



AFTERMATH!

Scenario Pack A1: OPERATION MORPHEUS

The Ruins of the University



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GAME SHOP
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Designer: PHIL MCGREGOR

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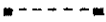


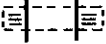
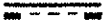


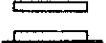

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MAP KEY

All scale bars are in feet

	Manholes
	Elevators
	Stairs
	Folding Partitions
	Normal Doors
	Blast Doors
	Sub-passage Tunnels
	Window
	Library Bookshelves
	Bolted Access Hatches
	Furniture
	Cryogenic Capsule

OPERATION MORPHEUS

A Campaign Starter Pack for Aftermath!™

INTRODUCTION

This is an adventure pack for the **Aftermath!** game system. It was originally part of a campaign set in Australia. Most of the specific references to Australia have been changed and those that remain are easy to alter. This has been done since we believe that the basic concepts of the University, its environs and background can be adapted to suit a variety of campaigns. The University could as easily be in the U.S. or England as in Australia. The background history of the Ruin would have to be altered slightly if the essential concept of it was attractive to the Game-master. Alternatively, a different Ruin could be conceived and certain details of the complex altered to suit this concept and the campaign to hand.

Particular items to note that remain of the original setting include the Fedpol (Federal Police) which could as easily be the National Guard in the U.S. and the A\$ (Australian dollars) which could easily, for game purposes be treated as standard U.S. dollars. Where will the Player Characters spend it anyway? If you use an Australian setting, remember that civilian vehicles are set up to drive on the left hand side of the road. Fantasy Games Unlimited is in the process of producing an adventure pack dealing with the environs of Sydney Australia. It will contain the communities of the area and suggestions for adventures. It will also contain more information on some of the mysterious items and cryptic projects referred to in documents and artifacts found in the University.

Operation Morpheus is an aid designed for the Gamemaster and as such contains material that players should not have available to them. If you intend to play in this campaign setting, stop reading now. Gamesmasters should find this package to contain material to keep their players occupied for quite some time to come.

CREATING A CHARACTER

The following Modifications apply to the creation of a character who will awake in the 'Operation Morpheus' Cryochambers.

- You are the character, this means that the Character gets, free, any Skills that the GM can be convinced that you have to an acceptable level (he may offer it at half 'normal' initial Skill Level, full Initial Skill Level, or double Initial Skill Level) — but the GM's word is final.
- On top of the above Skills, you will get, free, those that would normally go to a PC of Age Group 5.
- The Character receives a number of 'Bonus' Skill Points equal to his age (NB — for those Characters who are under, say, 20 — roll 2d.5 and add this to the age of their 'Character' for 'real'). These may be used to buy Skills in the normal way — with the exception that those characters who can put up an EXTREMELY convincing case to the GM will be allowed to 'BUY' another level for an already doubled Skill — tripling it. This should be limited to one (perhaps two) skills at most, if at all, and should be limited to people with college or university Degrees in a particular field.
- All 'Development Points' are taken as Attribute Increase Points'.
- Remember, all PCs who enter the game this way enter naked.
- To encourage sensible playing, if a Player loses 'himself' due to his own stupidity, then his next character should be an outside 'Barbarian' — subject to all the normal Book 2 Character Creation rules. IF, however, the death of the Player 'self' was due to nothing he could reasonably have been expected to avoid (GM's discretion is final arbiter here), then he may create another Character according to these rules. Of course, he will still start naked, and his ex-companions will have already distributed his last characters' possessions!

THE CAUSES OF THE RUIN

The planet-wide catastrophe known, in popular parlance, as 'The Ruin', had its roots in the mid 20th Century — the period referred to by many as the 'AGE OF WASTE'. During this era, despite rapidly increasing world population and decreasing availability of readily accessible natural resources, 'planned obsolescence' and similar attitudes were the norm. Obviously, this type of attitude could not have been supported forever, given the changing conditions in the world. The gap in wealth between the 'haves' of the Western and Soviet Blocs and the 'have nots' of the Third and Fourth world nations grew at an ever increasing pace (in an almost geometric progression). Even the most insensitive Governments and Multinationals soon came to realize that things could not continue as they were for much longer. Fortunately for them, and more so for the poorer Third/Fourth World countries, the introduction of the Fusion Reaction power units in the late 1980's made the necessary changes not only possible but feasible as well. With power 'to burn', the possibility of 'Lifetime' production was ensured (this term was generally applied to products which, according to their manufacturers, would last a 'Lifetime' without requiring more than minimal service and/or spares). The introduction of some primitive versions of Conversion Reaction units in the mid 1990's speeded up the process greatly — though it was by no means uniform in degree of acceptance or success throughout the world at the time of the 'Ruin'. The period during which these power sources and production techniques were introduced was referred to at the time as the 'Age of Affluence'.

Despite such technological advances, the world was by no means free of some of the problems which had plagued it since the beginning of recorded History. For example, though few, if any, people starved to death through lack of food any more, there were still great differences in the wealth of the 'have' and 'have not' nations of the world. Many of the citizens of such countries resented the 'Second Class' status that this implied to them. Such great differences in wealth were not just international in scope — they existed within even the most affluent of the First/Second world nations as well, where computerization and automation had 'Welfare'd' a large percentage of the population. This emptied their lives of challenge and purpose, though they were well housed and fed by the 'Government'. Exacerbating these tensions even further was the continuing ideological struggle between the USA and the USSR and their allies — including the continuing arms race and all that this entailed. With such a high degree of world-wide tension, it was almost inevitable that a series of brushfire wars between the client states of both sides should break out on a more or less regular basis in the less developed regions of the world (even though neither side was willing to let things get out of hand).

Thus it was not at all shocking when, in late 1998, a strange plague broke out in the Middle East (initially Israel). The fragmentary reports that were received from that country seemed to definitely implicate the involvement of the PLO and 'Black September' terrorist organizations. In any case, the UN imposed an immediate quarantine — as the plague had no known vaccine. It was also incredibly virulent, killing anyone contracting it. Ninety to ninety-eight percent of the population of a given area seemed to do so. There was a great deal of speculation as to whether the survivors were immune or were merely never exposed to it. This matter was never satisfactorily resolved. The population of Israel was virtually wiped out within three weeks of the outbreak of the plague, though (with almost poetic justice) it spread without restraint to the surrounding Arab countries almost immediately. It did, however, fail to penetrate the great deserts cutting these regions off from the continents of Africa, Asia, or Europe.

Just before the final collapse of the Israeli government they launched 'Operation Armageddon' against all Islamic states (with the exception of their Ally, Egypt) which had never shown hostility towards Israel. This attack used both Neutron AND 'Dirty' Bombs. One of these strikes (a 'Dirty' Bomb — 1 Megaton, Cobalt casing) was targeted on Red Square, Moscow — in the belief that the Arabs had been incapable of launching such a biological attack without Russian technical aid (a claim never proven nor, on the other hand, disproven). Evid-

ently the ECM on the Israeli Missile was much better than the Russians expected, and it hit dead on target — with only 60 second warning — wiping out the entire top civil leadership (who had been attending a Praesidium meeting in the Kremlin at the time).

The Russian Military Commanders took 'Emergency Control' (using the excuse to put themselves in a dominant position over the Party in much the same way as had occurred in Poland in 1982-3) but showed admirable restraint under the circumstances. They did not launch a retaliatory strike of their own. As Marshal Pyotr Mikhailovitch, the head of the Military Junta, said on State Television, 'There is no point in shooting a corpse'. Of course, western observers cynically pointed out that the Russians no longer had the capability to do so and still maintain a credible deterrent against 'Western Opportunistic Imperialism' due to restrictions on the numbers of Missiles they were allowed under the SALT VII agreements of 1992. For a while things seemed to calm down. Everybody seemed to realize how close the World was to the brink of final destruction, and backed off at high speed; there were even several overtures by the Russians in the UN with a view to revamping that body to give it the 'teeth' necessary to ensure that such a 'regrettable accident' could not occur again.

This possibility was not to be. In March 1999, the 'Scourge of God' plague (as it had been popularly tagged) — had died out in the Middle East, evidently having been 'programmed' to do so after a certain time period (further increasing suspicions, never proven, that it was a 'tailored' agent). It now re-appeared. This time the target was the United Kingdom. The UK government attempted to suppress the news of the outbreak by passing it off as a 'new strain of influenza'. Evidently they hoped to be able to find a vaccine before anyone was the wiser and, in the meantime, to get 'essential personnel' out of the country 'just in case'. Within a matter of a few days it became obvious that the 'minor flu epidemic' in the UK was really THE plague — but, even though an immediate quarantine was enforced, it was too late. Fragmentary reports coming from the disintegrating UK government via the BBC Overseas Service indicated that the IRA was responsible for the release of the plague, and some inconclusive evidence of an IRA-PLO link was given. Whether this was the truth or merely an attempt by the Government to find a scapegoat is not known — but one of the first things the Government did after the imposition of the quarantine was to intern all residents of Irish extraction (those the Mobs didn't tear to pieces first) and summarily execute all who were even suspected of IRA sympathies!

It was at this point (about 6 days after the first outbreak of the 'Scourge' in the UK, and about 3 days after the Quarantine of that country) that the Russian military junta acted. They launched a unilateral 'surgical' strike on all the major population centres of the UK — using the new 'Super-Neutron' weapons (which had practically no blast and caused an infinitesimal amount of Fallout — but which irradiated wide areas; wiping out most living things), planning it to make optimum use of them so as to 'sterilize' the whole island. Their intention was evidently to stop the spread of the Plague to the continent — and thence to Russia. They would probably have succeeded if the British had not concealed the original outbreak. Not only was their 'sterilization' rendered ineffective thus, but many of their missiles were obsolete and missed their targets due to guidance system malfunctions — one of these haywire missiles landed near the French city of Calais — causing massive casualties.

The French, hot-headed as usual, reacted with a 'hair trigger' before the Russians could explain. They assumed that the massive launches the 'Over the Horizon' Radar was picking up in Western Russia was the beginning of an all-out nuclear war — and so launched their entire nuclear arsenal on Russian and Warsaw Pact targets. At this point, Franco-Israeli co-operation paid off — as the French delivery systems were fitted with the same ECM devices that the Israelis had used to take out Moscow — and all of their (more up to date) missiles got through, again with minimal warning time for the Russians. The Russian missile base commanders immediately jumped to the wrong conclusion themselves. Assuming that the missiles were from a US retaliatory strike, they launched the remainder of their missiles at the US and her major allies. When the DEW line and US satellite borne radar systems detected the Russian 'birds' on course for the US, the president gave orders for the immediate launch of all US strategic assets. Shortly thereafter, a Russian Missile penetrated the District of Columbia ABM defenses and impacted on the White House lawn.

Fortunately, due to the Arms reductions resulting from SALT VII, only 25% of the US and 35% of the SovBloc population were incinerated or killed outright! With so much of their Homeland destroyed (and not yet knowing of the spread of the Scourge beyond the UK) and, thus nothing else to lose, the SovBloc armed forces immediately invaded Western Europe, China (using TacNukes heavily against the Imperial Chinese Army) and India. When it became obvious that the plague had spread to the continent (the Soviets at first thought by

cross-channel winds), they moved their main thrust towards India and SE Asia (via the Afghanian Autonomous Region of the USSR). Some spearheads of this advance reached deep into Oceania and Australasia before it collapsed in the face of the spread of the Scourge of God.

While all this was going on, the rest of the World — which for the most part was not directly affected by the 'Wet Firecracker War' — was finding for itself that the quarantine measures invoked against the UK government had been ineffective — as the Scourge of God had by this time appeared at several sites on every continent. While the local governments did their best to discover a serum that was effective against the plague, nothing proved effective — and, though some measures proved effective in slowing its spread, nothing seemed to stop it. In fact, no effective antidote or serum was ever reported to have been discovered although it was noted, statistically, that members of the armed forces of those nations with advanced CBW warfare capabilities had a definitely higher immunity rate than the general civilian population (For every 1000 Soldiers, there were about 10 Survivors; while for every 1000 Civilians there were only 4-6 Survivors). It is for this reason that there are still respectably sized 'colonies' of Russian and Warsaw Pact personnel (or, more accurately, their descendants) in many countries 'today'.

As most people could see that no attempts to stop the spread of the plague were having any real effect, only imposition of martial law and strict imposition of the death penalty for any violators of such measures could even keep up a semblance of law and order. After all, with everyone under an effective death sentence, what could courts and law enforcement agencies threaten lawbreakers with? Soon, as the inroads of the plague spread, even police and military personnel began to 'but out' — trying desperately to find somewhere — ANYWHERE — to hide, a sadly futile effort in the overwhelming majority of cases.

With the 'Resources Boom' of the mid-1980's and early 1990's — as well as the defeat of the 'Liberal' (Conservative Government in the middle of this period, Australia entered a period of unparalleled economic growth and development coupled with a marked degree of progress in social welfare programs, making her the envy of many less fortunate countries. She managed to avoid the majority of the problems associated with automation and computerization which had caused such massive inequalities elsewhere by simply reducing the number of hours in the working week and ensuring full employment — rather than maintaining the old system and letting the number of unemployed rise drastically as their jobs were taken away from them by the advance of technology that was maintained (mostly by default) elsewhere in the world.

Thus, by the 1990, Australia — while not by any means a world power — was a very wealthy country, with her wealth fairly evenly distributed amongst all the classes, rather than concentrated at the top end. It was against this background that both the Commonwealth government and private businesses poured funds into applied and basic research in many different fields — resulting in many new developments in such fields as medicine, genetic engineering, nuclear physics, and many more mundane areas. The primary beneficiaries of these research programs were the Australian universities, which greatly expanded their facilities for all areas of endeavor.

Thus, when the Scourge of God plague was first unleashed, Australian research and medical teams were amongst the first to apply themselves to the discovery of a serum to cure the disease, and many of these brave men died in Israel attempting to do just that. With the seeming disappearance of the plague with the death of the great majority of those affected by it in the Middle East, some research was continued in Australia (and, of course, elsewhere) — but it proved frustratingly fruitless, as the disease seemed to be almost certainly a man-made one; whether the accidental result of some genetic engineering experiment or one deliberately created for military use could not satisfactorily be determined. The major obstacle to research into a serum was that the disease/virus or whatever seemed to have no genetic 'signature' for the researchers to trace. Also complicating research was the fact that the disease only affected one species — homo sapiens sapiens — Humans! With the recurrence of the plague in the UK research efforts were redoubled.

About three days after the Wet Firecracker War between the US, USSR and France, the first case of the Scourge was reported in Melbourne and, though the Commonwealth government immediately sealed off the city with troops and declared Australia-wide martial law, they realized that the only hope was to increase the research effort. The government was aware that any center of such research would be a prime target for mobs of Rioters either out to get 'them Scientists who started it all' or to 'get the cure from them Scientists who're hiding it'. In either situation, the fear was that the rampaging mobs would destroy the nation's last hope. This fear was proved correct in Melbourne (where no troops could be used to bolster police and security personnel at Flinders, La Trobe, and Melbourne Universities) — Mob attacks overwhelmed the defenders, and hundreds of staff and students were lynched for refusing to tell where 'the cure was stored'!

In the other major cities, the Federal government provided armed forces detachments, upgraded the equipment and number of the university based armed forces training units, and created a 'Citizen Volunteer Militia' out of the remainder of the staff and students — backing up this by constructing computer controlled automated defenses for the stage when the university security forces would be too depleted by plague and 'enemy action to fully man the walls'

Several minor breakthroughs were made, but they merely increased the incubation time of the Scourge — having no effect on those who had the disease and not preventing anyone from contracting it. Evidently rumors of these successes reached the ears of the Russian Military Commander of SE Asia — and he immediately launched an all out attack to secure for Russia the serum which he believed existed.

Realizing that their only hope lay in capturing the various research centers in Australia, the Russian High Command put the remnants of their military might behind the effort. They massed most of their remaining air transport assets, and loaded up as much infantry as possible on them, issuing them parachutes and telling them to jump 'or else', the remainder of their Far East Fleet, plus as many commandeered merchantmen as were available were used to transport heavier units — including the remnants of the Soviet Marine and Naval Infantry units in the whole theater. Finally, the few remaining Orbital Marine units were dropped on key points within Australia to 'pave the way'. The whole force probably amounted to fewer than 200,000 men. Some never made it to Australia, going down with their ships in the naval battle of the 'Second Coral Sea' — where the Royal Australian Navy and the remnants of the US Pacific Fleet inflicted heavy losses — though they were unable to turn the invasion fleet back.

The Soviet forces that were finally landed in Australia were larger than the small Australian Regular Army — but were not large enough to decisively defeat it — especially given the fact that the Russians were totally cut off from their supply bases (such as they were) in SE Asia. Even so, they were concentrated in New South Wales and close enough to Sydney (one of their objectives) to cause a great deal of trouble. In fact, the Royal Australian Army was unable to prevent several Russian spearheads penetrating deep into the city, where they attacked the University of New South Wales. The University Battalion there broke and ran. The Russians found nothing of use and demolished the whole area. They were also able to attack Sydney University — but were beaten off by SUR (Sydney University Regiment), the University Reserve Battalion there. Finally, in the face of gradually increasing losses on both sides due to the Scourge, the whole military effort just petered out — and darkness descended.

THE UNIVERSITY

As has been mentioned above, Sydney University was one of the major scientific and research institutions in Australia (and in the world) before the 'Ruin'. As such, it was chosen by the Commonwealth government as a 'Regional Survival Center' and 'Regional Government HQ' (along British and American lines) for post-nuclear survival. Thus, under the guise of expansion, many deep underground facilities were built at the University during the '80's' and '90's'. When the Scourge of God plague was loosed on the world, the University was a natural choice for a center of research into the finding of a vaccine for it. As the Commonwealth government realized that such a target would prove irresistible to mobs in the inevitable breakdown of law and order that the onset of the plague would cause, they tried to ensure the security of the University by beefing up the attached Army Reserve unit (similar to the US ROTC or UK TAVR), Sydney University Regiment (or, more commonly 'SUR') from an understrength Light Infantry Battalion to a mechanized battalion (+). To this they added detachments of Regular Army troops — mainly specialists (such as armor artillery, army aviation, RAAF ground support aircraft, and some of the new 'WARBOT' units). A militia was organized from amongst those University staff and students who were not members of SUR. This basically consisted of issuing them with arms, teaching them which way to point them, and then showing them how to pull the trigger. Added to this was a comprehensive arrangement of computer controlled defensive weaponry in several rings of fortified bunkers designed to defend the more important sections of the University, as well as the University perimeter in general.

Despite their apprehension at the possible effectiveness of these defensive arrangements, they proved quite useful. As civil authority and law and order broke down, the University did become, as predicted, a target for mob attacks. These attacks were initially ill-armed and organized, but as the desperation of the Civilians increased, more and more planning was put into them. Military arms (from over-run Army units and/or from deserters) increased the effectiveness of these assaults. Several, in fact, managed to breach the computerized defense perimeter and surge into the interior of the University, but internal manned defenses and the mobile forces of SUR and the Regular Army detachments managed to seal off these breaches and stop the mobs 'dead'.



