 medic/surgeons are currently enrolled. Upon completion of 8 month training program will be commissioned as Captains.
7. All garrison commanders are to immediately post 24 hour watches on all RTO's and repeater stations in their area of control.
8. Ammunition restrictions are hereby lifted. All garrison commanders are ordered to place guards on ammo stores. Live-fire weapon drills are to be held weekly. All sharpshooters are to be promoted 1 grade (brevet rank).
9. All children age 0-14 are invited to Casper for a youth conference to be held. Should plan to stay 2-6 weeks. All parents should consider this a free away time from their kids. Al expenses to be borne by the government. Pick-up and delivery schedules to be determined.

## **Encounters in the Casper Confederation:**

Human/Mutant

Oilers Roll d6

Odd – 50-100 (town or camp)

Even – 12, work crew/patrol

ST/CN: 12      H&M: 7

DX/ACC: 11    TECH LVL: b

SP/BP: 240     ½ STR: 6

¼ STR: 3

Weapons: Rifle Marlin 1894c (ef=14) load is 100 rounds  
Pistol .44 Peacemaker (ef=9) load is 30 rounds

Vehicle: Mad Max Special

Crew: 4

Length: 3.2m

Width: 1.6m

Height: 1.8m

Ground Clearance: .4m

Turning Radius: 15m

Max. Road Speed: 80 KPH

Range: 300km/tank of fuel

Fuel Type: Alcohol

Fording Depth: .5m

Climb Gradient: 25%

Vertical Obstacle: .2m

Trench: 1m

Armament: tbd

If encountered in the town mode, they are miners or a refinery GM discretion. If in patrol or work crew mode, they are out doing field work. They will be friendly, but very cautious. If they spot the MP vehicle they will immediately know the group as strangers. If they spot weapons, they will not take provocative action but will take VERY good note of the equipment and weapons they see. They will attempt to notify the CCF troops or militia at the first opportunity. If in town or camp mode will attempt to get the group drunk and subdue them.

### Casper Patrol # appearing 30

ST/CN: 12

H&M: 7

DX/ACC: 11

TECH LVL: b

SP/BP: 244

½ STR: 6

¼ STR: 3

Squad deployment: 6 men., 1 corporal and 5 privates.

Patrol Deployment: patrols are 5 squads that consist of 1 lieutenant, 5 sergeants, 4 corporals, and 20 privates.

Weapons: Saber ½ strength + 5 plus 1 addl. Point/kph in charge (all)

Pistol .45 1911A1 (ef=8) load is 40 rounds 5 magazines (officer's sidearm)

Pistol .44 Peacemaker (ef=9) load is 60 rounds (corporals and sergeants)

Rifle Marlin 1894c (ef=14) load is 100 rounds (enlisted)

T-26 Garand (ef=16) load is 128 rounds (officer's long arm)

Bayonet ½ strength + 2 or ½ strength + 5 if mounted (all)

Transportation:

Horses with small transport wagon.

If encountered without prior notice, the Lt will attempt to scout them out. After his recon report will decide what to do. This is a very fluid and dangerous encounter situation. The troopers will not attack if the MP vehicle, is armored or presents a significant danger. These people are not stupid. If the group has comported itself well, they will be approached by a Sgt, under a white flag. They will be informed that they have entered the CCF and will be asked to relinquish their vehicle(s) and weapons. Failing this they will be informed that they have 24 hours to leave the CCF. After that they will be considered a danger to the state and dealt with accordingly. If they cooperate, they will be escorted to the nearest CCF garrison, for interviews. They will be well and courteously treated. If encountered after prior notice, the sgt will

approach and proceed as normal. If the team has performed badly or dishonorably, they will be followed and jumped at the next best opportunity.

### Monks # appearing 5-10

ST/CN: 14      H&M: 19  
DX/ACC: 14    TECH LVL: E  
SP/BP: 296     ½ STR: 7  
                 ¼ STR: 4

Weapons: None  
Transport: Horses

These are good and honorable people on a pilgrimage to a place far to the west. They hope to get to a place called Capistrano and see if the swallows have returned. They will provide water, food, and or medical attention if properly approached. These people are VERY good at martial arts, and survival skills. Martial Arts: 60%, Survival: 70%.

