

Morrow Project Groups

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The concept of the Morrow Project Group was introduced in the Project file *The Final Watch*. It later appeared in the Page on the Net that Phil Cottrell had and that James Barnwell has. I rather liked this, however, there was no way to decide what a group should have or if they had any special assets. So, I decided to create a table and a list of material and see if that worked. The list has a number of things in it, and I hope that it will help other players of this system.

Morrow Project Groups

Standard Type

Quantity	Team Description	Number of Personnel
1	Command	4
6-8	Recon Teams	8
2	Medical\ Science	8
2	Mars Teams	8
2	Engineers	8
2	Special Teams	4-6
2	Support and Supply	4-6
2	Frozen Watch	6
total number of Project personnel This could be higher, depending on assets the PD decides upon.		138+ average number of Project personnel

This would give the Project Director a large latitude in what person goes where. Also, it would allow the players to chose what branch they wish to play. The PD could have a mix and match team, with a number of people, all with different specialties. A medical person could be along with a Mars team, an engineer could be along with a Recon team. It all depends on what the mission demands. This set-up allows the PD the ability to control players, as there is an active chain of command. Also, there is a number of people that could bring to a screeching halt any out of control teams.

The Command Team would know how many teams, the records of where they are, all supplies, and such material. However, the teams still trained separately, not in large groups and not at the same place or training cycle. They would have been placed together because of a perceived need for their skills and what they had to offer the Project planners.

Special Teams (This was taken From Phil Cottrell's website. NO copyright infringement is implied or desired.)

Types of Special teams

Agriculture	Logistics and Supply	Psychological
Aviation	Medical	Special Asset
Command	Personnel and Training	Recon
Decontamination\NBC	Engineering	Mars
Frozen Watch	Power	Science
		{Phoenix}* This is only if the PD wants them!!! The description is scary!

Explanation of Special Teams

Agriculture--Expert Farmers, experts in growing food. They would have tractors, materials, harvester, and fertilizers. They would have a lot of reference material as well.

Aviation--These teams would have aircraft, helicopters, tools, and other material. They would also have aircraft. This would be left up to the PD.

Executive--These teams would include planning staff, and people who would be able to coordinate the efforts of everybody. This would be in the command team, but in other teams as well.

Decontamination--These would be the teams that would clean up hazardous material, NBC, etc. They would also be able to do anything that a standard team could do, also. This could be considered a Recon or Engineering team, depending on the PD.

Frozen Watch--These would be the teams that would provide trained replacements to other teams. They would be given the gear and issued materials of the deceased team member.

Logistics and Supply--These people would be responsible to keep the rest of the people fed, housed, clothed, armed, and supported. They might be made of older people, but people can be any age to pull triggers.

Medical--These people could be a few people with an ambulance, all the way to having a hospital. They would be able to care for the teams and the local population, as well.

Personnel--Trains and keeps records, missions, trains people, and maintains the quality of the people.

Phoenix--See Prime base module, for a full description. They may be eliminated from the list.

Power--These teams would be able to get power for teams and the surrounding area. These people can also build towers, string wire, etc.

Psychological--These teams would be responsible for the mental health for teams, to the local people, to psychological warfare.

Education--Teachers, libraries, books, and other assets for education

The next table is for use by the PD, to see how many and what assets are available. Roll a d4+1, to see how many assets are available for the teams. Use a d12 for the list.

- 1)Remote Resupply Base (see Starnaman)
- 2)Science-1 Vehicle and Crew (can come along later, if desired)
- 3)Mars-1 Vehicle and Crew (can come along later, if desired)
- 4)Mobile Hospital and personnel(see Gary's Page) with vehicles, etc. This asset may be fixed if needed.
- 5)Manned Resupply Base and Staff
- 6)Power Station and Crew
- 7)Mars Support(a MARS team with some sort of heavy weapon/vehicle, for example, artillery or something like that.)
- 8)Recon Support(a recon team with a special asset, or vehicle) PD's decision
- 9)Science Support(a mobil lab, a materials gathering vehicle, for exploration.)
- 10)Communications Base (a base for communication, with antennas, sat. dishes and other materials)
- 11)Engineer support (construction materials, Famce, etc.)
- 12)Wild Card (PD's choice or other materials he feels would enhance his game)