As these attacks increased in their ferocity as the Civs (non-university or non-military personnel) became more and more frenzied, a new factor entered the situation — the approach of Russian invasion forces. These forces devastated MacQuarie University and totally destroyed the University of NSW when the University of NSW Regiment (UNSWR) simply 'bugged out' in the face of their assault. This left Sydney University the only 'Uni' left in the Sydney area. As if this wasn't enough, the fact that the Russians had found no plague cure at either of the other two Universities made them sure that SU was the 'correct target'. They thus launched an all-out effort against it. Despite the losses to the defending forces due to both previous assaults and the Scourge the Russian forces were even worse off. They were tens of thousands of miles from their rapidly collapsing supply bases. With the help of their attached Warbot units, the University defenders managed to repel the Russians.

This valiant defense enabled the University research teams to work right to the end although (it is presumed) without any success. It also means that the computerized defenses are still intact and operative. Thus, in the hundred odd years since the final collapse, the University has remained unlooted. Whatever secrets remain there have yet to be discovered!

EXTERNAL CHANGES

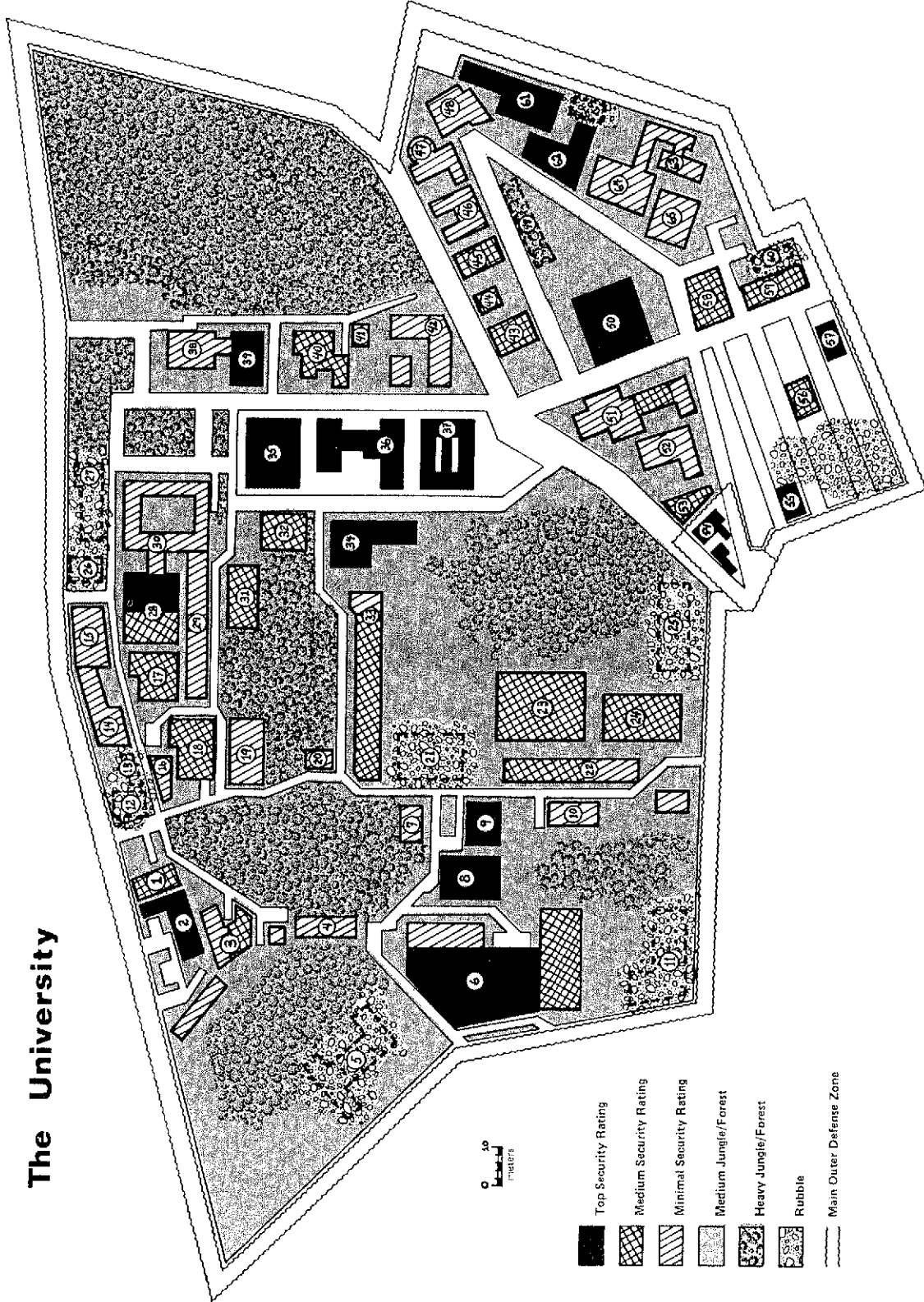
As indicated on the map of the University included, there are several significant features that must be explained —

- The Main Outer Defense Zone is still active as the large number of corpses (both animal AND human) in various stages of decomposition attest.
- The Top Security rated buildings are those which have intact underground bunker complexes where the Uni research effort was based and are normally fairly intact above ground. Some combat damage, and 100 years of no maintenance will show. The surface facilities were mostly deserted during the final days when the population of the Uni was decimated by the plague they had been used as dormitories previously. These buildings are kept clear of encroaching vegetation by Uni Servomechs.
- The Medium Security rated buildings were in use mainly as dormitories or for their specialized facilities. They had no underground bunker complexes, and were mostly abandoned well before the end. Thus they were not well protected against the last mob assaults and the Russian assaults. This means that they are mostly 'shells' with little of use left (though, of course, some items will have been overlooked or been too bulky to be worth moving!). These buildings are clear of the worst of the encroaching vegetation, but receive a lower maintenance priority than the Top Security areas.
- The Low Security rated buildings were completely stripped during or before the Mob riots. They were often used a defensive positions by the University Forces and so are heavily combat damaged. Since they receive no attention from the Uni Servomechs, they are often overrun by encroaching jungle.

The University

INDEX TO BUILDINGS

- 1 Veteran's Services Building
- 2 C.S.J.P.O.
- 3 William's Building
- 4 Gym
- 5 St. John's College
- 6 Royal Prince Alfred Hospital
- 7 Queen Elizabeth Building
- 8 Blackburn Building
- 9 Bosch Building
- 10 Harper House
- 11 St. Andrew's College
- 12 Ross Street Building
- 13 Agriculture Building
- 14 Zoology Building
- 15 The Union
- 16 Wallace Building
- 17 Badham Building
- 18 Woolley Building
- 19 Teacher's College
- 20 Physical Education Center
- 21 Wesley College
- 22 Women's College
- 23 St. Paul's College
- 24 Women's College
- 25 Moore Theological College
- 26 Old Geology Building
- 27 Macleay Museum
- 28 Pharmacy Building
- 29 Griffith Taylor/Brennan/MacCallum Bldg.
- 30 Great Hall
- 31 Manning House
- 32 K.C. Mills Building
- 33 Physics Building
- 34 Public Health Building
- 35 Anderson Stuart Building
- 36 Chemistry Building
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- 41 Stephen Roberts Building
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- 45 Architecture Building
- 46 Architecture School
- 47 International House
- 48 Seymour Center
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- 50 Biochemistry Building
- 51 Merewether Building
- 52 Institute Buildings
- 53 University Press
- 54 S.U.R. Complex
- 55 Garage
- 56 Joinery Shop
- 57 Computer Center
- 58 Recreation Center
- 59 University Services
- 60 Child Care Center
- 61 Mechanical & Aeronautical Engineering
- 62 Electrical Engineering
- 63 Civil Engineering
- 64 P.N.R. Building
- 65 Chemical Engineering



- The areas indicated as 'rubble' on the map are just that, mostly covered in dirt and encroaching vegetation, so that they look like hillocks rather than ruined buildings.
- Those areas within the defense perimeter that were originally park/grassland are now very heavily forested — though there are trails through them along the paths of old footpaths and/or roads as well as game trails.
- Those areas which were not in the above class, but which were open areas, are now covered with medium forest — with paths as above.
- Roads were originally only tarred — and 100 years of neglect has meant that they are now badly pitted and potholed — basically, only 4WD or Tracked vehicles will be able to move over them at any speed since they are treated as open country for travel purposes.

UNIVERSITY SECURITY

Each bunker complex described in this Scenario Pack was provided, when initially constructed, with a computer controlled security system. Since the possibility that not all the bunkers would survive the disaster that necessitated their use was realized, the individual computers were NOT intended to be actively interlinked — a human-controlled passive link was included instead. Thus, when the Scourge of God plague appeared, the bunkers' security system proved to be inadequate, but the time to rectify the situation was sadly lacking.

When the Central Defense Computer was installed to control the computerized defenses, it proved impossible to link the individual security computers up with it. This meant that each of the bunker systems only operate under local control. They can feed data TO the Central Defense Computer, but cannot RECEIVE Data from it unless it is accepted by a human operator. Obviously, this situation will actually make the task of any looter easier IF they can gain entrance to a given bunker complex — but only in that any gaffe committed to alert the security systems of one bunker will not alert another bunker.

The security system inside the individual bunkers has three operational facets: —

- A video/sensorscan system consisting of a Mesh Plasteel (AV 11) dome mounted in every room and corridor (except accommodation modules) in such a way that each area is visible to at least two others (one other in smaller rooms) OR can scan the whole area covered by itself. The scanning system includes IR/UV/visible light sensors as well as a sound and motion sensing system and fire detectors.
- A Laser — equivalent to the FN/M XLW 1b pistol — mounted in each sensordome plus SecRobs stationed at strategic locations to back them up. (NOTE — the Laser is powered by the bunker's reactor and so has effectively unlimited power).
- A security door system which is operated by a system of magnetically coded 'KeyCard' which must be inserted in the slot provided before the door will open. There are two grades of security doors — LOW security doors (which are standard doors that will allow any number of persons to pass even if only one KeyCard is inserted); and HIGH security doors (blast doors which either sliding upwards or sideways into the walls and have with scanning facilities which will set off a security alarm if more people than the number of KeyCards inserted pass through the portal). NOTE: instructions on how these doors operate is clearly posted above and below the Card slot on each door. The slot is color-coded to indicate the minimum level card required to operate the door.

SECURITY DOORS

There are several standard types of security doors found throughout the University complex. All are air tight as long as the plastic gaskets have not been destroyed or eroded.

Standard Security Doors are constructed of multi-layered alloy steel covered with a veneer of plastic for esthetic reasons. They have a Barrier Value of 40.

Blast Doors are designed for more secure areas and are intended to resist greater stresses. The case hardened multi-layer alloy steel construction dispenses with the veneer plastic in most cases. These doors are thicker than standard but like the standard doors are weaker than the walls in which they are placed. Blast Doors have a Barrier Value of 60. They are capable of stopping standard bullets and will screen out most harmful radiations.

Variant doors contain Lead Glass windows. These windows are secured within the construction of the door. They may neither be opened or removed. Most of this glass in the complex has a Barrier Value of 25. It is designed to shield against radiation. Glass found in Blast Doors will be extra-thick and have a Barrier Value of 50.

The major facet of this system is, of course, the KeyCard operated security door system which restricts the mobility of any intruder or unauthorized wanderer drastically. The KeyCards are the size of a credit card. They have a magnetized strip embedded in them and are color-coded according to the Security Rating of the possessor. Each color-coded security grade allows differing degrees of mobility — but entry to areas normally requiring a higher graded KeyCard is possible if the correct 10-digit code unique to the location being entered along with the KeyCard. This was to enable people to be allowed access to their own place of work, but to keep them out of similarly graded areas where they had no business.

The major limitation of this system is that each KeyCard is tied to a specific building/bunker complex since the computers are not linked, as explained previously. It is possible to utilize one buildings' KeyCard in another building/bunker complex because each building has a unique 10-digit code which can be entered along with the KeyCard when it is being used in another building. The drawback of this system is that the KeyCard (outside of its own complex) operates as one level lower — and the entering of higher graded areas is not possible.

To partially overcome this limitation, especially for security and military personnel, the Central Defense Computer can instruct the individual security computers to recognize these special Military/Security KeyCards no matter which building they are utilized in. Physically they are identical to the Civilian ones but utilize a different color-coding system. They are also useable in any still extant military/security installation outside the University. They also allow the possessor to return to the Uni once they have left. Normally, holders of Civ KeyCards identified themselves to human gateguards (now all dead, of course) and so Civ KeyCard holders are effectively 'locked out' unless they can find out where the gate control is located (exact placement is at the GM's option) or unless they use a Military/Security Card of the 1st-4th Rank (i.e. Gold, Silver, Iodine & Cobalt).

CIVILIAN KEYCARDS

RED (7th Level) — Allows access to 'public' areas (mess, recreation, etc.) ONLY. Also to accommodation modules on entry of personal code (chosen by occupants) NOT a security code. Issued to low grade Workers.

ORANGE (6th Level) — Allows access to Low Security facilities as well as the areas allowed to a Red Card. Issued to Lab Techs and similar occupations.

YELLOW (5th Level) — As above, plus access to Medium Security facilities. Issued to Senior Technicians and Junior Scientists/Engineers.

GREEN (4th Level) — As above, plus access to High Security facilities. Issued to Medium Grade Engineers and Scientists.

BLUE (3rd Level) — As above, plus access to Top Security facilities. Issued to Senior Scientists and Engineers.

INDIGO (2nd Level) — As above, plus access to ULTRA Security facilities. Issued to Ultra-Grade Scientists and Engineers.

VIOLET (1st Level) — As above, plus access to EVERY University facility. Issued to Department Heads and senior personnel of a similar grade of importance.

MILITARY KEYCARDS

COPPER (7th Level) — As for 7th Level Civ Card — issued to private soldiers-or equivalent.

NICKEL (6th Level) — As for 6th Level Civ Card — issued to Junior NCO's or equivalent.

SODIUM (5th Level) — As for 5th Level Civ Card — issued to Senior NCO's and Junior Officers or equivalent.

COBALT (4th Level) — As for 4th Level Civ Card — issued to Junior Officers or equivalent.

IODINE (3rd Level) — As for 3rd Level Civ Card — issued to Medium Grade Officers or equivalent.

SILVER (2nd Level) — As for 2nd Level Civ Card — issued to Senior Officers (below Staff Level) or equivalent.

GOLD (1st Level) — As for 1st Level Civ Card — issued to Senior Staff Officers or equivalent.

SECURITY ALERTS

If a security alert is triggered, ALL Security Doors will lock and will open only to Military/Security Cards — but only if at least one of the Cards so inserted is Level four or above. While the alert is in progress, all sensordome-mounted lasers and all SecRobs on THAT level will be utilized to root out any suspiciously acting characters or anyone 'trapped' in the area where the initial alert was triggered.

Procedure is as follows: as long as the suspects show no signs of resistance or does not attempt to breach High Security doors, SecRobs will be sent to carry them to security cells. If no Human assistance is available for 24 Hours, they will be ejected from the building — with all equipment EXCEPT KeyCards. If, however, resistance is attempted by

the Intruders, then the sensordome-mounted lasers and SecRobs will fire, TO KILL, on all those showing resistance. Firing will continue until all Targets are unmoving or have ceased resistance. At that point, any still living characters will receive First Aid and will be put in cells. They will be released after 24 Hours if no Human assistance is forthcoming. All equipment EXCEPT KeyCards AND weapons will be put outside the building with them. The intention here is to protect the building as well as protecting intruders in the event of the death of all security personnel due to the Scourge.

ROBOTIC GUARDS — TYPES & DESCRIPTIONS

POLICE ROBOTS (PolRobs): — These are based on 3rd Generation Simulation Models. They are anthropomorphic in design — so that any Police equipment may be used interchangeably by them and human officers. Normally they are cosmetized, — typically having flesh-colored enamel on face and hands and light blue for the rest of the body. This enamel coat is both intended to reduce possible negative reactions by the general public as well as to provide extra weathershielding. PolRobs have the equivalent (in programming capacity) to a Wit and Will of 8. They have 12 in all other Attributes. Standard Armament consists of a Taser and a P-17 (Swing-Cyl) .38 cal Pistol — and standard programming is that the Taser is to be used first, and that the P-17 is a last resort. Sensors have visible light scanning only — having only human level abilities in darkness.

BAP = 6	STANDARD SKILLS:
MNA = 2	Modern Pistol = 14
PCA = 3	Modern Rifle = 11
CDA = 1	Brawling = 11
STR GRP = 2 (1d.6)	Urban Search = 8

Non-Standard Skills: normally a BCS of 8 or less.

Standard Weapons: Taser Pistol (powered by E-5); P-17 (with 24 extra rounds in Belt loops).

Power Requirements: Internal Batteries provide for 24 Hrs. at full drain. Recharges from powerpoint.

REPAIR ROBOTS (RepairBots): — See Servant Animatrons in volume 3. Assume they are third generation for mobility and power but only second generation with regard to 'brains'.

SECURITY ROBOTS (SecRobs): — These are based on 3rd Generation Surrogate models and are, as are PolRobs, anthropomorphic in design for the same reasons. They are, however, normally left with a burnished, corrosion-resistant, stainless steel surface or with a green weather-proof rubberized coating. Their programming capacity is equivalent to a Wit and Will of 10. All other Attributes are equal to 26 each. Normal armament is a P-45 and a rifle (M-16 or EM-2) OR Shotgun (SG-10 10g.). Scanners have both visible light AND IR scanning capacity — as well as giving 4x Telescopic magnification.

BAP = 13	STANDARD SKILLS: —
MNA = 3	Modern Pistol = 17
PCA = 4	Modern Rifle = 14
CDA = 2	Brawling = 11
STR GRP = 4 (2d.6)	Urban Search = 11

Non-Standard Skills: — usually BCS of 8.

Standard Weaponry: — M-16/EM-2 or SG-10 (10g.); P-45

(Each Weapon system has 10 reloads internally; there is a 10-60% chance that destruction of the SecRob will result in destruction of remaining ammunition).

Power Requirements: — As for PolRob — but some models (approx. 20%) have solar cells which can keep the SecRob operating as long as it has 8 hours sunlight per day.

WAR ROBOT MK. I (DIDGERIDO): — This is based on a 3rd. Generation Wardroid Chassis. Though generally anthropomorphic in design, they look more like heavily armored medieval knights than anything else. The whole surface is covered with a jungle-green rubberized coating over stainless steel shell. This is both to resist corrosion and for Camouflage purposes. They have a programming capacity equivalent to a Wit and Will of 12 and have Physical Attributes equal to 35. Programming is definitely non-standard. Some units having gained seemingly human levels of Wit and Will, effectively AI (Artificial Intelligence), although this was a completely unexpected result of the design. Orders may be given either verbally or over radio (if the correct frequency is known) by prefacing all commands with the correct codeword. In this Scenario pack, most (if not all) of the Wardroids encountered will be controlled by the Central Defense Computer. While they may be convinced that the PCs are NOT the ones it has been directed to kill, or

that they have got the correct clearance to be allowed in by using the Codeword, they CANNOT be 'taken over' unless the CDC is re-programmed to allow this.