### Witch/Warlock

Roll d6 – Odd – Male  
                 Even - Female  
ST/CN: 10      H&M: 7  
DX/ACC: 12    TECH LVL: E  
SP/BP: 200     ½ STR: 6  
                 ¼ STR: 3

Weapons: Staff ½ str + 4  
Transport: Mules

Level 3 Telepath 50% control , transmission and reception.

Level 4 Telekinetic 75% control, 160 pt TK Shield, TK bullet 1kg wt. EF=20

Level 5 Healer 95% control, cure sickness, stop bleeding, speed healing 75%

Will not attack if not provoked. Good source of info about the area, road ahead or behind. Even tempered, they know much more than they appear to. Will trade information for trade goods.

### Ranchers # appearing: 15-25

ST/CN: 15      H&M: 7  
DX/ACC: 10    TECH LVL: E (B)  
SP/BP: 325     ½ STR: 7  
                 ¼ STR: 4

Weapons: Rifle Marlin 1894c (ef=14) load is 100 rounds  
                 Pistol .44 Peacemaker (ef=8) load is 30 rounds

Transport: Horses

These people are escorting livestock to market or feeding grounds. They will not attack unless provoked, but will fight to the last to defend their herds or selves. Will trade food and or livestock for ammunition or trade items. If they spot the MP vehicle they will immediately know the group as strangers. If they spot weapons, they will not take provocative action but will take VERY good note of the equipment and weapons they see.

### Ogrs # encountered 7-15

ST/CN: 24      H&M: 0  
DX/ACC: 12    TECH LVL: F  
SP/BP: 676     ½ STR: 12  
                 ¼ STR: 6

AC= 12 Thick Skin

Weapons: Spears ½ str + 5  
            Rocks ½ str  
            Bows (ef=24) 20 arrows  
            X-bows (ef=30) 15 bolts

Transport: none.

These mutants are exceedingly dangerous, between 9-12 feet tall and immensely strong. Savage, they eat anything they encounter/kill. Will rarely run, and once engaged will not surrender. Their dense hide makes them very hard to kill. Not intellectual giants, but they are cunning and will use traps if necessary. Will stand off and soften up a target with range weapons when possible.

### Maggots # encountered 25-50

ST/CN: 10      H&M: 0  
DX/ACC: 16    TECH LVL: F  
SP/BP: 200     ½ STR: 5  
                 ¼ STR: 2

Weapons: sharpened bone ½ str+2  
            Club ½ str +4  
            Rock ½ str  
            Claw ½ str  
            Bite ½ str.

Tool use, at the Cro-Magnon level. Very fast gestation period they breed faster than rabbits. Omnivorous. Bright light will hurt or kill them. Short life span. Three attacks per round, claw, claw, bite. Attack in packs. Carry contagious diseases which they are immune to. They are, while small; VERY dangerous. Night vision like IR goggles.

History:

Like every where else in the Cowboy state, Casper was going through its day in the usual way. A bright clear, windy day. Nothing out of the ordinary, until the power went out. The flash of light in the sky was remarked by some, as possibly a solar flare or some other natural event. The massive EMP wave wasn't felt by the people as a rule. Those poor unfortunates with pace-makers dropped like stones. All communications stopped, the cell phones, regular phones and every other form of comm gear all stopped. Newer cars halted in their tracks. Surely this wasn't bad, there were older cars and trucks still moving. The lack of communication, and failure of equipment; was surely a fluke of nature, sun dogs or some other "temporary" problem. Right?

Enter our hero. Henry Funk, he was not a very heroic figure. A 19 year veteran of the US Air Force, he had worked with radio equipment his entire career. He was also, fortunately, a psionic with no knowledge of his talent. Born with the; in some cases Uncanny, ability to understand and work with electronic parts and devices. This along with very hard work had made him the Quality Assurance Evaluator of the radio contract in use by the Air Force and a major radio equipment supplier. This also is what saved his life.

Henry had been having problems with contractor compliance with repeater tower maintenance. A minor problem but one that needed a face to face meeting. As the contractors largest local field office was in Casper... Henry decided to make a holiday of it. The Air Force was paying his per diem, and mileage, and three can travel as well as one. He took his wife and little girl with him. This undoubtedly saved their lives as well.

When the emp wave hit, Henry "felt" all the equipment around him die. He knew instantly what had happened. After securing his family, as best he could; he jumped into action. His clout with the contractor and their subsequent influence allowed the local government to act quickly.