This list does not mean that the teams in a group would get together at one time. In the game I ran at home, we had 3 Recon teams, one MARS team, the Command team, an Education Team, and a Science/medical team and Hospital. We would wake the rest if we needed them, or if we had a large project that needed everybody. This means that we had 90 Project personnel, and we did not want any more, as this seemed to scare the local people as they were oppressed by a cruel overlord(Slavers Hold magazine module from Space Gamer). After we had stopped these people, we began to rebuild the area. Things got better...but it took time. After a Science-1 came to town, things got really interesting. It had

lot of combat capability, but what could be done with the labs, Haam suit, the people and the machine shops was phenomenal. After a while, we had started a school, hospital, police/fire department, began training local people to defend themselves and to export finished materials, as this was close to an iron mine. It is still on-going, but on hold, due to me being in Grad School, and the players at home.

Suggested vehicles and changes for Morrow Project

Recon teams

V150 with 25mm cannon, Commando Scout with 25mm Cannon, Hummvee with 50cal

2 Humvee's, each with .50 cal., two FAV's with TOW and three missiles each

LAV 25, with 25mm Chaingun, Hummvee with Mk 19 grenade launcher, Airscout copter*

4, FAV's 2 with M60's, 2 with Mk 19 grenade launchers

1, Commando Ranger and .50 cal, 2 Hummvee's with 25mm Chainguns with down-linked TV cameras,
Air Scout*

Lav 25, with 25mm chaingun, one V-150 with 81mm Mortar

Two Commando Rangers, one with .50 cal, the other as a command and control vehicle

LAV 25, with 25mm Chaingun, 2 fusion powered cycles, Hummvee with 7.62 Mini gun

SK-5, Flying Dutchman hovercraft.

Please note, these are only suggestions. The * refers to an upgrade I did to the Airscout, after reading about the Tim Mcfadden article upgrades. My airscout includes a Mk 2A laser, mounted centerline of the fuselage. This weapon has a range of 2 Km, fires in only one or three second bursts, with an E-factor of 300 per sec. This is to reflect the changes in laser technology between the start of the game, and the updates that some people want to use.

Science teams

Commando Ranger with trailered Airstream Lab, which has science tools and materials, and other materials for research. This would not match a static lab, but would have a lot of materials for a team to use. See the Operation Lonestar Module for a list of items and suggestions for this. Also, there would be two Hummvees with M60's as well.

Three Hummvee's with M60's, one towing a lab trailer as above.

Two Quequoid hovercraft labs

Note--These assets would be protected by other teams in the area or by attaching personnel to these assets.

Mars Teams

Bradley IFV, with 25mm chaingun, twin TOW launcher, two FAVs, one with TOW missile launcher and three missiles, the other with a M60 in 7.62.

LAV PIVADA, with 20mm Vulcan cannon, radar, all the bells and whistles, LAV 75, with 75mm cannon, 36 shots in a carousel loading system.

Two LAV 25's, each with a 25mm chaingun

SK-5, Flying Dutchman hovercraft

Engineer Teams

Commando Ranger with .50 cal, V-150 ARV with .50 cal., trailer with construction gear, tools, etc.

If a regional team(above a group) Full set of FAMCE and three Hummvees to help to protect and transport the material.

As before, these are only suggestions. Please feel free to modify this in any way that is necessary for your game.