Wardroids have some discretionary powers — they will obey all orders given (unless they are obviously suicidal although such orders MAY be obeyed if 'sufficient justification' is given) in that they will take orders on what to do — but have discretion as to how to do it. Those giving them orders should remember that most are not Intelligent and tend to be extremely literal in their interpretation of orders. Wardroids are programmed to take prisoners (if surrender is offered) within the dictates of strategic and tactical requirements. Programming states that if there are no humans or lesser robots to guard the POWs, then 'No Prisoners!'.
Visual sensors include IR/UV/visible light and 'Starlight Scope' capabilities with 6x magnification. Audio sensors include ultrasonic and subsonic frequencies.

BAP = 18	STANDARD SKILLS:
MNA = 4	Modern Rifle = 17
PCA = 4	Modern Pistol = 17
CDA = 3	Brawling = 14
STR GRP = 5 (2d.10)	Urban Search = 14
	Rural Search = 14

Non-Standard Skills: — usually a BCS of 11

Standard Weapons: —

FN/M XLW/R-3a Laser Rifle (powered by battery or by robot) OR LEE ENFIELD MK.12 Gauss Rifle OR M-22 Rifle, PLUS Lee Enfield Mk.1a Autoneedler OR FN/M XLW 1b (either battery or robotic power) or P-45. Non-Laser Weapons have 20 reloads stored internally (10-60% being destroyed if Wardroid is destroyed).

Power Requirements: — Batteries provide 72 hours at full drain; Some (50% have supplementary solar panels which may be used to recharge the batteries if current is unavailable).

WAR ROBOT MK.II (WANDJINA): — These War Robots were the last pre-Ruin development of their line and were only just entering service. Because of this, they are EXTREMELY rare (more so in the Continental US and Europe, where similar models were generally obliterated — along with the bases they were protecting). They were almost identical to the MK.I in shape but their 'skin' is a primitive version of 'Chameleon' camouflage. It is capable of being set for two different environments (new 'chips' may be inserted to change these). — The standard choice of Sydney University Warbots being 'Urban' and 'Night'.

The major difference between the 'Wandjina' and 'Didgeridoo' models is that the former was deliberately designed to have AI ('Artificial Intelligence') and can, where they deem it appropriate, override their orders or programming — just like a human. Wit and Will are equivalent to 10+2d.5 (12-20); they are, after all, only early models), though these may be increased by learning in the same way humans do up to the design maximum of 20. Their Physical Attributes are a uniform 50 throughout. All programmed Skills may be improved by learning and new Skills may be learned as well. Treat the Robot as a human for this process.

The Wandjinas to be found in this adventure will mostly be tied into the Central Defense Computer by Datalink but are totally independent in the way in which they deal with any 'problems'. For example, though they normally require a Code-convincing argument may, indeed, be accepted!

As a final note, this model has some self-repair capabilities (as long as spares can be procured). Sensors are improved versions of those in the Mk.I.

BAP = 25	Standard Skills:
MNA = 6	Modern Pistol/Rifle = 20/1
PCA = 4	Brawling = 20
CDA = 5	Urban/Rural Search = 17
STR GRP = 6 (2d.10+1)	Polearm (Bayonet) = 17
HEALING RATE = 3	Knife/Single Weapon = 14

Non-Standard Skills: normally a BCS of 14.

Standard Weapons:

FN/M XLW/1b 'built in' into the left forearm, PLUS FN/M XLW/AR-3c OR 3a (powered by battery or robot) OR Lee Enfield MK.15 Defeater OR MK.20 Support Weapon PLUS Lee Enfield Autoneedler MK.1a OR FN/XLW-1b OR P-45

All the above have 25 reloads internally, unless powered by the robot. There is a 50-100% chance that the Wandjina will explode if destroyed in combat. The robot can also convert any ferrous metal into gauss ammunition at the rate of 50 rounds per day (internally).

Power Supply: Nuclear cell (replaced every 12 months) supplemented by solar panels (lasers cannot be powered by robot if operating only on solar power).

ROBOTIC STATISTICS BY MODEL

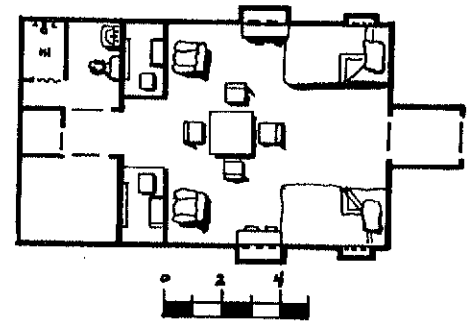
MODEL	DRT	SR	AV	MASS
POLROB	Head = 20	5	1	8.4
	Body = 35			
	Limb = 15			
SECROB	Head = 30	7	9	9.0
	Body = 50			
	Limb = 20			
DIDGERIDOO	Head = 50	10	15	10.0
	Body = 80			
	Limb = 30			
WANDJINA	Head = 75	15	15	12.0
	Body = 120			
	Limb = 50			

STANDARD ROOM LAYOUTS

ACCOMODATION MODULES: — These rooms are normally designed for quadruple occupancy (10-15% are for twin occupancy) and have the same basic layout throughout, as described herein —

- Doors, though opened by KeyCards PLUS Codenumbers, are simply standard, commercially-available wooden doors, and may be easily forced. Doing so sets off a visible and audible alarm in the building's security center, but does not connect with the security computer in any way!
- Double-decker bunks on either side of the entranceway. Each has an individually controllable reading Lamp and flip out videoscreen — as well as a small shelf built into the wall for books and small personal belongings.
- The small table in the center of the room is actually a retractable part of the floor, and four kitchen type chairs are provided for use with it.
- There are lockers (partially built into the walls) at the foot of each bunk — intended primarily for clothing (20+5%/Level beneath the surface chance of finding clothing still present).
- The desks indicated at the far end of the main room have large video screens mounted above them with an Banana VI+ MiniComp (256K Memory) on each as well as disk drives, printer, etc. These can call up data from the building computer, but cannot reprogram it.
- For use with the above desk mounted gear are two soft-upholstered swivel chairs.
- The far end of the room is divided into three sections — a central passageway leading to a general storage area (this is where the fuse box for the room is located), with a shower/toilet on one side and a storage area for large items on the other (In both these Storage areas there is a 10%+5% per Level beneath the surface chance that there will be an 'appropriate' find — 'appropriate' meaning 'GM determined').
- There is a flat 20% chance per Room of 1d.6 'special' finds (roll to determine the general type, then roll on the appropriate 'Special Finds' Table). NOTE — these 'special' finds and the finds in the storage areas mentioned above are in addition to any item found by Urban Search rolls (if the GM feels there are such items to be found) as well as finds listed in the text for a specific room.
- All powerpoints in a given room will be operative 50-100% (40+ (1d. 6x10)%) of the time; and, if the powerpoints are non-functional, so will the room lighting as they are both on the same circuit. Ninety percent of the time the only problem will be a blown fuse (see above for location of fuse box).
- There is a flat 10% chance that the entrance to the module will be sealed with heavy duty tape over putty. Such modules will contain 1d.3+1 corpses (victims of the Scourge of God) — trace of that disease will be present. In such a case, there is double the normal chance of finds.
- All modules are designed and decorated (to reduce the claustrophobic effects possibly caused by long-term underground dwelling) — tenants were encouraged to add any 'personal touches' they felt were appropriate.

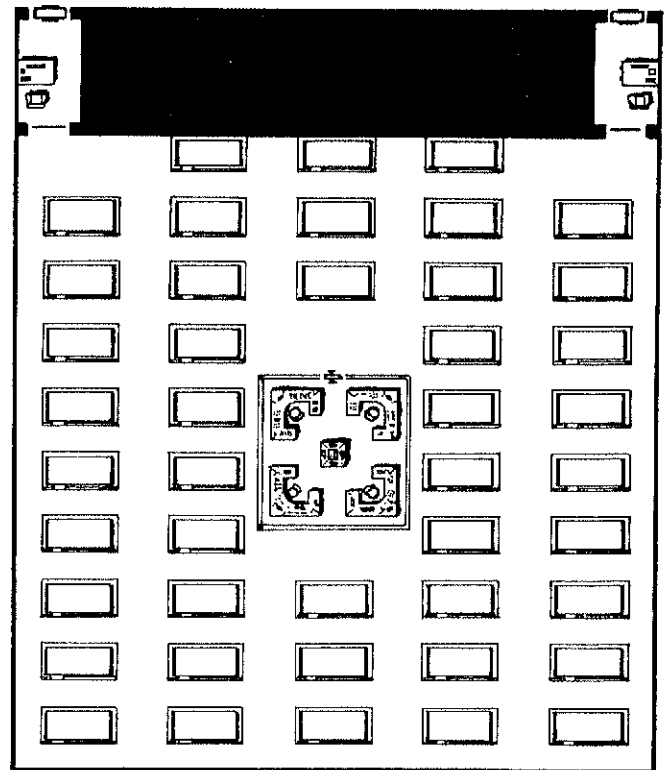
ACCOMODATION MODULE



CRYOGENIC FREEZER LABS: — Each Laboratory contains 44 individual cryogenics/hibernation chambers (total of 880 chambers in the 20 Labs on the two Levels containing them). The occupants are all in a revivable condition they can provide the initial, and probably continuing, source of PC's in a campaign. However, they may be revived ONLY under two circumstances —

- A malfunction in the cryogenic unit which sets in motion an 'Emergency Revival Procedure', OR
- A 'Human Initiated Revival Sequence' which requires that the potential reviver have a KeyCard to enter the labs. And to activate the central computer consoles which control the functioning of the modules. Then he must determine the individual 10-digit/10-letter code to allow each cryogenic capsule to be 'thawed' (a practically impossible task).

Each unit is designed to be occupied by a single human 'corpsicle' — physically, the units are cylinders 7' long by 3'6" in diameter mounted at a slight angle (about 30 Degrees from the horizontal) on a 6' long by 3' wide, (seemingly) solid metal base containing the revival and temperature control machinery (NB — Any attempt to break into this base will, in 99% of the cases cause the death of the occupant, rather than the revival. Only the two methods described above will result in successful revival). The top half of the cylinder is of transparent plastic (if this area is breached deliberately, then the occupant will die) and may be



CRYOGENIC LAB



opened from the inside by the revived occupant. Apart from the quite natural disorientation of revival, no ill effects are suffered by revived PC's.

The cryocapsules contain volunteers who were put into them for varying periods to test their physiological and psychological reactions to them. This was intended as a part of the Commonwealth's deep space probe experiments (referred to as 'operation morpheus'). None of the subjects were intended to be left in for more than 12 months or less than 3 months but, when the Scourge of God was loosed, the powers-that-be decided to let them 'sleep on' in an attempt to preserve humanity. The occupants are 50/50 male/female and are only released individually by 'malfunctions' when new PC's wish to join the Campaign -- it is suggested that all those starting at the same time start in the same lab area for convenience.

The doorways to the labs are specially set up so that they will allow anyone to exit (even without a KeyCard) but re-entry requires a Violet Key Card.

ANDERSON STUART BUILDING -- BUNKERS

This was one of the original three sites of the original plague research effort (the other two being the Biochemistry and Public Health Buildings) -- as well as the site of the Cryogenic Research Laboratories of 'Operation Morpheus'. As the course of the plague progressed through the ranks of the researchers, the staff from the other two locations were withdrawn here. In the last few weeks, even these bunkers were abandoned, all research efforts (such as were still possible) being transferred to Royal Prince Alfred Hospital. Thus, the level of 'random' finds discovered by the use of Urban Search Skill will be generally higher here than in most other bunkers.

LEVEL ONE -- GARAGES, WORKSHOPS & ACCOMODATION

(1) Main Garage Area: This is a normal garage setup -- transformers for the 'refuelling' of electric cars are set around the walls, with provision for more than one vehicle to be hooked up to them at the same time. There are 2d.20+20 forty-four gallon drums labelled 'petrol' stacked in various parts of the room. Each is provided with a hand-pump. Only 5% still contain Fuel (1d.3 gallons if so). Also present are two regular petrol bowsers/pumps in the middle of each the north and south walls. These are connected to 5000 gallon 'in-ground' petrol tanks with only 2d.20 gallons of petrol remaining in each. Around the

room will be found appropriate tools and equipment for such a setup. The large vehicle elevator in the west wall goes down only.

In the garage area are the following vehicles: a compact car: All four tires are flat and will refuse to hold pressure at all. The vehicle has a current DUR of 12 (out of 20 originally); 1d.3+1 Land Rovers: Long wheel base in Army green. These also have flat tires that will hold no pressure, and a current DUR of 1d.10+10 out of 20. The spare tire on each is still in inflatable condition; an M-113 APC (DUR 1d.10+1d.6); an M-113 FSV (Fire Support Vehicle -- M-113 with Saladin turret; DUR of 20 but no tracks on it!); 1d.6 Motorcycles (DUR of 2d.10) and 6d.6 totally wrecked and/or cannibalized vehicles. These last are devoid of any usable parts other than the scrap metal of which they are composed.

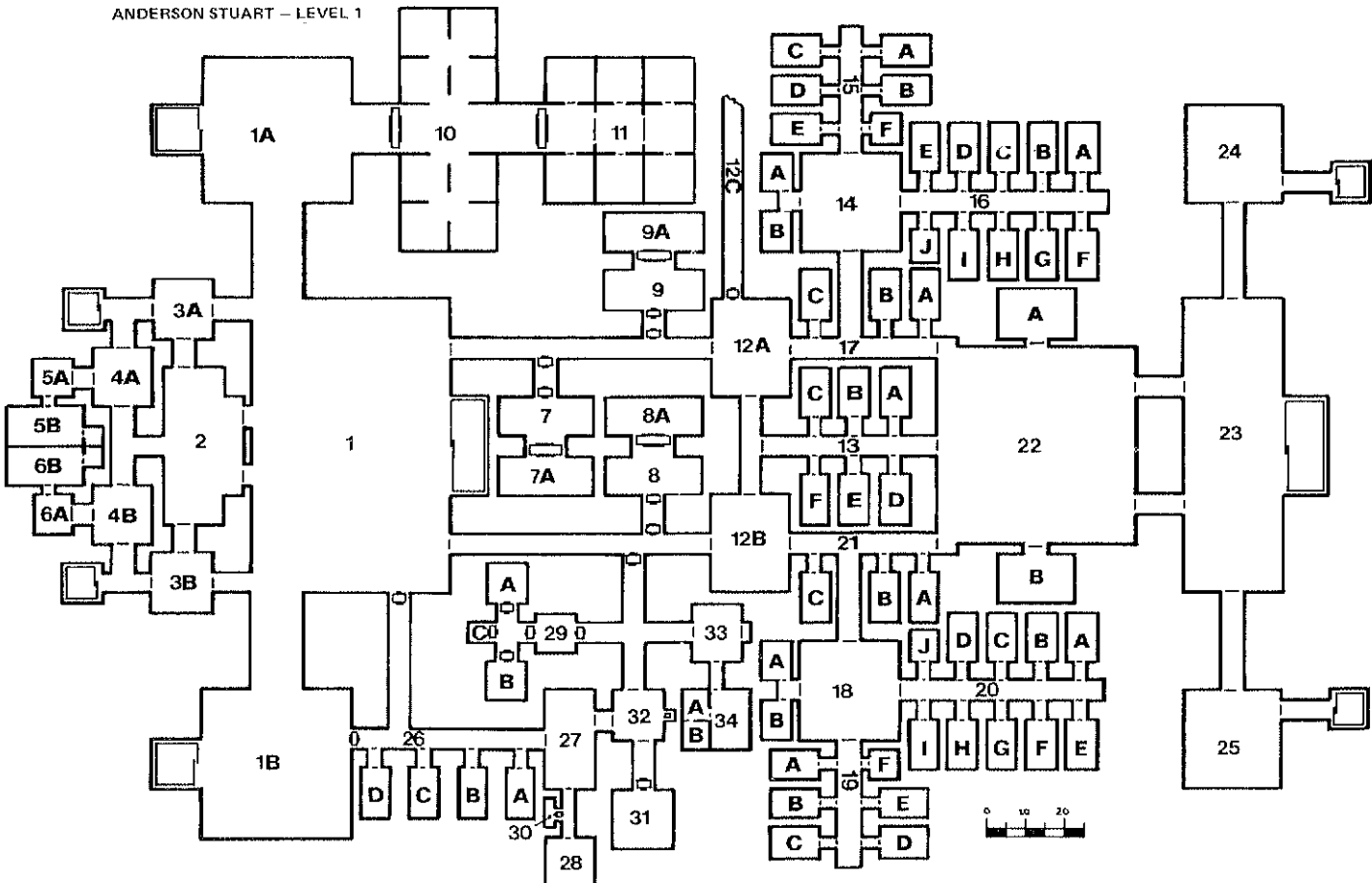
(1a) Vehicle Entry Foyer: In this area is a LWB Land Rover (DUR 0; Engine is totally shot; tires are off and are in back of vehicle -- all will hold pressure) which is badly combat damaged and up on blocks. Next to this vehicle are three hydraulic jacks (1500 Kg. test). On each of the four walls are two transformers (for a total of 8 in the room). The elevator here goes up to the roadway in front of the building.

(1b) Vehicle Entry Foyer: This is similar in layout to 1a, containing three golf-cart-type vehicles (powered by EV-25s). Of the three, one is totally (and obviously) wrecked (though still good for parts), the second is out of commission with a 'shot' battery, and the third is ready to go (after recharging, of course). In one corner are three small wooden crates -- they contain 3d.6 freeze dried rations.

(2) Auto Spares (RED KeyCard): The room contains racks and bins of auto spares. Most of the storage space is empty but a careful search will turn up 1d.6 units (to a maximum of 10d.6 units of Auto spares) per Task Point achieved in an Urban Search Task.

(3) Offices (RED KeyCard): These are provided with normal office furniture (desks, chairs, filing cabinets, etc.) and equipment (task-dedicated computerlinks, typewriters, etc.). In Loc 3a, the equipment has been covered over with dust covers and the whole office has an air of 'neatness'; while in Loc 3b, the office was obviously abandoned in a hurry by someone who did not intend to come back. Both these offices were used by clerical personnel involved in the running of the garage (both repairs and 'movements') as a search of the remaining files will easily show. No Search BCS roll is required, merely the stated intention to 'look in the Files'.

ANDERSON STUART -- LEVEL 1



{4} Offices (RED KeyCard): These Offices have a normal layout of furniture and equipment and are, in fact, very similar to Locs 3a/b. They differ in that 4a was used as clerical office for word processing (a typing pool, in effect) and is laid out to optimize this function; while 4b is set up as a standard office (a file search will show that it was involved in stores/quartermaster-type Functions relating to the garage). The latter was evidently used as the venue of a fairly wild 'farewell' party by the last workers there. The room is still littered with bottles and glasses and the usual sort of party-type litter on the desks. The floor, however, is spotless (the cleaning Servos have orders to leave the tops of the desks alone).