The first step was to declare martial law. After explaining what had happened, they found that most folks handled it pretty well. The breakdown in social order with its accompanying looting and etc, just didn't happen here. These people were tough. They quietly took stock of their situation and started over. A large number of older vehicles were mustered together for a trip to Camp Guernsey. As the largest ammo and equipment store house of military equipment in the area, it was the logical first move. After ferrying over as much as they could, they began "enlisting" their townfolk in the local militia. Thankfully they didn't have much refugee traffic come through during the first Nuclear winter.

The time this gave them allowed Henry and his contractor friends the window of opportunity they needed to re-build the repeater network with spare parts and other pieces they scrounged. Contact was re-established with almost all of what is now the CCF. Henry continued to work at this project until his death 20 years later. His daughter learned her father's craft, and continued to build on it. It seems that this psionic talent breeds true to this day. As does the strength and work ethic of this remarkable family. Henry is memorialized to this day, by having his name as attached rank, to all RTO's and repeater station personnel.

The change to weather patterns had created a window, that shields the central part of the state from most western flowing wind. This served to block the worst of the airborne fallout from the west. As there was little fallout flowing from the north, the CCF was blessed in this fashion as well. It is a little known and seldom visited paradise on the plains.

All was not happiness and bliss however. At an early junction folks realized that they were from very different worlds. The group known as Oilers, wanted to proceed to develop the high-tech lifestyle they were accustomed to. The Ranchers favored an approach that put emphasis on developing a simpler, more agrarian lifestyle. These two groups were bound to clash.

At first these clashes consisted of arguments and verbal abuse. It was inevitable that it would escalate. These people had been through a very rough time, and the strain and tension that went with it. This was a natural outlet for this. As the fights and arguments escalated the factions began to attract outsiders who, in



the early stages didn't understand. It was a common sight for the two groups to divide and separate. This served to build on their fundamental differences.

This was all touched off, five years after the war, in August. August in Wyoming is characterized by hot, dry winds, followed by brief but harsh rainstorms. The season in question was exceptionally drier than most. A small fire outside an oil pump station, ignited more than the fields surrounding it. In retrospect, it was a minor fire and easily contained. The fact that neither faction in the area, would work with or help the other in its containment, didn't help. This led to shots being fired. With all the associated anger and shame fueling this grass fire war.

It erupted all over the state, virtually overnight. The disparity of these people, and the inactivity of the military served to make this minor feud, into a major civil war. The CCF military commander refused to side with either group, or provide arms and equipment. This was the right idea, but his refusal to intervene to stop the hostilities, made matters worse. A council of his junior officers, and their unanimous agreement to impose order was the end of the first grass fire war. It was a quick, brutal and effective campaign. All personnel who refused to surrender their arms and cooperate were shot. Using the limited amount of armored assets in their control this was a remarkably easy process. Towns were garrisoned and order restored. It wouldn't last.

Angered and shamed by the military the two factions began to train and equip their own militias. Training was of the hit and run, commando type. Two years after the civil war the Oiler militia decided to do something about the army and its Big Guns. In a daring commando raid almost all of the army's heavy armor was destroyed. The army's reprisal was quick, but due to the widespread nature of the plot, largely ineffective.

This necessitated a different approach to warfare. With the majority of vehicles, starting to fail, due to lack of spare parts, another approach to transport was needed. Someone at this point remarked that the army, in the past; used horses extensively. A program to train army and militia personnel, was undertaken to develop equestrian skills.

As time progressed, more feuds and brushfire wars erupted among the populace. Again as always the army was called in to impose order. And as always, the army was perceived as the enemy. Fifty years ago, a unique solution was proposed by the congress. A mandatory enlistment in the army for all able bodied personnel was imposed. This forced people of both major factions to live and work together for 3 years at a time.

It is very difficult to hate your bunk mate. The close proximity of these people, reinforced the common denominators these people did have. As the training was coed, intermingling of these two factions, through marriage also tore down their walls. The past brush fire wars are remembered as embarrassing events, that while painful have served to make the CCF a stronger entity.

The advent of equestrian warfare, also changed the weapons of war. An automatic weapon on horse back is as much a danger to the rider and his fellows as it is to the enemy. Single-shot weapons were much preferred. This also served to ease the burden of training and the logistical nightmares associated with this style of weapon. The use of and inability to replenish expended items, quickly exhausted grenades and other large scale weapons.