Other Changes I have made as far as small arms are concerned

- Pistols--The standard pistol in my game, given to all personnel, is the P85 by Ruger.
- The M16A2 replaces the Stoner carbine and rifle.
- The M249 replaces the Stoner M207 and MK23 in all applications, including vehicles.
- Vehicles have the following weapons added to them: The Remington 870 shotgun, the MP-5SD SMG, and the M21. Also, a .22 survival rifle is included for small game.
- The .357 and .44 may be carried by a character if the PD allows
- New weapon load, only for a character with Strength and Constitution of 18 or higher--load 21
- M214 minigin in 5.56, 6, 500 round packs, batteries, Ruger P85 and 5 magazines. However, I would make this load really, really, rare!!!!

Please note, the M214 fires in 50 round bursts. This can be a really terrible thing to take out, but...

The Contact kit and Job Description

In Operation Lucifer, a kit was offered for a member of the team to try and blend in to the local population. This does have a number of very useful items, but I have always found a few things lacking. There is not a compass, no money, no tent or shelter, and the .44 magnum pistol can be a bit much, as can that .44 magnum rifle. So, I have decided to use my own ideas for this. As usual, please comment and post your thoughts about this particular item.

List of the Contact Kit Materials

- Radio with teams frequency
- Baseball cap, team up to the PC
- Red Bandanna
- Blue Bandanna
- Levis denim jacket
- Two pairs of Levis jeans
- Two cotton flannel shirts
- Three pairs Tee shirts, teams to be left up to the player
- Pair of Bike shorts, black
- Leather belt
- Four pairs of wool socks
- nylon pack with candles, flashlight, twine, fishing gear, leatherman tool, three days of canned food, underclothing, Swiss army knife, Marine K-bar Knife, canteen, 12 oz of brandy(162 year old) toiletries, small first aide kit, mess kit, compass, sleeping bag, small ten, 10, 1oz gold coins and 20, 1oz silver coins.

Weapons for this role is to be left up to the player and PD. I have several suggestions.

.357 M27 1/2, with 4" barrel

Colt Python 357 with 6" barrel

Glock 17 9 mm pistol, three magazines

Long arms for the Contact Person. I have tried to stay away from the outré type of weapons, instead trying to focus on what a wandering person might want. The examples I think are decent choices are below.

Uzi Smg, the carbine version, fully automatic, 12, 32 round magazines

Galil ARM, 10, 35 round magazines, 5.56

Polytechnologies AK 47 in 5.56, 12, 30 round Magazines

Remington M700 in 7.62, 200 rounds

Colt Grand Alaska in .375 H+H, 200 rounds

Remington 870 shotgun, 50 rounds

Contact Person Duties

The duties of the contact person is to go into an area and find out all that the team will need to know about it in order to operate in their duties. The contact person may need to walk ahead of the vehicle by several hundred meters, to scout out trouble. They would want to be able to bring the rest of the team down on top of whatever threatened, to keep them out if the situation was necessary, still keeping them aware of the situation. The contact person may be the first person that a family sees coming out of the woods, and this could be a problem, such as *Riverton* or *Starnaman*. Both of these presented unique problems for first contact. One had the possibility of capture by hostiles, the other had the potential for being lynched out of hand. The Contact person would be trained as the team's back-up intelligence officer. This would mean that the contact person would have a grounding in Intel, sabotage, more emphasis in armed and unarmed combat, and other dirty tricks. Also, They would be taught sociology, basic psychology, body language, and other "dirty tricks."

The way that this would work is that the contact person would dress in clothing, not Morrow Resistweave, and then help prepare the team's gear. The contact person might want to ride or walk, depending on the surroundings. It would be ideal if the contact person was a telepath or an empath, because this allow a deep look into what people are doing.

Once the team is established, the contact person can then be used to scout out other places. This might be like going to Memphis Village, and seeing what assets they have in *Starnaman*. This could result in the team going and playing spy. Also, the contact person could be a link between the team and the people, serving as an advocate in the local people's concerns.

I hope that this helps everybody in what the contact person is to do, and what assets may be nice to have. Thank you very much for your feedback to my article, in the future

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And everyone else I have played Morrow Project with, especially Ross Beaver, Ross Winn, Gary Gore, the old Largo Adventures Guild, and anyone else I have played this game with. Thanks.