{5} Movements Office (RED KeyCard to 5a; YELLOW to 5b): The outer location (5a) is set up as the office of a private secretary (it contains standard office equipment). The inner location (5b) is the private office of the Movements Officer (i.e. the official in charge of organizing availability of transport). It is appropriately decorated: carpeted floor, paintings and hangings on the walls and individualized office furniture (oak desk, lounge setting, swivel chair (padded) behind desk, a bar etc.). On the couch are the corpses of what, judging from the ID tags on them, were once the Movements Officer and his secretary (en deshabille). Their clothing (badly aged) is scattered around the room. On the main desk, under a pile of papers (Urban Search BCS to find), is a wallet containing \$500 in various bills, some credit cards (BankCard, Diners Club, etc.) and a YELLOW KeyCard.

In the small storeroom off the main office are several items of clothing as well as other personal effects. Also present is a tin footlocker containing 10 Days Super-K Rations, a Bowie Knife in a Boot sheath, a Shelter Half, a Space Blanket, and a Hiker's Compass.

{6} Stores Control Officer (KeyCards as for location 5): The secretary's office (6a) has obviously been used as an overflow room for the party from Loc 4b and is similarly littered. The Stores Officer's private office has been stripped of all personal decoration. Personalized furniture is still here, however. In the small storage cupboard, on the top shelf, is a P-17 and a Shoulder Holster plus a Box (25) of .38 cal rounds.

{7} Plague Research Laboratories (BLUE KeyCard); INDIGO KeyCard to 7a): Access to this lab was restricted due to the nature of the work that was being carried out here on the Scourge. The main lab is set up for biological research with appropriate equipment (though all of the more easily portable items have been stripped out and taken) for this task. The 'Door' separating 7 and 7a is really a transparent Plastic 'window'. It was intended to allow unrestricted work on the contents of 7a without having to worry about contracting the Scourge from any items held in there. To further this purpose, a whole bank of 'Waldoses' are set up near the wall/window so that the duplicate lab inside can be run by operators from the main lab.

{8} Plague Research Laboratories (access as location 7): This is a virtual duplicate of location 7 except for a few minor differences in the way in which the lab facilities are set up. As with 7, the more valuable of the portable items of equipment have been stripped.

{9} Plague Research Laboratories (access as location 7): This is, again, a virtual duplicate to location 7 in layout. There is, however, one major difference: the window/wall between 9/9a is UP!! (Though the Players will not necessarily know this, any danger there might once have been from the Scourge is, of course, long gone as there has been no Human host in the room for around 100 years. To muddy the PCs conclusions, there are two corpses (or, more correctly, skeletons) in the lab area); one is in civilian clothing and a lab coat (BLUE KeyCard with bullet hole in it, rendering it useless!) with a bloodstained bullet hole over his heart and the other is in a NSW State Police Uniform (in a holster is a P-17 with 4 rounds left in the cylinder, 12 in belt loops) and shows no obvious cause of death. The civilian is at the passageway between the two halves of the lab, and the policeman is near the entry to the lab.

{10} Bulk Storage Area (ORANGE KeyCard): This area contains several cannibalized electric forklifts (none operative, though one operative forklift could be cobbled together from parts from all of them) and 10d.10 crates strewn randomly about all the sections of the area. Most are empty but certain crates contain the following items: 12 empty, metal 5 gal. jerrycans, a water purification unit which purifies 20 gallons per day using activated carbon filter units (1d.6+1 included; each lasts for 10 complete uses), 7.5Kg. of roofing nails, 2d.6 spare land rover wheels, 5 10Kg. containers of flour, plus 1d.6+1 GM determined finds.

{11} Storage Area (ORANGE KeyCard): No forklifts are to be found in here and, as in location 10, very little is left. This was used mainly for storing those items that had been broken out of their bulk packaging. There are 20d.10 cartons of various sizes in here. They are mostly empty, but the following items can be found if searched for: 6d.6 Super K rations, 2d.6 E-1 batteries, 1d.6 E-5 batteries, 1d.3 E-10 batteries, 144 packets of paper plates (6 to the pack), a Colt M-1911A1

pistol (loaded clip but no spare ammunition), 2d.3 bottle of detergent, 12 rolls toilet paper, plus 1d.6+1 GM determined items.

{12} Recreation Rooms (RED KeyCard): In these locations are a large number of comfortable chairs, card tables, computer terminals (dedicated as games terminals), a pool table, and cupboards containing various sorts of games. Both areas contain coffee-making facilities (a small amount of coffee will still be present). In 12b there are 2d.6 stretchers on which are heavy-duty black-plastic body bags containing, you guessed it, bodies. All these are little better than skeletons by now, but it is obvious that they died from massive wounds, and it is equally obvious that these were inflicted in combat: all the corpses are clothed in the tattered and decomposed remnants of Regular Army, SUR, or Uni Militia Uniforms. Fifty percent of the bags have helmets placed on top of them.

{12a} Dead End Corridor (GREEN KeyCard): This is an unfinished corridor. The walls are still rough cut, and bare-bulb lighting is strung out on wires. The corridor was used as a small arms armory, probably for ready use ammunition during one of the Mob attacks on the Uni. There are scores of cartridge boxes and bandoliers in here. All that can be seen are obviously empty. A careful search will turn up 2d.100 5.56mm NATO rounds, and a similar amount of 7.62mm NATO rounds. Once these items are found, IF the search is continued, 1d.2 Concussion Grenades, a US MK.8 Grenade and an FN/FAL ('SLR') Rifle (with three empty spare magazines and one inserted with 3 rounds left) will be found.

{13} Accommodation Modules (RED KeyCard): All these are twin-occupancy versions. Standard finds only, except for 13e. In this location will be found an artist's easel with a 3'x4' canvas set up on it. This is an almost completed work of a cityscape in flames. A note tacked to the easel gives a title: 'Sydney - Ragnarok: -- 1999'. Next to the easel is a palette and a complete set of oil paints and brushes (sable).

{14} Recreation Area (RED KeyCard): The room is set up as a lounge area, with a capacity for being converted into a dance hall or movie theater as the occasion demands. There are computer games (including a 3D computer-moderated, real-time interactive version of 'Space Opera' for up to 6 players) as well as several general computer access points. All of these are dedicated for games use and provide no access to programming facilities, or are hooked in with the library computer (Fiction Only).

{14a} Furniture Storage (RED KeyCard): This is where excess furniture is stored, as well as providing storage for unwanted furniture when the cafeteria is being used in one of its other roles.

{14b} Unisex Toilet (NO KeyCard): This is a still-functional toilet for cafeteria patrons.

{15} Accommodation Modules (RED KeyCard): Modules a-e are Standard Quad occupancy, Accommodation Modules. Location c is unusual in that the room still contains the remnants of the corpse of a person who had obviously committed suicide by hanging. The rope and noose are still in place, with the bones of the corpse in a pile underneath. The ragged remnants of the corpses' clothes contain an ORANGE KeyCard. Location f is a single-occupancy accommodation module which was obviously long unused at the time of the complex's abandonment. It was being used as a storage area for cleaning equipment and still contains floor polishers, brooms, and cleaning fluid as well as polish.

{16} Accommodation Modules (RED KeyCard): Locations a-i are standard quad-occupancy accommodation modules. Location j is, a single-occupancy module. Location c contains, instead of one of the desk-mounted computers, a fairly well equipped (but small) biochemistry lab setup. This is equivalent to a Chemistry Kit Type 2, but optimized for Biochemical use. Also present a series of folders containing records of a number of unsuccessful attempts to find a cure for the Scourge of God. The lab itself was never used in these attempts. It is merely for hobby-type dabbling by one of the scientists assigned to the Research program. Location e contains, in the large storage room, a 12-speed racing bicycle on a rack. It is complete with bicycle pump, 1d.3+1 spare inner tubes and 1d.3+1 spare tires and a tire patching kit good for 2d.6 punctures. Nearby are a cyclists' helmet (Plastex; AV 6; Loc 1), trouser clips, a battery-powered cycle headlamp (equivalent to a Heavy Flashlight) and E-1 Battery. Location j was occupied just prior to the abandonment of the bunker and is decorated in a highly personalized manner with tapestry wall hangings. These depict a variety of large hunting cats in various activities.

{17} Accommodation Modules (RED KeyCard): All are standard quad-occupancy, but have nothing special in the way of keyed items.

{18} Recreation Area (RED KeyCard): This is similar in layout to Location 14. All the furniture is missing (stored neatly in Location 18a) and the area is set up for a dance. Party streamers still festoon the ceiling and a banner reading 'Welcome Ragnarok' is hung on the north wall.

{19} Accommodation Modules (RED KeyCard): All except Location f (which is single-occupancy) are quad-occupancy. Location a contains

the following items in one of the Clothing Lockers: a StreetSuit with Armolon ballistic cloth torso protection, a Plastex Hood in Urban Camouflage Pattern including CBW filters, and a C-8 with 2d.3 full Magazines and 1d.3+1 Boxes of ammunition. Location c in the Fuse Storage area, contains, the following items: a Roman toga with the purple stripe of a senator, a samurai's dress kimono, a Greek chiton (ancient greek style tunic), and Elizabethan court dress costume and a complete theatrical makeup kit. All the clothing is cut for a male.

(20) Accomodation Modules (RED KeyCard): All except Location j (which is single-occupancy) are quad-occupancy accomodation modules. In the large storage area at the rear of the room is a complete photographical developing lab. This is an automated one. You simply feed in the roll of film at one end, make sure the developing fluids are topped up, and you have your developed photos come out at the other end. Present is an instruction Manual (BCS 16) and enough developing fluid and photo paper for 144 individual frames. Location f contains a plastic garbage bin (containing 6d.6 Bottles of KB Draught Beer). The central table has 3d.6 dirty beer glasses on it, plus several opened packets of Beer Nuts, Chips etc.

(21) Accomodation Modules (RED KeyCard): All are standard quad-occupancy accomodation modules. There are no planned special items here (GM choice).

(22) Mess Hall/Cafeteria (RED KeyCard): The room is set up as a self-serve cafeteria-style eatery with food being delivered to several service points by Pneumatic Tubes. There even is a computer-generated Menu-selection service. The food comes from a central stockpile of freeze-dried and frozen foods, as well as hydroponically-grown fresh foods. Both sources are effectively inexhaustible in the time span of the game (for several decades, at least). As long as the PCs have access to any University Building, they will not have to worry about being fed. The hall can be used as a theater or dance hall, by moving the furniture out.

(22a) Storage (ORANGE KeyCard): This is a storage area for extra furniture and cutlery for the mess hall.

(22b) Kitchen (ORANGE KeyCard): Limited cooking facilities are provided here for complex items that the computer would be unable to prepare. It contains limited freezer space as well as microwave ovens, etc. It also contains the heavy-duty automatic dishwashers for the cafeteria.

(23) Rear Garage (RED KeyCard): The elevator here opens onto the service road behind the Anderson Stuart Building. There are the usual Transformers around the walls but no obvious petrol bowsers. There are some 44-gallon drums containing 1d.3 gallons of petrol each. There is a solitary army 10-ton flat bed truck in the garage with a broken rear axle. Even with the axle repaired, the truck only has a DUR of 2d.3. Under the dashboard of the truck is a Colt Commando carbine with a full Box 30 Magazine and a second taped offset to it for quick reloading (also full).

On the back of the truck is a large steel trunk (4'x2'x4') covered in a thick coating of sprayed-on-plastic weatherproof covering. This is fairly easily stripped off. The trunk will be found to be welded shut underneath. The stencilled label reads 'Survival Supplies: — Project Lazarus'. Inside the trunk are the following items: a FN/FAL Assault Rifle with 6 full Box 30 magazines and two 100-round bandoliers of 7.62mm NATO ammunition; a bayonet for the rifle; a 4x starlight scope with Cross Hairs and Light Level 2; Mon-days worth of Super-K rations; small game snares; fishing Line and Hooks with collapsible fishing rod and net; magnifying glass set up for use as burning glass; space blanket; a US-type combat pack and full webbing; 3 water bottles to attach to webbing belt; a machete; a plastic flak jacket and helmet; Civilian CBW mask and suit; geiger counter with battery; pocket flashlight and heavy flashlight with batteries and 3 spare E-1 batteries; survival Manual (Army issue-BCS 12); scientific calculator; pair of walkie-talkies (military); CBW Decontam spraycan (20 Charges); 20 Units of medical supplies; 2 MediKit Mk.I; an isotope-powered digital watch; and a wind (or muscle-powered) generator that will provide 5 Watts per hour; a rubber, inflatable liferaft with paddles; a Mae West-style life preserver; a wetsuit and diving gear; sunglasses (Polarized); 20 \$200 Koala gold coins and 100 50c silver coins; 10 bars of soap; 24 500g. chocolate bars; a signalling mirror; a wind-up (clockwork) dry shaver; 2-man tent; cooking utensils and mess gear; 20 boxes of waterproof matches; sleeping bag (winter-weight); 5x Binoculars.

(24) Lounge (RED KeyCard): This room is set up as a general lounging area — with settees and overstuffed armchairs. There are also coffee and tea making facilities.

(25) Lounge (RED KeyCard): Obviously this was intended to be used in a similar manner to Location 24, but it is currently set up as an emergency field surgery. No drugs are left but scattered around is the equivalent of a MediKit II and 3d.6 body bags (all containing the remnants of bodies). There are two emergency lights set up. These are the equivalent of campers' floodlights but their batteries are at zero charge.

(26) Accomodation Modules (RED KeyCard): These are standard quad-occupancy accomodation modules intended for use by the security personnel stationed on this level. Thus, the security doors, leading from Locations 1 and 1b are operable only by holders of YELLOW KeyCards (or those having the correct security code). All, except for Loc c, are fairly normal. In that module, the bulk storage area is set up as a handloading workshop with swages for .38 Special and 5.56mm NATO (Eff. Factors of 30 and 45, respectively). In the workshop area are 2d.3 boxes (25) of .38 Special cartridges, and 1d.3+1 boxes of 5.56mm NATO cartridges.

(27) Lounge/Recreation/Cafeteria (RED KeyCard): A combination of all the mentioned facilities in one intended for the use of off-duty security personnel. The Video Cassette Recorder has a library of 6d.6 videocassettes (about 50% are 'R' or 'X' Rated), and also has a video-disc sound system with 6d.10 videodiscs (mainly Rock, Pop, etc.). On one wall is a large blackboard used as a duty roster with about ¾ of the names listed as 'KIA' or 'plague'. On one of the tables is a Manual (Maintenance of P-17 Pistols; BCS of 10), as well as several loose-leaf folders containing 'Security Procedures Manuals'.

(28) Security Office (ORANGE KeyCard): This is outfitted with standard office furniture and equipment. Slumped over one of the desks is the remnants of the corpse of a security officer with SU Volunteer Police shoulder patches on his blue uniform. He has a P-17 (fully loaded) still in his holster, as well as 24 rounds of .38 Special in his belt loops. On the underside of the desk (and well concealed) is a SG-10 (Full Magazine with special 2-round capacity magazine extender fitted which gives 5-round Mag capacity) in quick release clips. In the drawers of that desk is a box (20) of 00 buckshot rounds for the shotgun. In another desk is a FEDPOL-issue walkie-talkie which operates on police bands only with two spare E-1 batteries. Scattered through the room in other drawers and in file cabinets are the following items: 1d.3+1 clipboards with the Uni Crest, a box of 1d.3+1 chemoflour pods, 2d.6+2 fooscap pads with the Uni Crest on cover, and 5d.6 pens (50/50 Red/Blue) stamped Commonwealth Government.

(29) Security Vaults (BLUE KeyCard): The Entrance foyer has in it a desk and several comfortable chairs for the use of the duty officers, as well as several file cabinets holding documents related to the items stored in these vaults. Under the desk (in quick release clips) is an Uzi SMG with a full clip (25) and specially fitted with clips to hold two extra full clips on the side of the barrel opposite the ejector port.

The other three subsidiary Locations (a, b, and c) are vault doors. These not only require the BLUE KeyCard to activate the combination lock but require a 10-digit combination as well. Locations a & b are safety deposit boxes. All the walls are covered from floor to ceiling with them. The boxes will generally contain such durable valuables (if they contain anything) as stocks and bonds, gems and jewellery, title deeds, bullion, etc. (GM Discretion here: about 20% of the Lockers will contain such items. As for the rest, well, that's up to the GM).

Location c has a vault door similar to the above, but the contents are quite different. This was the vault for the post-holocaust budget of the bunker (for payment of staff, trade etc.). Its contents consist of bullion in the form of Gold/Silver coins. All denominations are in sacks of 1000. They include: 100,000 A\$200 gold 'Koala' coins; 200,000 A\$100 gold coins; 500,000 A\$50 gold coins; 10 Million A\$1 silver coins; and 20 million A\$0.50c silver coins for a total 1999 value of 85 Million Australian dollars. There is one slight problem. In the vault with all this Bullion is a Mk.I WarDroid, with orders to 'shoot to kill' any unauthorized intruders (i.e. anyone without the Codeword).

(30) Ready Use Armory (BLUE KeyCard): This area is mostly stripped clean. There are 1d.3 cartridge boxes of .38 Special rounds (100 per box); 1d.3+1 100 round bandoliers of 5.56mm NATO; and a box of trear gas grenades with 1d.3 left. There is a SecRob on guard. It is under computer control and requires coded authorization before anything may be removed.

(31) Security Robot 'Stable' (BLUE KeyCard): There are 14 housed here of which 2d.6+2 will be present at any time. The remainder will be on random patrols. If any have been encountered and destroyed/damaged previously, this must be taken into account. Armament is standard (a 50/50 EM-2/SG-10 mix) and they have been set to attack anyone entering without giving the proper verbal codeword. There is also Robotic spares; 10 Boxes containing 2d.10x10 rounds of .44 Magnum AMP; 2d.10x10 rounds of 5.56mm NATO; and 2d.10x10 rounds of 10gauge 00 buckshot. As well as the operational robots, there are 2d.3+2 additional robots on racks or workbenches. These are basically irreparable with the facilities at hand. All are the victims of heavy combat damage.

(32) Elevator Foyer (RED KeyCard): This is set up as a Lounge similar to Location 27.

(33) Duty Officers' Station (YELLOW KeyCard): This is the security control system for this entire level. Around the walls are banks of video-screens tied into the scannerdomes. Beneath them are consoles

that enable the security staff here to manually control the cameras and the dome-mounted lasers (the latter only if the correct over-ride code is given). On the east wall is a detailed map of this level and in a rack near the door are 2d.6 riot batons and 2d.3 riot shields (Mk.II).

(34) 'Security Controller' — Office and Private Quarters (ORANGE KeyCard): Location 34 is a personalized office including ultra-modern office furniture for both the controller and his secretary. It has as well a complete lounge setting, bar, and computer station. On insertion of an INDIGO KeyCard this last may be activated and used in attempts to reprogram the security computer). 34a is the controller's private sitting room which is set up with a VCR and videodisc system and racks of tapes and discs. It also has a whole wall covered with books (mostly Science Fiction and Ancient History), and another wall displays a Claymore mine (Reproduction), and a target shields on another wall. 34b is the bedroom of the controller and is set up as a recreation of an Elizabethan bedroom. This includes Tudor-style polished oak panelling, Elizabethan-style furniture, and an ornate (original) four-poster bed.