The decision to revert to a simpler time, was the best option made available. The influences and history of the mounted cavalry, was still very much alive. The Casper state troopers, a local band served as the template for uniforms. Museum pieces and those in formerly private, collections served as the basis of the weapons used. After much debate the decision was made on the .44 cal Peacemaker and 1894c lever action rifle in the same caliber. Training, field maintenance, and simplicity of use were chosen over rate of fire and range.

With the exception of border skirmishes with the Amerind Empire, and the attacks of mutants, raiders, and others of that ilk, Casper is a friendly place. Surrounded by death lands on all points of the compass, most

trading is done within the state. Not a closed economy but not very open either. As such barter and costs of goods are very reasonable. A good meal will cost about 25cents. An excellent meal, in a top dollar restaurant will still only cost 1 dollar. Currency is either left-over coinage from the war or newly minted coin of the CCF. This is used instead of paper as it is more durable. Some costs for common items are as follows:

Horse: 20-50 dollars, depending on the lineage and quality.

Mule: 10 dollars

Donkey: 5 dollars

Dog: 2 dollars

Good Hunting Dog: 6 dollars

Chicken: 30 cents

Sheep: 1 dollar

Cow: 10-15 dollars, depending on the lineage and quality.

Bull: 15-40 dollars, depending on the lineage and quality

Shirt: 50 cents

Pants: 75 cents

Boots: 1.50

Good Boots: 3.00 dollars

Holster/scabbard/sheath: 1.50

Knife: 1 dollar

Good knife: 2.00 dollars

Blanket: 1 dollar

Coat: 3.00 dollars

\*\*.44 ammo 50 rounds: 1.50

\*\*.30 cal ammo 50 rounds: 2.50

\*\*.45 cal ammo 50 rounds: 4.00

beer: 5 cents

whiskey: 15 cents

bottle whiskey: 75 cents

wine: 10 cents

bottle wine: 1.25

bread loaf: 5 cents

cheese wheel 5lbs: 50 cents

bacon lb: 10 cents

milk 1 gallon: 15 cents

butter 1 lbs: 5 cents

\*\* Ammunition can only be purchased by a resident or a properly licensed visitor. Then only with garrison commander's or Officer of the day, approval.

Other costs may be extrapolated from the above. All firearms are property of the state. As such they are issued, not sold. Weapons may be sold to visitors, but only by the government or an approved agent of same. Costs are exorbitant. All weapons must be kept clean and in good condition, or they will be forfeited.

Weapons in the CCF.

Saber ½ strength + 5 plus 1 addl. Point/kph in charge (all)

Pistol .45 1911A1 (ef=8) load is 40 rounds 5 magazines (officer's sidearm)

Pistol .44 Peacemaker (ef=9) load is 60 rounds (enlisted)

Rifle Marlin 1894c (ef=14) load is 100 rounds (enlisted)

T-26 Garand (ef=16) load is 128 rounds (officer's long arm)

Bayonet 1/2 strength + 2 or 1/2 strength + 5 if mounted (all)

There are other weapons in the CCF, shotguns and hunting rifles in small calibers, but those listed are the most prevalent, due to their usage in the army and militia.

Saber: Standard cavalryman's saber. Approximately 40 inches long, about 7 lbs. Always kept to a razor sharp edge.

Pistol: .45 cal. 1911A1 automatic. This is a new addition to the CCF arsenal. A 7 shot automatic, reliable, and quite accurate within normal pistol range, approximately 7 meters.

Pistol: .44 cal. Peacemaker. The great equalizer. A finely tuned revolver, built along classic lines. Not the most powerful weapon available, its low power is due to inferior powder. Modern day i.e. 20<sup>th</sup> century machining techniques and powder formulae would make this an awesome weapon indeed.

Rifle: 1894c Marlin. A fine example of the gunsmiths art. This weapon is chambered for the same ammo as the enlisted sidearm. The increased power rating comes from the longer barrel. Dependable if a bit heavy, it is easy to use, easy to maintain, and accurate within 400 meters. An excellent weapon for brave and daring warriors.

Carbine: T-26 Garand. The requirement for a light weight carbine for use by officers or RTO's was met with this option. It uses the .30 cal rifle round. The T-26 Garand has an 8 round en-bloc clip. The T-26 is a scaled down model of the classic M-1 Garand, with a shortened barrel and stock. It is designed for close in work, it is overall an excellent rifle.