LEVEL TWO—GARAGE, LABORATORIES, AND ACCOMODATION

(1) Garage and Repair Facilities (VARIOUS KeyCards): This area is set up both as a general garage and as a heavy repair area. On top of the normal garage facilities (general tools, transformers, etc.), there are several roof-mounted travelling cranes. One is in each of the wings and two are in the central area. All have a SWL of 10,000 Kilos. Each with an individual control cabin mounted on the cross bar. They are constructed so that the whole crane travels along tracks in the ceiling. The hook may travel from side to side between the tracks that the crane travels along. In the cabin of one of the cranes in the central area of the garage are the following items: a white plastic safety helmet (SY — AV =5; LOC 1 only), a Civ-issues walkie-talkie, and a RED KeyCard. The latter requires TWO Urban Search BCS rolls to find as it is hidden under the seat cushion.

There are, scattered about the garage, 10d.6 44-gallon petrol drums (80% are bone dry; the remainder have 1d.3 gallons of petrol each). There are two bowzers (fed from in-ground tanks) in each of the three sections. Each tank will have 2d.20 gallons remaining before it runs dry. As far as vehicles are concerned, there are two burn out Landrovers just outside the door to Location a. Several bodies are still in the wreckage. In the central area are 2d.6+6 golf-cart type electric vehicles (1d.6x10% chance of still being operable; they have a DUR of only 4d.3 each), and

a NSW police patrol car (DUR = 16; based on a Ford 4-Door Sedan) with four flat (and useless) tires but otherwise fully equipped. Equipment includes a police radio, siren/light bar unit, two riot batons in clips on the dashboard. In the trunk are 2 flak jackets, an auto repair kit Mk.I, 2 police walkie-talkies, a medium fire extinguisher, 6 flares, a Medikit Mk.I, 2 space blankets, 2 Mk.2 police shields, and it has a still good spare tire). In the area outside Location 1b, there is a single Honda 2000cc police motorcycle, fully equipped. It has a police radio, siren, riot baton, and, in the side satchels, Auto Repair Kit Mk-2, a Medikit Mk.I, a space blanket, a police walkie-talkie, and a small fire extinguisher. This unit has had the tires removed. They are hung on a rack nearby, and so are still good. It has a DUR of 18.

Location 1a is an elevator to Level One. It is rated to carry 20 tons. The door to the main garage requires a YELLOW KeyCard. Location 1b is identical but just off the elevator platform are several wooden crates and a pile of plastiboard cartons. The wooden crates contain a total of 2d.3 Tires for a standard compact or sedan car. All are in tip-top condition. The cartons contain a total of 10d.20 freeze-dried ration packs.

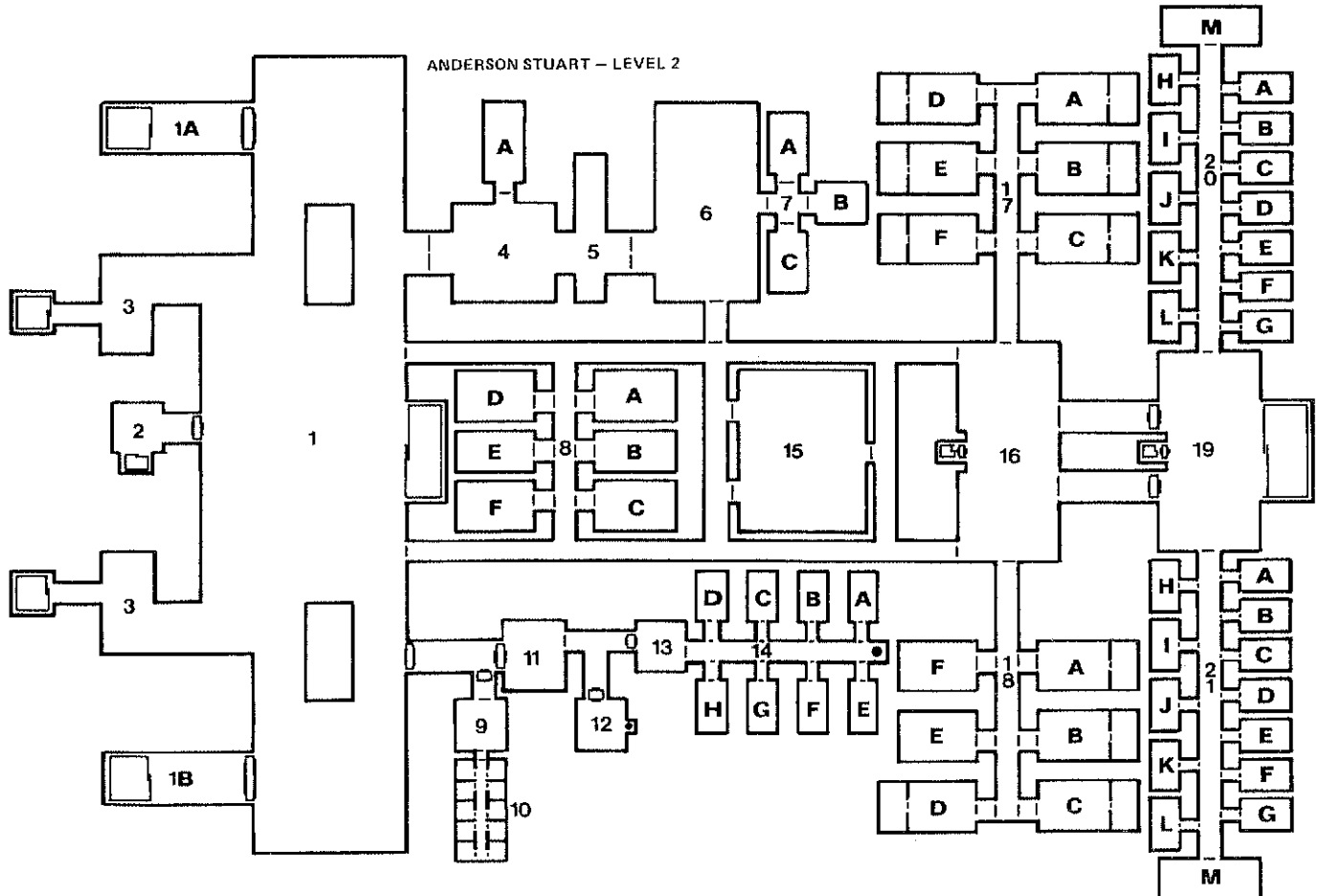
(2) Elevator Lounge (ORANGE KeyCard): This area is set up as a regular lounge with comfortable furniture and coffee-making facilities. The elevator goes down to Level Three.

(3) Elevator Lounge (NO KeyCard): This has a similar physical set-up to the one above.

(4) Automotive Workshop Area (ORANGE KeyCard): This area is the equivalent of an Auto Repair Kit Mk. III. Found here is a 1990 model van (light blue with Uni crests on doors) which is up on blocks (no wheels). Its engine is pulled and on a workbench. An attached work sheet indicates approximately 75 Task Points worth of work left to be completed on it. Otherwise, the area is empty. Loc 4a is a spare parts storage area and contains 6d.6 units of spares for EACH of the following types of vehicle — 1990 van, 1986 compact car, 1999 sedan, motorcycles, Landrovers (both LWB and SWB), 5-ton trucks, 10-ton trucks, M-113 Chassis-based vehicles.

(5) Tire Storage Racks (NO KeyCard): On the racks, and therefore still useable, are 3d.3 of each of the following types of tire: compact car, sedan/van, landrover, 5-ton truck, and 10-ton truck.

(6) Armored Vehicle Workshop (ORANGE KeyCard): This workshop is the equivalent of an Auto Repair Kit Mk. III but with an obvious emphasis on armored vehicles (i.e. Welding equipment, specialized AFV servicing equipment etc.). It should be noted that repairs to AFVs



and APCs CANNOT be carried out in standard Auto-workshops. Apart from the tools and workshop equipment (here is a M-113 APC. It is suffering from heavy Combat damage (DUR = 1) including a totally KO'ed engine, no tracks, several armor-piercing shell penetrations to the passenger area, etc.

(7) AFV Spares Storage (YELLOW KeyCard): Each of these areas contains spares for a specific type of AFV/APC (6d.6 Units per area). Location a contains spares for the Leopard III AFV; Location b contains spares for any vehicle based on the M-113 chassis, and Location c contains spares for the 'WOMBAT' FSV/LRV/LSV family.

(8) Laboratory Supplies (YELLOW KeyCard): These areas contain generalized lab supplies (glassware of all sorts; chemicals and biochemicals; and consumable and semi-durable supplies of all relevant types; GM discretion and imagination are required here), but are practically emptied out (about 6d.10 units of stuff in each area). Note that nothing of OBVIOUS direct use will be found here. E.g., no explosives (but perhaps the raw materials for them). No Polycell (but the makings — maybe!).

(9) Security Cells Duty Station (BLUE KeyCard): This area is set up for the use of the officers on duty watching any prisoners in Location 10. There are banks of video monitors which keep all cells under continuous surveillance. Each monitor also has controls to flood each individual Cell (or the whole of Location 10) with sleep gas. Also kept here are 2d.3 FedPol model gas masks, 2d.3 riot batons, and 2d.3 riot shields (Mk.II). There are currently 2 PolRobs on duty here. Both are fully armed.

(10) Security Cells (BLUE KeyCard): These cells are where any PC foolish or unlucky enough to trigger a security alarm is likely to end up (temporarily at least). The cell doors are operable only from the consoles in Location 9.

(11) Security Duty Station (BLUE KeyCard): Set up for the comfort of the security officers on duty on this level, this area has standard lounge furniture as well as desks for the officer in charge and his? 2IC. Near the main entrance is a corpse (in SU Volunteer Police uniform) with a P-17 in its outstretched hand. The gun has an empty cylinder. Scattered around the room are 2d.6 copies of Playboy, 1d.6+1 copies of Penthouse, 3d.6+3 assorted Paperbacks (mainly SF or Thrillers), 1d.3+1 SU-stamped clipboards and pads as well as 6d.6 assorted pens (approx equal numbers Red/Blue/Black).

(12) Elevator Lounge Area (GREEN KeyCard): This has a standard layout except for the rows of bullet holes across the wall opposite the elevator and several badly damaged items of furniture that have obviously been used as barricades. Scattered all over the floor are 1d.100 x10 5.56mm NATO cartridge cases, 1d.20x20 .44 Magnum AMP cartridge cases, and 1d.50x10 7.62mm NATO cartridge cases — as well as 2d.6 magazines (empty) for a P-45, 3d.6 empty magazines each for the EM-2 and FN/FAL Rifles.

(13) Security Lounge (GREEN KeyCard): A standard setup with lounge type furniture and entertainment devices for the use of off-duty Security personnel.

(14) Security Accommodation (RED KeyCard): These are standard quad-accommodation modules for the use of security personnel assigned to this level. In Location d, in one of the closets, is a complete set of Imperial Roman Lorica Segmentata (Locs 4-9 & 21-22 = Steel; AV = 9; Locs 10-14 = Scaled Leather; AV = 4; Helmet = Steel; Locs 1-2; AV = 9), a 'Gladius Hispanica' (a Short Sword — WDM = 1.7), a 'Pugio' (Dagger — WDM = 1.4), and a legionary shield (1/2' Plywood with 1/4' Leather Facings; BV = 30) painted with the symbol of the Legio IX Hispana (armor ENC = 0.74; shield ENC = 1.5). Hung on the wall is a plaque stating that the possessor won the 15th Annual SCA Tourney for 1998. Location f contains, in the storage area, a chest of chess sets. All are very ornate, and including one with gold and platinum pieces and an ivory and ebony inlaid board. Location 9 contains a wall hanging consisting of a two reproduction broadswords and a Cromwellian lobster pot helmet (Locs 1-2; AV = 8; ENC = 0.184).

(15) Lecture Theater (RED KeyCard): The end with the two doorways is on a higher level than the opposite end. The doorway at the lower end (where the lecturers' rostrum is) is reached by a stairway concealed behind curtains. Under the student seating is a chamber containing 50 crates of Super-K rations (1 Gross per Case). The entrance is concealed and Urban Search BCS at -5 is required to see it. If PCs suggest looking under seats, however, this -5 modifier is negated.

(16) Cafeteria/Mess Hall: All the furniture here has been pushed to one side except for 6 tables. These are covered with oilskin sheets as emergency operating tables. There are 3d.6+3 Stretchers, all with Body Bags. All bags have corpses inside, dead from obvious combat wounds. The food dispensing facilities are still operative. The Door to the Elevator requires an INDIGO KeyCard.

(17) Laboratories (YELLOW KeyCards): All these Labs have been set up as medical/biochem research labs. All the important equipment has been removed, leaving only lab benches and very similar lab facilities.

The rear portion of each lab is set up as an office for the lab workers. Each contains several metal desks and swivel chairs, as well as bookcases for relevant books. Few books will have been left behind. In one of the desks at Location 17a is a box of .357 Magnum ammunition with 12 rounds left and a shoulder holster. In Location 17d is a racing cycle with solid rubber tires which are still intact. The bike will increase the top speed and length of time before exhaustion of its user by 50%.

(18) Laboratories (YELLOW KeyCards): These Labs have been set up for similar purposes as Location 17. However, the labs at Locations e and f are sealed up with heavy padlocks. In Location e, the Lab has been used partly as a storeroom for medical supplies. Apart from 6d.10 stretchers, there are the following items: 6d.10 packs of bandages (12 per pack), 2d.6+6 boxes of medical supplies (12 units per pack), 2d.6 syrettes of Painkill (as Neo-Heroin, but non-addictive), 2d.6 syrettes of Cardiacine, 3d.6 syrettes of Panomycin, 1d.6 syrettes of superior broad-band antibiotics, 2d.6 syrettes of HDAP, 1 syrette of 8-Gamma-PCP-III, 1d.6 syrettes of Anagathon, 2d.6 syrettes of CPC, 3D.6 syrettes of Anarad and Anti-REM, 3d.6 syrettes of Polycellulac-3, 2d.6 syrettes of Polycellulac-2, and 1d.6 syrettes of Polycellulac-4(E). Location f has been used to store other medical supplies: 3d.6 gross of disposable surgical gloves, 2d.6x10 green cotton surgical gowns and masks, 3d.6 theater lights (non-portable versions of the camper's floodlight), a defibrillator, 1d.6+1 electric cautery knives, 2d.20 inflatable splints, 3d.6 5-Charge disinfectant spraycans.

(19) Garage (RED KeyCard): The vehicle elevator in this garage goes up to Level One. In this area are 5d.6 44-gallon petrol drums (each contains 1d.3 gallons petrol) and two LWB (Long WheelBase) Landrover ambulances. One is badly shot-up and has a DUR 2d.2. The other seems alright, but has the disintegrating rubber tires. Otherwise it is in good condition (DUR 10+1d.10). In the back of the wrecked Rover (under one of the stretchers) is a FN/FAL Rifle with a full Magazine and a spare empty one.

(20) Accommodation Modules (RED KeyCard): All these are standard quad-accommodation modules with the exception of Location m which is intended as a recreation area. In Location f, hidden under the pillow on the left upper bunk, is a P-46 with 1d.6+1 spare (full) magazines under the mattress. The gun has a Hair Trigger and left-handed grips.

(21) Accommodation Modules (RED KeyCard): These are standard quad-occupancy accommodation modules as in Location 20. In Location f, in a briefcase on the central table, is \$35,000 (A\$ — 1000 x \$20; 1000 x \$10; and 1000 x \$5 — all brand new and still in the Treasury wrappers). Location j has, in one of the desk drawers, a slip of paper with the words 'SC' — 'Villain White' on it; this is the code word which will allow passage through or into areas guarded by SecRobs and PolRobs on THIS LEVEL ONLY.

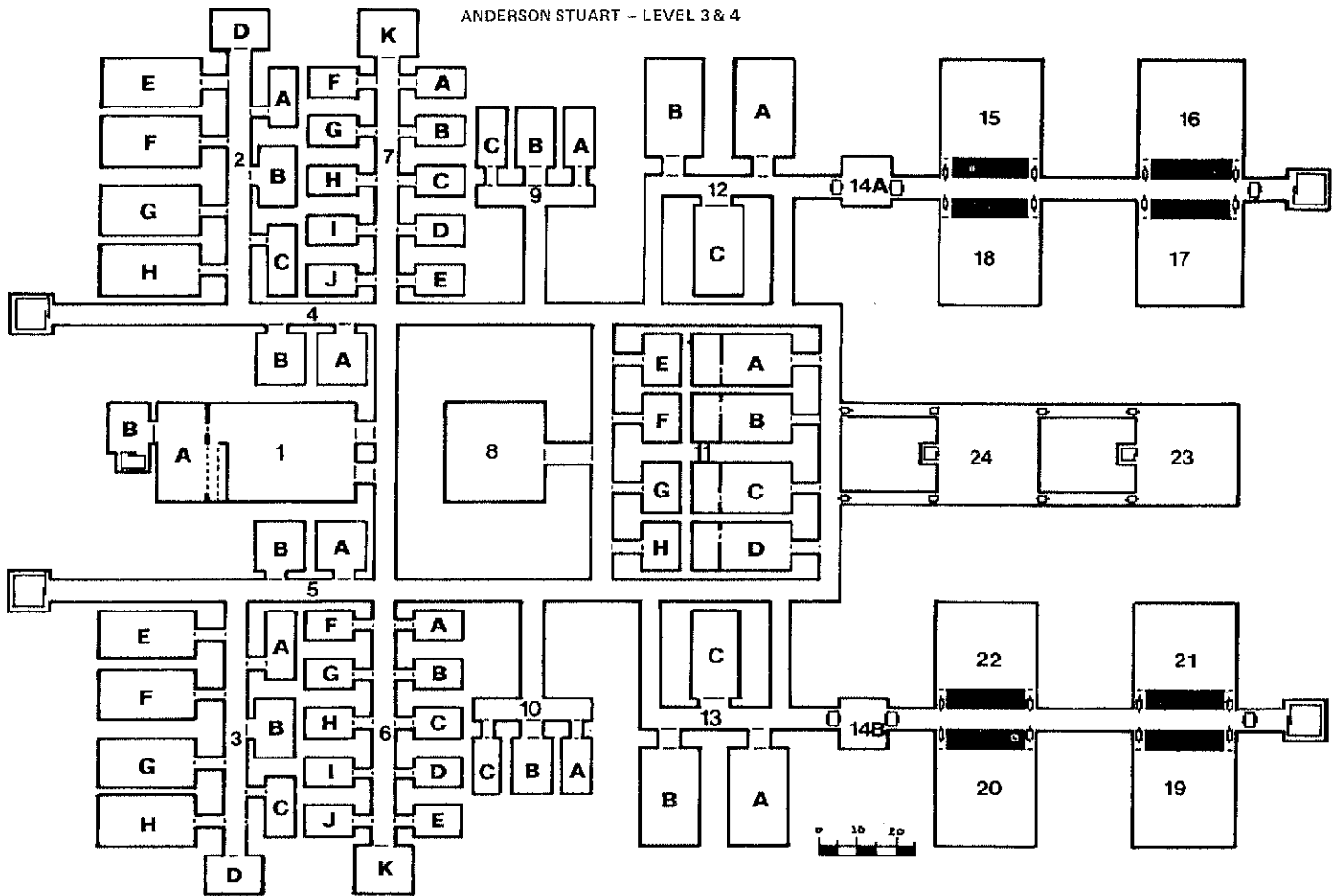
LEVEL THREE — MEDICAL AND CRYOGENICS RESEARCH AND ACCOMMODATION

(1) Cafeteria/Mess (RED KeyCard): This is a standard cafeteria arrangement with the major difference being that the diners in the main area are served from the self-service bench running along the wall from 1a. In 1a there are dishwashing facilities, as well as facilities for making small quantities of hand-prepared foods. (i.e. microwave ovens, workbenches, freezers etc.) Location 1b is a large Freezer area (with an elevator connecting it to Level Two) which contains still edible foods. These include 3d.6 whole carcasses of beef, 2d.6 carcasses of lamb, and 1d.6 carcasses of kangaroo. Also stored here are 3d.6 crates of frozen TV dinners (24 per Crate).

In the cafeteria area there are 1d.10+2 corpses. All are in civilian clothes and wearing white lab coats (a search will turn up 2d.2 KeyCards — 25% RED, 25% ORANGE, 25% YELLOW, 15% GREEN, 10% BLUE). Any corpse that has a BLUE KeyCard is also boobytrapped with a MK.7 grenade set to go off if the card is removed. Even if the grenade is detected first, the only safe way to remove the card is to make a DFT CST, or to tie a rope to the corpse and detonate the grenade by remote control. This will have a 40% chance of damaging the KeyCard and rendering it useless.

(2) Laboratory and Storage Area (YELLOW KeyCard): The storage areas are locations a-d inclusive and each contains 5d.6 units of appropriate laboratory supplies. Location d also contains a 750 Watt petrol generator (no petrol). The Lab areas are locations e-h inclusive and are set up as chem/biochem labs. As on the upper levels, most of the more complex equipment has been removed. In location g are 1d.6+2 civilian corpses in white lab coats. The clothing is rotted and useless. A careful search of these will turn up the following items, a scientific calculator (0% charge), a box of (6d.6) matches, a digital wristwatch (Isotope Powered — still fully functional), a P-14 in a shoulder holster and fitted with a silencer, and two full Speedloaders for the P-14.

(3) Laboratory and Storage Areas (YELLOW KeyCard): These are similar in layout to the above labs and storage areas. Their contents are also similar.



(4) Offices (RED KeyCard): They have the standard office layout. Each is intended for multiple occupancy. There are piles of papers scattered around on the tops of the desks in location b. All deal with routine administrative matters.

(5) Offices (RED KeyCard): These have standard office layout.

(6) Accomodation Modules (RED KeyCard): These are standard quad-occupancy accomodation modules. Location k is a group recreation area for them. In that room are several of the latest model (as of 1999) Direct Brain Stimulation games (DBS) - providing a 'game' situation in which the players actually take part according to rules programmed into it. There are four here: one for 'Space Opera', and one for 'SPQR', one for 'Chivalry & Sorcery II' and one for 'Bushido'. Location d contains, in the main storage area at the back, a gun case which holds the following: a SG-24 (16g.), an R-50 (.22 RF Magnum/20g.), and an R-20 (.458 Magnum). In the drawer at the bottom of the case is the following ammunition: a box (25) of .22 RF Magnum cartridges, a box (25) of 20g. 12-9 Buckshot, a box (25) of 20g. Slug, and a box (25) of 4-BB buckshot, two boxes (25) of 16g. Slug, 3 boxes (25) of 16g. 8-5 buckshot, and 6 boxes (25) of .458 Magnum (2 boxes are Hollow Points, 1 is Fragmenting, and the rest are standard). The case has been boobytrapped with a concussion grenade which is set off by the door of the case being opened without the key.

(7) Accomodation Modules (RED KeyCard): These are standard quad-occupancy accomodation modules with a recreation area similarly laid out to Location 6. Location d is boobytrapped. If the door is forced open, a crossbow (120lb. Pull; with Cranechin recocking device) loaded with a Barbed bolt (BCS of 15) will fire at anyone in the doorway. On the table next to the vice holding the crossbow is a bolt case containing 29 bolts (9 more Barbed heads, 10 Hunting heads, and 10 Armor-piercing heads) and 2 spare bowstrings. In the room, on the left lower bunk is a military shortwave radio (60% charge) in a man-portable backpack model. In Location h, in the main storage area at the rear of the room, is a still (Efficiency rating of 3), 20 1-gallon glass jars of pure grain alcohol, and 20 Units of the makings.

(8) Lecture Theater (RED KeyCard): This is set up as a standard lecture theater. The lecturers' rostrum is opposite the entryway and is down in a sunken area. The seats are on a slope downwards from the rear of the Hall towards the front.

(9) Accomodation Modules (RED KeyCard): Locations a and c are double-occupancy accomodation modules. Location b is a recreation/lounge area for their use.

(10) Accomodation Modules (RED KeyCard): This area is similar in layout to Location 9.

(11) Laboratories & Storage (YELLOW KeyCard): Locations a-d are laboratories but, as elsewhere, they have been stripped of most of their equipment. They were originally equipped as chem/biochem labs. In the smaller section to the back is office space for the staff. Location c contains a chemical decontam sprycan (Medium - 20 charges). Location a contains a length (30m.) of 1500 kg. test rope, a miners's helmet (Plastex; AV = 6; Loc 1) with integral heavy flashlight, a satchel (containing 20 Super-K rations), a waterproof jacket (Locs 4-12; 21-28; Plasticloth AV = 3), and a camper's flashlight.

Locations e-h are storage areas containing (in total): 1d.6 boxes of fluorescent tubes (12/Box), 1d.6x5 30m. lengths of insulated flex, 2d.6 gross plasticized paper water cups, 1d.6 gross paper towels, 6d.6 gross toilet paper rolls, 1d.3 gross bars of soap, 1d.2 gross bottles (1pt.) of liquid soap, and 1d.3x2 boxes (24/1box) of insect spray and other equally mundane things.

(12) Medical Facilities (YELLOW KeyCard): This area (along with Location 13) is the major practical medical facilities (as opposed to research facilities) in the Building. Location a is a hospital ward with both intensive care and general nursing facilities. Most of the consumables have been stripped though there is still a locked supply cabinet containing the following items: a defibrillator, 2d.6+6 syrettes of Cardiacine, 2d.6+2 syrettes of Antibiotics and 2d.6 syrettes of non-addictive Painkill Drug. Location b is a fully equipped surgery facility. Again, the majority of the consumables have been stripped. Location c is an autopsy facility (which includes freezers).

(13) Medical Facilities (YELLOW KeyCard): Layout is as above, but the surgery has been stripped of everything but the lights and operating table. The autopsy facility is replaced by a pathology and X-ray lab facility. The less portable items of equipment are still here. The ward is identical to 12a but there is no supply cabinet.

(14) Duty Security Stations - 'OPERATION MORPHEUS' (INDIGO KeyCard): Each room contains a desk for the officer of the watch plus other chairs and couches for his watch personnel. In 14a, under the OOW's desk, in a quick release clip, is a 10-Charge can of MACE. In one

of the lockers is a pair of cloth coveralls. In 14b, the corpse of a security officer (SU Security) is laid out on one of the couches. In his breast pocket is a YELLOW KeyCard and in his rear pants pocket is a grimy piece of paper with the first 8 digits of a 10 digit number legible on it. The last two are totally illegible. The paper bears the Legend 'Sec L:11' the numbers are part of the entry code to Location 11, Level 2. On the desk is a P-17 (fully loaded) in a holster (24 rounds on the belt), a riot baton and a box (19) of .38 Special cartridges.

NOTE: — Passage out of the cryogenic chamber area (i.e. from Locs 15-24 towards 11-13 etc.) is possible WITHOUT a KeyCard as a precautionary measure in case of premature awakening. This is noted on the instructions on the relevant doors.

(15-24) Cryogenic Suspension Labs — 'OPERATION MORPHEUS' (VIOLET KeyCard): See the description of these areas in the 'Standard Rooms' section. These are the areas where the PCs in the campaign will awake. As they awake in their birthday suits with no equipment whatsoever, careful note of the contents of the area must be included. The following items are SUGGESTED 'finds' for the chamber the PCs 'arrive' in: a cassette recorder with E-1 battery, 2 blank C-60 cassettes, 1d.6 items of candy, a Browning Hi-Power pistol with full Box-13 Mag and a second empty Mag, an E-5 battery, a FEDPOL-issue clear plastic riot shield Mk.2, Medikit Mk.1, pocket computer (2K Memory), disposable cigarette lighter (butane), a pocket flashlight, a FedPol walkie-talkie, camouflage field jacket with SUR shoulder patches and a Bayonet for an EM-2 wrapped in it, a 1 liter bottle of whiskey (half full) and two (dusty) glasses, an army-issue canteen (1 liter plastic — full of Water), March 1982 issue of Playboy (in mint condition), and an M-16 (with 4 Box-30 Mags — full). Use your imagination here — but DON'T over-equip your players.

NOTE — The elevators to the rear of the area MAY be entered without the use of a KeyCard, but only to enter the elevators.

LEVEL FOUR — MEDICAL AND CRYOGENICS RESEARCH AND ACCOMODATION

NOTE — This Level is a duplicate (insofar as the layout is concerned) to Level Three. Therefore, only those areas which are significantly different will be listed. This gives the GM a great opportunity to tailor the contents to suit his own fancy.

(2) Laboratory & Storage Area (YELLOW KeyCard): The Lab areas are much the same as on Level 3, but the contents of the storage areas are greatly different. Location a contains 2d.10 plastiboard boxes containing various common chemicals (e.g. sulphur, saltpeter, methylated spirits, phenolphthalein, acetone, magnesium ribbon, etc.) Location b contains 2d.10 cartons of lab glassware (e.g. — test tubes, beakers, titration tubes, glass and rubber tubing, phials, squeeze bottles, flasks, etc.). Location c contains 2d.10 cartons of lab supplies (e.g. — filter paper, litmus paper, asbestos squares, bunsen burners, crucibles, mortar & pestle sets, and ONE complete set of fire protection clothing). Location d contains 1d.10 cartons containing: 2d.10 syrettes Polycell 3, 1d.10 syrettes Polycell 4, 1d.5 syrettes Polycell 5(E), 1d.6 syrettes Cardiacene, 1d.10 syrettes Panomycin, 1d.3 syrettes of superior broad-band antibiotics, 1d.6 syrettes of HDAP, 1d.3 syrettes of 8-Gamma-PCP-III, 1d.3 syrettes of Anard, and 1d.6 syrettes of Anti-REM. These goodies in Location d are, however, guarded by 2d.2 SecRobbs.

(14) Duty Security Stations — 'OPERATION MORPHEUS' (INDIGO KeyCard): Location 14b is a burnt out wreck suffering from several score grenade explosions. The walls are criss-crossed with bullet-holes. Littering the floor are hundreds of empty cartridge cases of 5.56mm NATO and .44 Magnum AMP, as well as 7.62mm NATO and .38 Special. Location 14a is set up as a cache and contains the following items: several bundles of assorted clothing; 2 US Army-style helmets; 1 flak jacket; 1 plastic flak jacket; an opened carton of freeze-dried rations (8 left out of 12); a carton containing several pairs of sneakers, shoes and boots; 2 pocket knives; an electronics toolkit Mk.1; a single M-72 LAW; 2 Civ-Model walkie-talkies; 6 1 liter plastic, army-issue water bottles; 3 webbing belts; a prismatic compass; 5 bottles of soft drink; a porta-gas stove and 10-Charge gas cylinder; an R-2 with 3 Box-5 Magazines (full), an R-13 (6mm) with 4 Box-3 Mags (full), an R-8 (.44-40) with 1 full Mag; and 23 loose 5.56mm NATO cartridges, 30 loose 6mm cartridges and 18 loose .44-40 cartridges.

LEVEL FIVE — MEDICAL RESEARCH & ACCOMODATION

(1) Offices (RED KeyCard): These have standard office layout and furniture; nothing special.

(1a-c) Office of 'Chief of Research: Immunology' (ORANGE KeyCard): Location a is the secretary's office containing a single desk with word processor terminal, filing cabinets, and lounge furniture for anyone waiting for an appointment. The two side cabinets are used for storing research files. One is exclusively for files on the research project on the Scourge of God. All are encouraging, but boil down to the fact that 'we need more time than is likely to be available'. To deduce this

would take 150 Task Points of BOTH Urban Search AND Pathology Skills. In the other cabinet is an overnight bag containing a slinky, see-through, black negligee; several items of female apparel; and a battery-powered razor. Location 1b is the office of the Chief Immunologist himself. It has teak wall panelling, thick carpets, a full lounge setting (in black leather), a bar and kitchenette. The bar contains 3d.6 cans of beer and 2d.3 bottles of liquor. The kitchen cupboards contain assorted pots and pans as well as 3d.3 packets/cans of non-perishable foods. The fridge contains, in the freezer, 15 TV dinners. The work area consists of a teak desk on which is an BANANA IV Super Plus (2 MegaBytes RAM, 2 quad-density disk drives, monitor, printer, two boxes of disks, and three boxes of computer paper) and several boxes containing pens (6d.6 with 50/50 Red/Blue mix), pencils (6d.6), etc. The drawers on one side of the desk are a false front for a safe (heavy metal, bolted to floor internally, 3-digit combination lock) containing 1 Anagathon kit, and 20 A\$200 gold coins. The walls are hung with obviously expensive persian rugs, and cabinets around the walls contain several dozen items of Middle Eastern metalware (such as copper plates, brass coffee pots, silver plates and goblets, and an Arabic dagger with silver hilt and sheath). Location 1c is the private accomodation of the Chief. The outer area is his day room and is decorated in a Middle Eastern fashion. Embroidered cushions scattered around the floor instead of chairs, an expensive Persian carpet is on the floor, and Brocaded Cloth curtains hang on the walls. In the center is a hookah with 3oz. of Hashish hidden in a compartment in its base. The inner area is the Chiefs' sleeping quarters. These are again set up in a Middle Eastern/Persian style.

(1d-f) Office of 'Chief of Administrative Services' (ORANGE KeyCard): The outer office is the secretaries' office and is set up similarly to that in Location a but only one file cupboard. Location 1e is the Chief Administrator's Private office with a setup similar to Location b. There is no safe in the desk, and the wall is hung with several rather nicely painted, but otherwise undistinguished, oils of Australian bush scenes. The safe is behind one of these and contains a box (25) of .38 Special, a silencer, an Australian passport and A\$75,000 in various denomination notes. Slumped over the computer terminal on the desk is the corpse of a man wearing Civ clothing; cause of death was apparently bullet-wound to the head. A P-17 (with one round fired) is on the floor near the corpse. On the finger of the corpse is a Uni of Sydney graduation ring for 1982, Location f is the accomodation of the Chief Administrator. The outer part contains a fairly conventional lounge setting but the bookcase contains scores of leather-bound 1st editions (Dickens, Cherryh, Heinlein etc.). Location f is a standard arrangement bedroom except for the corpse wearing Civ female clothing on the double bed.

(1g-h) Office of 'Chief of Personnel' (ORANGE KeyCard): Location g is the secretaries' office. The side cabinet originally contained files, but it now contains a shortwave radio, set up for use. Location h is the office of the Chief of Personnel, and is set up similarly to Locations b and e, but is rather plain. No real personalized touches are obvious until one finds the control keyboard in the top desk drawer. There are concealed holographic projectors throughout the room, and, when they are activated, they create a multi-colored, 3-D kaleidoscopic effect. Under the desk is a small wire basket containing 1d.3 retch gas grenades.

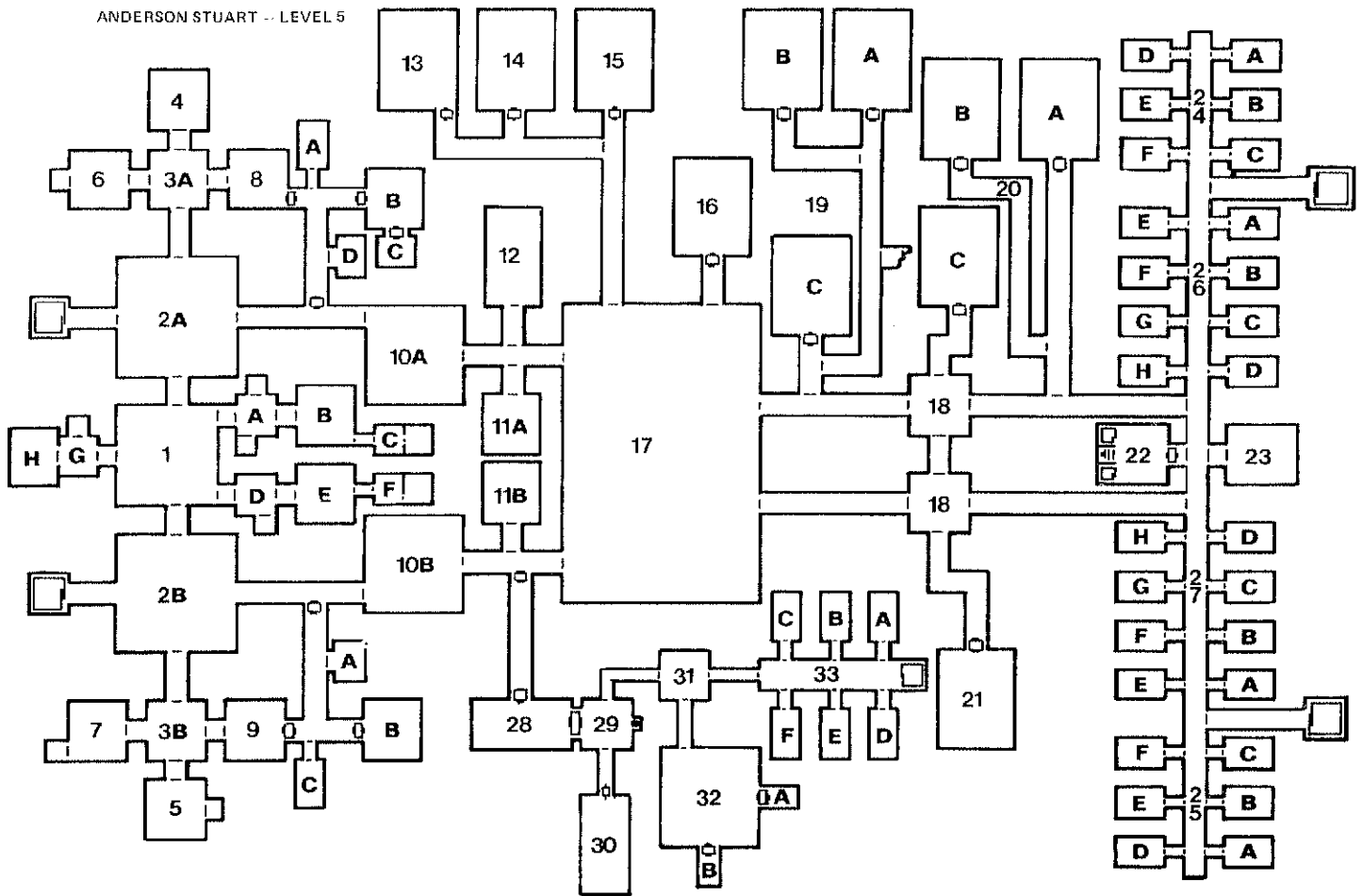
(2) General Office Areas (RED KeyCard): These are open offices, intended for use by clerks and other personnel who do not rate private or semi-private offices.