Bayonet: K-Bar. The classic k-bar bayonet in use since the Vietnam war. Great for shaving, opening beer bottles or even, as a weapon. A generic tool used for all sorts of jobs, many a battle has been won, due to its presence.

#### Weapon Weights and Loads

WEAPON of Rounds	Weight	Load Weight	Load	Number
T-26 Garand	3.80	2.35	16 Clips	128 Rounds
M1911A1	1.35	0.56	5 mags.	40 Rounds
MARLIN 1894C .44 CAL.	3.61	1.62		100 Rounds
Gatling Gun .50 Cal.	130	9.20	1 Magazine	240 Rounds
.44 Peacemaker	1.50	0.6		60 Rounds

#### Weapon stats and ranges.

WEAPON	Ammo	E-Factor	Point Blank	Short	Medium	Long
T-26 Garand	8	16	0-16	17-750	751-1500	1501-3000
1911A1 .45 cal.	7	8	0-8	9-366	367-731	723-1463
MARLIN 1894C .44 CAL.	10	14	0-14	15-748	749-1499	1500-3000
.50 cal. Gatling Gun	240	13	0-13	14-525	526-1050	1051-2100
.44 Peacemaker	6	9	0-9	10-360	361-700	701-1400

Pistol ranges are in feet, rifle ranges are in meters.

## WEAPON CONVENTIONS

Point Blank Range: E-Factor X 2  
Short Range: E-Factor X 1  
Medium Range: E-Factor X .5  
Long Range: E-Factor X .25

To Hit Rolls:

01 - 05 = Called Shot (Player's Choice)  
96 - 00 = Jam or Misfire (Automatics Only)  
98 - 00 = Revolver Misfire

Called Shot Modifier: -25%

	Rnd 1	Rnd 2	Rnd 3	Rnd 4
Successive fire:	-11%	-33%	-66%	-99%

This penalty is levied against all shooters, per shot or burst; without taking a "rest" between shots. In the example of a character having 5 actions per round, the proper sequence in round one would be.

Segment	Action
1	Fire
2	Rest
3	Fire
4	Rest
5	Fire

In even numbered rounds the first action would be to rest.

### Sniper's First shot Task resolution.

1. Select Target
2. Determine Range
3. Calculate Windage/Drop
4. Prepare
5. Fire

Explanation:

Select Target: Identify who would be best target for overall task accomplishment. Leader, most dangerous, best armed etc.

Determine Range: This can be accomplished with MP Laser range finder, integral range finder (scope) if available or guess.

Calculate Windage/Drop: Wind can be a factor on an accurate shot at long range. The ballistic characteristics of fired rounds are also a factor. As a round travels, it loses momentum. This causes the round to fall. Someone familiar with their weapon and ammo will know this and can factor this into their calculations.

Prepare: This is an abstract involving breathing, frame of mind, vision, nerves etc. It is included here for accuracy.

Fire: Actually taking the shot.

## **Second and successive round task resolution.**

1. Recover
2. Select Target
3. Prepare
4. Fire
5. Recover

Recover: This involves relaxing tensed muscles, and mind. It also involves checking the target for hit, effect etc.

Select Target: Identify who would be best target for overall task accomplishment. Leader, most dangerous, best armed etc.

**Note: Re-calculation is not necessary if second and successive targets are within +/- 50 meters of Zero Target. (first target). If not then add this step in.**

Prepare: This is an abstract involving breathing, frame of mind, vision, nerves etc. It is included here for accuracy.

Fire: Actually taking the shot.

Recover: This involves relaxing tensed muscles, and mind. It also involves checking the target for hit, effect etc.

This assumes that your shooter has 5 movements per round. In the case of a shooter who moves more slowly these tasks will roll over to the next and or successive rounds.

PD Notes:

Encounters in the CCF will be varied in the extreme. The animal and mutant encounters for this area, in the MP Rule book, should be carefully thought out. The Breeders are a constant threat in this area, as they are always looking for new specimens.

Human encounters will also need to be very carefully considered. The CCF has existed since the war. It has good control of the area and is very much aware of what goes on within its borders.

This is an excellent opportunity to dust off your copy of Liberation at Riverton off. It fits very well into this area. The present day city of Riverton Wyoming is approximately 40 miles west of the border of the CCF. My play testing put the team between them. If your team is successful in dealing with the IMPs, the territory in question will serve the CCF very well, when they find out about it. Good Luck and have a nice Nuclear hell day...