(3) Semi-Private Office Areas (RED KeyCard): These are similar to the general offices above, but have moveable partitions between desks to offer a modicum of privacy. Location 3b is different in that there is a body on the floor near one of the doors, with very rusty remnants of a switchblade knife in his back! In one of his pockets is a RED KeyCard.

(4) Office of 'Chief of Medicine' (ORANGE KeyCard): This office is panelled with red cedar. The upholstery on the furniture is maroon leather. Hanging on the walls, in plain frames, are certificates and diplomas of various sorts — including an M.D. (Syd.), a BSc (Cam.), plus several others from European and American institutions. As well as the standard BANANA VI, there is a MediComp on the desk as well. The sofa was being used as a bed. On one end there is a neatly folded pile of blankets and sheets, several pillows, and a pair of pajamas. On the coffee table near the sofa is a small wash bag containing an electric razor, a bottle of aftershave, a toothbrush and a tube of toothpaste.

(5) Office of 'Chief of Surgery' (ORANGE KeyCard): Obviously never used, this Room is only half completed, about half of the concrete walls are panelled and the floor is uncarpeted. The attached small room was built as a file room but no files are contained in there.

(6) Office of the 'Chief of Computer Services' (YELLOW KeyCard): This room is similarly laid out to the other private offices. It has ebony panelling, a white carpet and black leather upholstery. The BANANA computer here is connected to the building computer in such a way that, if an INDIGO KeyCard is inserted in the slot on the Keyboard,



the terminal may be used to attempt reprogramming. Scattered around the room are various arcade and hand-held electronic games of the 1970's and '80's. All are obviously well cared for and operational. In the drawers of the desk are 2d.3 E-1 batteries, 2d.3 E-2 batteries, and 1d.3 E-5 batteries.

(7) Office of 'Chief of Medical Technology Services' (ORANGE KeyCard): As with location 5, this room was never occupied.

(8) Semi-Private Offices (ORANGE KeyCard): This area is divided into offices by easily dismantled, but non-mobile, partitions. It is set up as a normal Office. Access to Locations a-d from here or the corridor requires a GREEN KeyCard.

Location a is a dual-occupancy accommodation module for the Administrative Assistants of the Bunker Co-Ordinator; they have been stripped, except for a nunchaku under one of the mattresses and a pair of karatands in the rear storage area. Location b is the Bunker Co-Ordinator's Office. It is set up as a private office with pine panelling and yellow leather upholstery. Its walls are lined with various items of nautical memorabilia including the wheel from a yacht, a binnacle and compass, a cutlass (treat as a machete) and a .45 Cal. flintlock pistol (muzzle loading smoothbore). There is no Powder or Shot for the latter. Location c is the bedroom of the Co-Ordinator and requires a VIO-LET KeyCard to enter. On a rack near the entranceway are a Lee-Enfield Mk.1 ElectroNeedler and Mk.1a AutoNeedler -- with a full Box '30' magazine in each and 6 (full) spares, as well as 6 concussion and 6 CS gas grenades. In a footlocker under the bed are a further 2d.3+3 Box (30) Mags for the weapons above. Location d is a small office for the 'Administrative Assistants'.

(9) Semi-Private Offices (ORANGE KeyCard): As Location 8 as far as layout is concerned; although access to Locations a-c is similarly restricted to those with GREEN KeyCards or better. Location a is a small office like Location d above. Location b is similar to Location b above, but contains no furniture. It was never occupied, though it WAS completed. Location c is a dual-occupancy accommodation module.

(10) Lounge and Recreation Areas (RED KeyCard): These have a more or less standard layout containing coffee-making facilities as well as computer game terminals.

(11) Offices (ORANGE KeyCard): General office pool area.

(12) Storage (ORANGE KeyCard): This area was for general storage and contains some cleaning supplies as well as some general maintenance supplies (paint, replacement fluorescent and ordinary light fixtures, etc.).

(13-16) Barracks Accommodation (RED KeyCard): These areas were converted from Labs by simply ripping out the Lab Benches and other fixtures. Such facilities were replaced by 20 double-decker bunks, toilet and shower facilities, etc. They were evacuated when the bunker was abandoned and so only forgotten personal items will be found. Location 16 was set up for females and the rest were for males.

(17) Cafeteria and Recreation (RED KeyCard): This is divided about equally between the self-serve cafeteria area and a general relaxation and recreation area with such items as table-tennis tables, pool tables, card tables and computer games terminals.

(18) Lounge (RED KeyCard): Standard lounge setup.

(19) Research Laboratories (BLUE KeyCards): These three labs are Plague Research Labs as the signs on their Doors proclaim. They were set up to research only GENERAL plagues, NOT the Scourge of God. Scattered notes throughout them indicate that they were only used in a support role for the main research effort which was to determine whether the Scourge was completely man-made, or a tailored disease. No definite conclusions were ever made, but the suspicion was that it was specially tailored. About 50 Task Points worth of Urban Search would be required to uncover this. The labs themselves were evidently abandoned in toto during the evacuation. They are thus relatively intact. The whole of lab A has been burnt out and obviously suffered from explosive damage. This was due to a gas leak.

(20) Barracks Accommodation (RED KeyCard): The notes for Locations 13-16 apply here also, except that a and b were for female use.

(21) Research Laboratory (BLUE KeyCard): This facility was set up as an experimental serum production facility and was used in the production of some of the Scourge retardants. The whole unit is basically intact but would require the correct raw materials and several hundred eggs for production to be re-started for ANY sort of Serum. Due to its importance, it is guarded by 3 SecRobs (two with SG-10's, one with an EM-2).

(22) Security Station and Elevator Lounge (GREEN KeyCard): As this was the elevator down to the bunker's fusion powerplant, it was not only set up to require a KeyCard, but also so that human guards would be on duty at all times. There is a security controller's desk just inside the door. A video monitor is trained on the doorway and an override button in case of attempted unauthorized entry is on the desk. In the top drawer of the desk is a FedPol walkie-talkie and 2 E-1 batteries, as well as an empty speedloader for a P-17.

(23) Recreation (RED KeyCard): Standard Recreation area.

(24) Accommodation Modules (RED KeyCard): These are standard quad-occupancy accommodation modules. Location c contains a complete Library of ASTOUNDING and ANALOG Magazines from 1950 to 1999. All are in individual plastic containers. There is also a small green alien with a walking stick. This is really a Demonstration Model Robot. This is a 1st Generation unit — for parameters see pp. 40-41 vol. 3. Three rebel alliance uniforms (in standard jungle and arctic forms) each complete with blaster (This is a REAL FN/M XLW-1a! It is, however, well disguised and a separate Urban Search BCS Roll will be required to detect its reality) and light sword can be found here. Location e contains, in an old-fashioned carpet-bag under the left bottom bunk: a straight razor, shaving mug, shaving soap and leather strop.

(25) Accommodation Modules (RED KeyCard): As above, these are standard quad-occupancy accommodation modules. In Location d, on the center of the Left Top Bunk, is a new radiation suit. It is still partially in the original box!

(26) Accommodation Modules (RED KeyCard): These are standard quad-occupancy accommodation modules. Location f contains an electric car racing set (quite extensive — and expensive) covering several square meters of the floor. Location g contains a helmet from a suit of FedPol SWAT armor. Location h contains a half-packed suitcase with 2d.6 items of clothing in it and a C-8 with 4 Box (5) Mags and a box of 25 5.56mm NATO rounds.

(27) Accommodation Modules (RED KeyCard): These are standard quad-occupancy accommodation modules. In Location b is a pair of WWII vintage Zeiss raiders glasses. These binoculars have Light Level 2 capability, and 15x and are inscribed 'KorvettenKapitan Wilhelm Kriese'. Also present are a WWII German naval officer's sword (a ceremonial Sword) and dagger (inscribed with the same name as the Binoculars); in a small medal case is the Knight's Cross with Oak Leaves and Diamonds and the Iron Cross (1st Class). Both are inscribed with the name mentioned above. Hidden under one of the mattresses is a P-42 (in 9mm para.) with three clips (all full).

(28) Security Duty Station (BLUE KeyCard): This is the watch station where the Officer of the Watch and the other duty security officers are stationed. There is a desk next to the door with a corpse on the floor underneath it. The deceased wears FedPol Uniform and has had half of its head blown off. A bloodstained bullet hole is on the wall near the desk. There are further 1d.6+1 bodies scattered around the room. All are in Uni Security uniforms and are armed only with riot batons. They are wearing holsters, but their pistols are missing.

(29) Reception Lounge (BLUE KeyCard): This has standard furniture but scattered around the room are 6d.6 black plastic body bags. All are in use, and contain corpses wearing FedPol, State Police and Uni Security uniforms. None of the bodies have weapons or KeyCards.

(30) SecRob Station and Security Armory (INDIGO KeyCard): At any given time this area is guarded by 5d.3+5 robots half are PolRobs, half SecRobs. Any odd number is a PolRob. There is a full complement of 10 PolRobs and 10 SecRobs. The missing ones will be on random patrols of this level. Of course, any casualties caused by PCs must be subtracted from the total available. There are facilities here for the repair of these robots. On racks and tables, there are 3d.6 robots which are beyond repair (heavy combat-inflicted damage). There are also racks and bins containing 10d.6 units of spares for them. The functional robots have orders to shoot to kill if the correct verbal override code is not given on entry.

The room is also the security armory for this level. This has been pretty well stripped. It contains — 2d.20x2 cartridge boxes labelled '5.56mm NATO' but containing only 2d.20 rounds altogether; 3d.10 cartridge boxes labelled '.38 Special' but containing only 2d.10 rounds altogether; 3d.10 cartridge boxes labelled '.44 Magnum AMP' but containing only 3d.6 rounds altogether; 2d.10 cartridge boxes labelled '9mm Parabellum' but containing only 4d.6 altogether; 1d.3+1 sets of patrolman's issue armor (with NSW Police Patches); 4 riot shields Mk.2 and 12 riot batons.

(31) Offices (RED KeyCard): General offices for the use of security personnel.

(32) Lounge, Recreation and Cafeteria (RED KeyCards): A standard layout except for 6d.6 Body Bags scattered around the room. All are occupied. Locations a-b are security vaults with 10-digit combination locks.

Location a contains \$22,000,000 in notes. These are still in the Treasury wrappers and come in various denominations (\$1, \$2, \$5, \$10, \$20, \$50), there is also \$1,000,000 in coins (1 and 2 cent Copper; 5, 10, 20, 50 cents Silver — really Nickel).

Location b contains top secret government documents. Determining exactly WHAT they're about and if any are of any interest to the PCs, should require SEVERAL THOUSAND Task Points worth of reading. These contents can be the lead-in to the GM's own adventure scenarios.

(33) Security Accommodation Modules (RED KeyCard): These are standard quad-occupancy accommodation modules. Location a contains

an overnight bag with pajamas, a change of underwear, toothbrush/paste, safety razor (Eversharp blade), and some male toiletries. Draped over it is a NSW police jacket. Location b contains an American 180 Machine Pistol (XLNG Barrel version with full Drum 177 Mag of .22 Stinger — every second one being Tracer/Incendiary) and two spare Mags (empty). A boobytrap grenade is under the mattress (a US Mk.7). Attached to it (an Urban Search BCS at -2 to detect the fine wire trigger) there are THREE trigger wires. Two are attached to the gun requiring two successful search rolls, and one to the mattress. Any attempt to get at the grenade without a third Urban Search BCS roll will still detonate it. The fact that it is under the mattress will reduce the effect by 50%. Location f contains a complete woman's wardrobe. All are Paris fashions and from famous Name Designers. There are 2d.6+6 complete outfits here of styles ranging from casual to very dressy.

LEVEL SIX — POWER GENERATOR AND COMPUTER

(1) Generator Control Room (NO KeyCard): This area is the main generator control area for the bunkers' fusion generators. The walls are covered with computer-generated displays, dials, etc. Around the room are enough control consoles to make it look like the main bridge of a StarShip! The area is currently guarded by 4 SecRobs (2 with EM-2 and 2 with SG-10) with orders to forcibly prevent entry (shooting to Kill if necessary) unless the correct verbal override code is given. The generator controls show (to anyone who makes a successful Power Generation BCS roll) that the total demand from the building is currently only about 10% of 'normal'. It will also show that fuel reserves are down to about 10% of 'full'. This is enough, at the current rate of consumption, for 5-10 years. A further Nuclear Power Generation BCS roll will allow the PC doing so to determine that the fusion generators are set up to convert water to fuel, but only as long as they are still powered up. A dead generator will require fuel that is either from reserve stocks OR converted from water by another, still operative, generator.

(2-3) Power Generator (VIOLET KeyCard): These areas contain the accessible, non-Radioactive, parts of the bunkers' generating equipment.

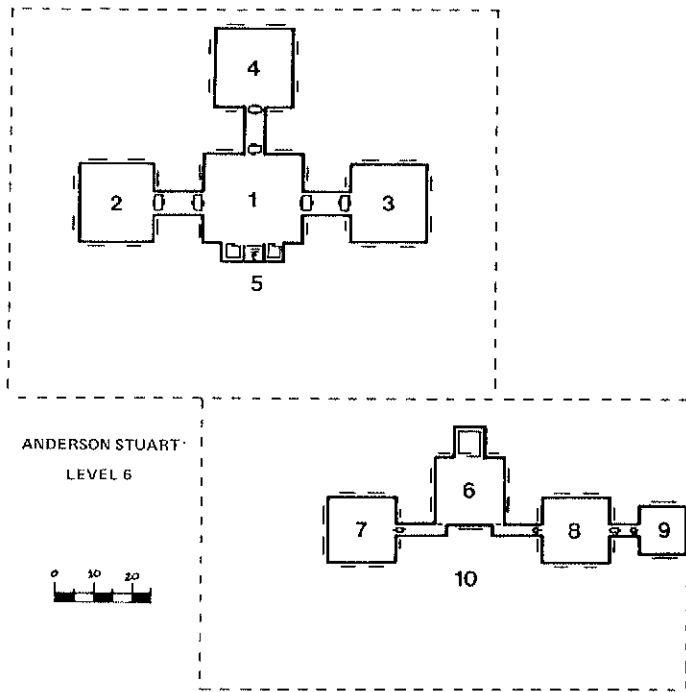
(4) Emergency Generator (VIOLET KeyCard AND 10-Digit Code): This generator is designed to provide emergency power for up to 12 months after the failure of the main generator, allowing time for repairs to be made. If a general power failure does occur, this generator provides power on a priority basis in the following order: cryolabs, security systems, plague research labs, & medical facilities, then any area which the controllers deem necessary (as long as Generating capacity is sufficient). The generator can provide a maximum amount of power equal to about 10% of the bunkers' normal requirements.

(5) Fusion Generator (GREEN KeyCard AND 10-Digit 'Access Hatch Code'): This area is highly radioactive. Normally, repairs are carried out under the direction of the controllers in Location 1 by ServoBots permanently stationed here.

(6) Main Programming Facilities (NO KeyCards): This area has suffered from extensive combat damage. There are 2d.6 bodies literally blown to bits in an arc around the elevator doors. All are in Uni Security and State/Federal Police uniforms. Scattered near them are 2d.6 assorted weapons (mostly M-16s, EM-2s, P-17s, and P-45s) None of the magazines are full and there are 1d.3 empty mags per weapon scattered around the bodies. Barricaded behind some of the consoles are 4 bodies: 2 SUR in uniforms (a sergeant and a major), and two in Civ clothes. The soldiers are armed with a BREN LMG (1 mag with 7 rounds, 12 empty mags), and an UZI SMG (1 mag with 25 rounds, 5 empties). The Civs are armed with P-45 (1 mag of 4 rounds, and 3 empties) and an SG-10 (with mag extender, 2 rounds in chamber). Several hundred assorted spent cartridge cases litter the floor. The computer consoles have been severely damaged and are mostly inoperable.

(7-8) Emergency Backup Programming Facilities (BLUE KeyCard): This area is devoted to live terminals that are tied into the building computer and thus no special card is required to activate them. This does NOT mean that the computer is defenseless. To change, or even to access, the various Programs it contains, there are many 'Key Codes' required to allow access. Thus, even though this area is a help to anyone wishing to gain control of the bunker, it will still not be an easy task.

(9) Security Armory (INDIGO KeyCard): The armory is relatively intact! It contains the following items: Bins of 1d.6x6 units of spares for each of the following types — EM-2, SG-10, M-16, P-17, P-45, M-16; 1d.6+3 Light Patrol Suits (blue plastic streetsuits with 'SU Security' patches); 1d.6 suits of patrolman's issue gear ('SU Security' patches); 1d.3 FedPol Heavy Patrol Gear ('SU Security' patches); 1d.2 FedPol SWAT/CDU armor sets ('NSW State Police' patches); 1d.6+2 Plastic Flak Jackets; Teargas grenade launcher with 4 teargas grenades; 1 box (12) of concussion grenades; 1 box of SWEATED dynamite! (box is nailed shut — beware opening it roughly!!!); 1d.3 EM-2 Rifles (with 4 Empty Mags each); 1d.3 P-45s (with 3 empty mags each); 1d.3 M-16s (with 4 empty mags each); 1d.6x6 spare EM-2 mags; 1d.3x2 SG-10 2-



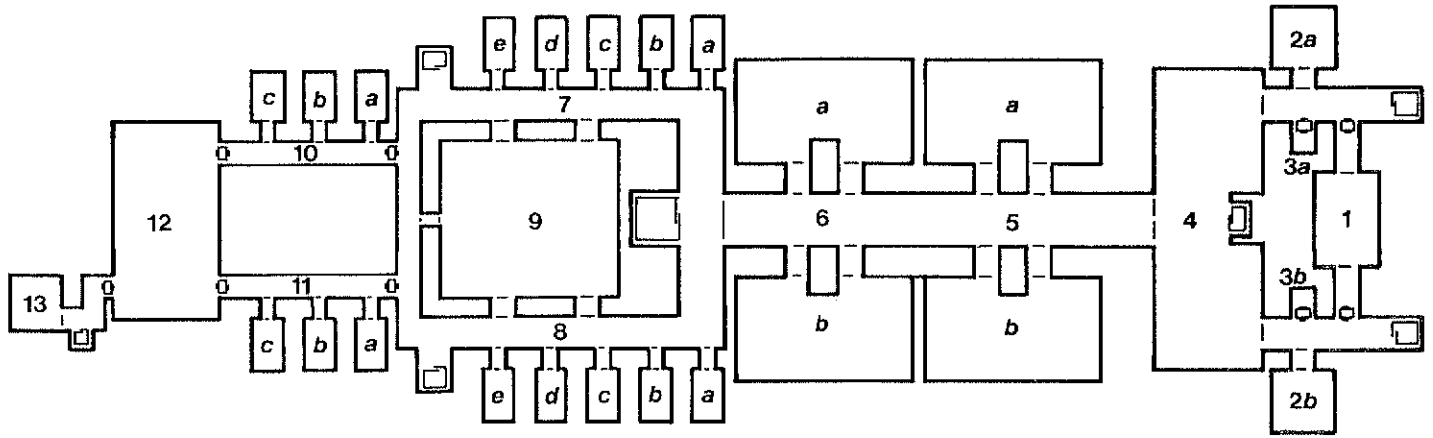
round mag extenders (to give 5 round capacity); 1d.6 meters Primarcord; 1d.6+1 100-round cartridge boxes of 5.56mm NATO; 1d.6x3 cartons (25) of EACH of the following ammunition types — .38 Special, .44 Magnum AMP, 10g. 00 Buckshot and 4-3 Buckshot; 1d.6+1 FedPol gas masks (useless vs. nerve gases) with 2d.10+10 spare activated-charcoal filters; 1d.6+1 Army-issue 10x binoculars; 5x scopesight (IR capability) for EM-2; 1d.10+10 pairs handcuffs; 1 geiger counter; 5 x 100m coils 5000kg. test rope; 1d.6 Type 2 police shields, 1d.3 Type 4; 1d.6 mace canisters (5 charges). All these goodies are guarded by 4 SecRobs with orders to shoot to kill any entrant who does not give the correct verbal override code.

CHEMISTRY BUILDING

This building was also provided with bunker facilities. With the institution of the plague research program, it was manned to provide analytical and synthesis facilities. As the last days progressed, it was also put into service to produce chemical explosives for the University defense forces. However, as manpower dwindled, the bunker staff were withdrawn, initially to the Anderson-Stuart Bunker. Before leaving, the security personnel emplaced a few scattered boobytraps to discourage looters. The haste with which Anderson-Stuart was abandoned precluded the same being done there.

LEVEL ONE – LABORATORIES & STORAGE

(1) Elevator & Garage (YELLOW KeyCard): The elevator goes up to the courtyard of the Chemistry Building. Locations a-b are garage areas with the usual transformers scattered around the walls, and two petrol bowlers in each area (all four tanks are bone dry). In Location a are also several piles of tires. A close inspection will reveal that these are all in top condition. There are 2d.6 for land rovers/jeeps; 2d.6 for compact cars; and 2d.6 for vans. Also present is an unopened box containing an EV-100 battery. The central sensor dome of this area does NOT have laser armament, but is instead armed with an M-60 GPMG (with 1000 rounds and a BCS OF 14). In Location b there is a compact car in perfect running order (DUR 20) except for the four flat tires; an Australian Army-issue 500w/hr generator (Petrol/Alcohol); and 1d.3+1 NSW Police Highway Patrol bikes (DUR 2d.10; however, at least ONE will have a DUR of 20). The area is constantly patrolled by 1d.3+1 Sec-Robs with orders to shoot to kill unless the correct verbal override is given.



(2) Distillation Plant (GREEN KeyCard): This lab has been outfitted as a complete distilling plant and can produce 50gal./hr. The still has an Efficiency Factor of .65 and can handle 200 units of raw materials at a time. Also in here are 1d.100 gallons of pure grain alcohol (in 5 gal. jerrycans) and 50 units of the makings.

(3) Restricted Chemical Stores (BLUE KeyCard): The chemicals in here are stored in locked metal cabinets which require a 3-digit combination to be opened. There is a flat 20% chance of finding 1d.6 pints/pounds of a given dangerous chemical (GM's discretion and imagination is required here). Both Locations a and b are similar.

(4) Organic Chemistry Laboratories (GREEN KeyCard): These two labs (a and b) are set up to handle organic chemistry tasks of a general nature. They are still intact, but contain no supplies of any sort.

(5) Lab Supplies (YELLOW KeyCard): These two locations (a and b) contain general lab supplies. Not too much is present as stocks could not be replaced in the last months before 'the end'.

(6) Organic Chemistry Laboratories (GREEN KeyCard): These labs are more specific purpose than the previous two. Location a is set up to purify pharmaceutical-type drugs. Location b is set up to produce them. However, location b is boobytrapped with 1d.6+2 bouncing betty mines.

(7) General Chemistry Laboratories (GREEN KeyCard): These two locations (a and b) are set up for general chemistry procedures. They have a look of long abandonment (i.e. — even before the Ruin).

(8) Chemistry Supplies (YELLOW KeyCard): See Location 5 for 8a's condition. Location 8b, however, is a Chemical store. Present are such things as mild acids, iron filings, sulphur, saltpeter, ferrous oxide, acetone, grain alcohol, sodium chloride, sodium hydroxide, ammonia, mercury, potassium, and canisters of hydrogen, oxygen, and chlorine. None of the above are here in large quantities, but there are sufficient supplies for some experimentation. (GM discretion required).

(9) Lab Supplies (YELLOW KeyCard) These are duplicates of the areas 5a-b above.

(10-11) Physical Chemistry Laboratory (GREEN KeyCard): This double lab is set up in two parts. The analytical equipment is in location 10. This includes things as spectrometers, chromatography and other analytical devices. Location 11 is the actual experimental part where creation of compounds is done. Someone with the required skills (and the necessary materials) could successfully analyze, and then produce, any chemical compound. Success depends on the complexity of the compound and the luck of the research chemist). NOTE: One of the electronic scales in Location 11 is a boobytrap. It contains a claymore mine. Putting any weight on it while it is turned on will set off the Blast! Each door is also trapped with a tripwire-operated Vietnam war-type Swinging Mace designed to hit chest high (BCS 10; effect die: 2D6; bash effect with effective mass: 25). The trigger wire for the latter is about 6' off the ground and requires TWO Urban Search Rolls to detect it. A Deftness roll is allowed to avoid triggering it if it is not detected, but at —1 per person to pass through the doorway.

(12) Metallurgy Laboratories (GREEN KeyCard): As above, 12a is the analytical section, while 12b is the experimental section. Between the two of these, they contain 1d.100 Kilos of each the following metals: copper, brass, bronze, tin, aluminum, iron/steel; 1d.10x2 kilos of other base metals; and 1d.6 ½ kilo bars of gold, silver, platinum, iridium, etc.

(13-14) Chemical Stores (YELLOW KeyCard: As Location 8 above.

(15) Elevators (YELLOW KeyCard): These are elevators up to the road outside the Chemistry Building. They are guarded at all times by 1d.3+1 SecRobs with orders to shoot to kill unless given the correct verbal override.

(16) Garage (RED KeyCard): In the workshop area there are 1d.3 ten-ton Australian Army trucks here. They have obviously been cannibalized for spares (current DUR = 0). The room is boobytrapped with 1d.3+1 claymore mines (20% chance per turn of setting one off).

(17) Garage (RED KeyCard): This area was for the parking of golf-cart style electric vehicles. There are three still here. They are plugged into wall-mounted transformers but, their batteries are all shot.

(17a-b) Elevator Lounge Areas (RED KeyCard): Standard Lounge layout.

(18) Security Offices (BLUE to enter Security area — YELLOW KeyCard to enter here): These are normal office facilities for the security complement of the bunker. There are 2d.6 filing cabinets around the room and there is a 50% chance that any given one will be boobytrapped to explode when any of the doors are forced. The trap consists of a US Mk. 8 defensive grenade in each case. The side area is a safe. It has a vault door which requires a 10-digit combination to open it. The Vault contains: \$(1d.6) million in various denomination notes still in Treasury wrappers, 1d.100x20 A\$200 gold coins, 1d.100x10 A\$100 gold coins, and 1d.100x5 A\$50 gold coins. There is a SecRob guarding this. It has the usual shoot to kill orders needing the correct verbal override code to stop it.

(19) Security Duty Station (YELLOW KeyCard): The duty officer's desk is by the door. Various other items of furniture for the Duty Staff are present.

(20) SecRob Stable & Armory (BLUE KeyCard): Stationed here are fourteen SecRobs of which 2d.6+2 will be present at any one time. The rest will be on random patrols of the bunker. Armament is the usual 50/50 SG-10/EM-2 mix. There are a further four robots in various stages of disrepair on workbenches and/or racks. There is no immediately obvious cause of their condition. Also in the room are several score ammunition crates and cartridge boxes. None have much left in them. A total of 2d.20+10 loose rounds may be found in each of the following Calibres: 9mm, 7.62mm NATO, 5.56mm NATO, and .44 Magnum AMP.

(21) Security Control Station (YELLOW KeyCard): This room's walls are covered with video monitors which can be controlled from the consoles beneath them. They may be tuned to view any location on this level. If the correct override code is entered, manual targeting of the sensor dome-mounted lasers may be done from here.

(22) Elevator Lounge (RED KeyCard): The area has a standard layout, but there are 3d.6 body bags here. Of these 25% are boobytrapped with Mk. 8 grenades so that if the zipper is opened, they will explode. None contain corpses, just wadded waste of various types.

LEVEL TWO — ACCOMODATION & SERVICES

(1) Security Station (BLUE KeyCard): This room is set up as a security duty station. It contains comfortable furniture for the duty staff. As well as a few camp bunks. At the present time, it is guarded by 1d.3+1 SecRobs (from location 3a/b) who have orders to 'shoot to kill' anyone entering without the correct verbal override code (armament is standard). In the room are the following items: a set of FedPol Patrolman Issue armor, a gasmask, and 1d.6 ammunition boxes (100) which will be (in this order) .38 Special, 5.56mm NATO, .44 Magnum AMP, 10g. 00 Buckshot, 7.62mm NATO, and 9mm Parabellum).

(2a/b) General Offices (RED KeyCard): Standard office layout.

(3a/b) SecRob Stables (BLUE KeyCard): Location a is manned by a single operative SecRob (armed with an SG-10) and 2 obviously broken ones (armed with an SG-10 and EM-2). Under orders are to patrol the area regularly, this SecRob will be a possible random encounter. Location b is manned by 12 SecRobs, of which 2d.6 will be present at any given time. Take careful note of any casualties from random encounters or from location 1.

(4a/b) Cafeteria & Recreation Area (RED KeyCard): This area is intended to fulfill both functions. Area a is primarily set up as a Cafeteria and area b is primarily set up as a lounge/rec area. It was intended for the use of the personnel from Locations 5 and 6.

(5-6) Barracks Accomodation (RED KeyCard): Each area contains 20 double-decker bunks, as well as fresher facilities and some tables and chairs for the use of the occupants. Many of the footlockers and lockers in these areas still contain their personal belongings of those occupants who died before the bunker was abandoned. This should make them a veritable treasure trove of at least the more mundane items! A close examination of the rooms will show that, though the modification work was quite professionally done, they were not originally barracks.

(7) Accomodation Modules (RED KeyCard): These are all standard quad-occupancy accomodation modules. They were stripped bare by the last occupants.

(8) Accomodation Modules (RED KeyCard): These are similar to location 7 above.

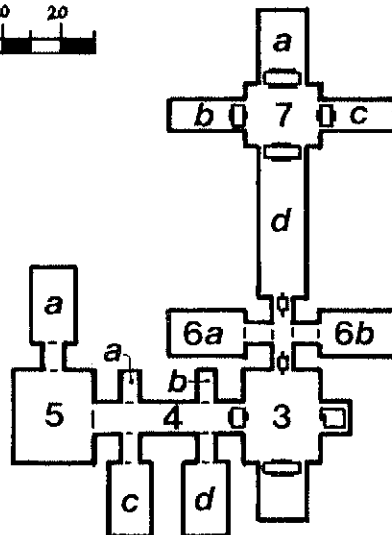
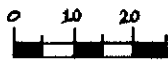
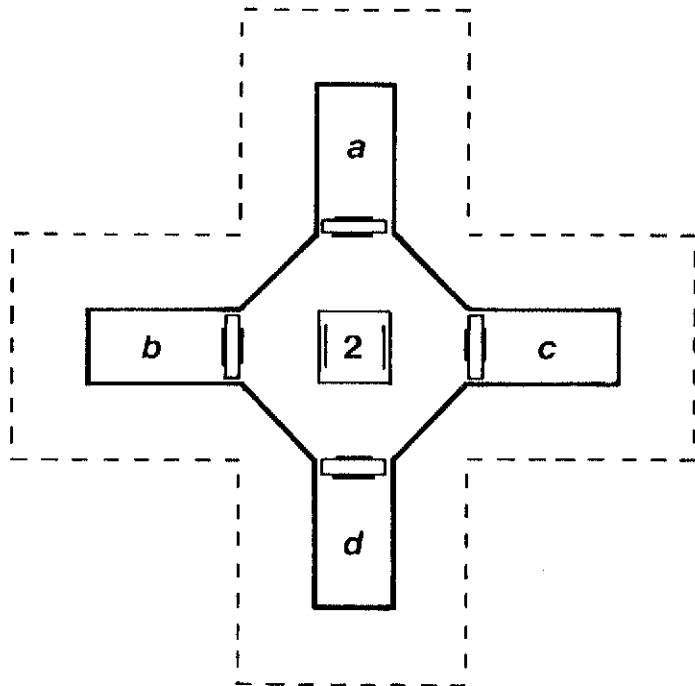
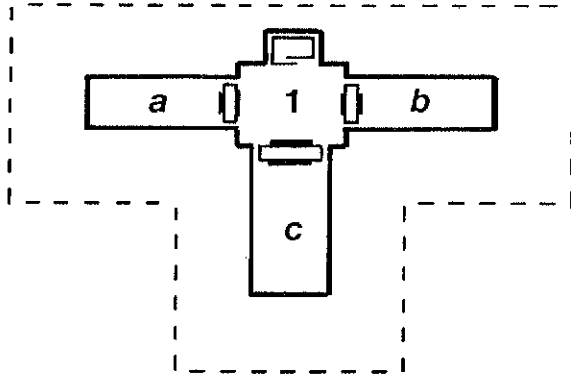
(9) Explosives Manufactory (BLUE KeyCard): Though this area was obviously once a lecture hall, it has been re-equipped as an explosives factory. A PC with the required skill (Simple Explosives and/or Complex Explosives) will be able to make use of these facilities. They can handle up to 5kg. of explosives per person present with simple Explosives Skill, or 10kg. per person with Complex Explosives Skill per day (assuming the correct Raw Materials are available). Currently, the following items are still stored here: 20kg. (40,000 grains) of smokeless powder in 1kg. metal containers; 30kg. (5000) primers in metal boxes of 100 each; 25kg. (21,200 Drams) of black powder in 1kg. metal containers; 25 sticks of dynamite; 1 liter of nitroglycerine in 10 1/10th liter glass bottles; 15kg. of plastique in 1kg. blocks; and 150 Primers in Boxes of 10. The room also contains 150kg. of raw materials. Guarding this important installation are 4 PolRobs and 2 SecRobs, with the usual shoot to kill orders for any entrants without the correct verbal override. It should be noted that these Robots have orders to NEVER leave the room. Engaging in a fire flight with them is probably going to have some embarrassingly explosive results.

(10-11) Accomodation Modules (RED KeyCard): See notes for locations 7 and 8.

(12) Cafeteria/Recreation Area (RED KeyCard): Standard setup.

(13) Security Duty Station (BLUE KeyCard): Though this area is still set up for human security officers, it is currently the stable for 4

CHEMISTRY BUILDING – Level 3



SecRobs. Of these 1d.3+1 will be present at any given time with the rest being on patrol. As usual, take careful note of those destroyed or damaged in previous random encounters.

LEVEL THREE – SECURITY & SERVICES

(1) Elevator Lounge – Computer Center (NO KeyCard): This area is a standard lounge area set up for the use of the programmers working in a-c.

(1a-c) Computer Programming Facilities (BLUE KeyCards): These areas contain the main programming consoles of the building computer. By inserting a BLUE KeyCard into the Console and making a successful Computer Operation BCS roll, one may write a new program for the computer. Writing the program is a task. See Repair and Reprogramming in *Aftermath!* vol.3 p.41 for guidelines. Note, however, that pre-existing programs (especially security programs) all have access codes which must first be entered before they can be modified or deleted.

(2) Main Generator Control Room (NO KeyCard): This area has walls covered with computer displays, dials, meters, etc. as well as the consoles controlling all these. At the present time the generator is under automatic control which can only be overridden by the use of a VIOL-LET KeyCard. There is only enough fuel left for about 10 years (see the notes on the Anderson-Stuart Building generators for further details).

(2a-c) Generator Area (BLUE KeyCards): These three areas contain the parts of the fusion generators accessible to humans, including the controls for the ServoBots inside the dangerous areas.

(2d) Emergency Power Generator (BLUE KeyCard): This area contains an emergency generator system in case the main generators have to be closed down for repairs or whatever. It can provide 10% of total power requirements (for this bunker) for 12 months.

(3) Elevator Lounge (NO KeyCard): This is a standard elevator lounge area. The only item of interest is the single SecRob standing with EM-2 raised and facing the elevator. It is out of commission (WT AST to determine this). It is, however, fully armed and equipped. The small area off to one side is an emergency armory (BLUE KeyCard) containing a rack with 6 P-17s chained to it, 4 gas masks (FedPol issue), 3 teargas grenades, and 2 concussion grenades.

(4) Accommodation Modules (RED KeyCard): Locations a-b are actually emergency supplies storerooms but were mostly cleaned out prior to the Bunkers' evacuation. They still contain the following specific items (between the two areas) 1d.3 medium fire extinguishers, 1d.3 survival kits (as for normal PCs), 1d.3 pocket flashlights, 2d.3 E-1 batteries. Locations c-d are standard quad-occupancy accommodation modules. The table in d is set up for a miniatures battle with a 2000 figure Trajanic Roman 15mm and a 1500 figure Hunnic 15mm army still in their containers, two sets of the 19th edition WRG 'Ancients' rules (c.1998) and several pairs of average and normal dice.

(5) 'Head of Bunker Security' – Private Office (YELLOW Key-Card): The office is furnished in an ultramodern style (all Plastic and Chrome) with a predominant white/black color scheme. On the work desk is a leather case (containing a pair of Zeiss 10x night vision binoculars; light level 1), a plastic flak jacket (with several bullet scars), and a FedPol-issue walkie-talkie. In a wooden rack on the wall behind the desk are a .75 'Brown Bess'-style muzzle-loading musket and a .45 Baker rifle (also a muzzle-loader) with a bayonet for each and a British Army infantry officers' Sword/Scabbard/Belt of 1810 Pattern (treat as a Sabre).

(5a) Accommodation Module (RED KeyCard): This is set up as a double-occupancy module but has a single double bed instead of two single ones. Hanging in one of the lockers is an officers' full dress and a field service uniform for the Royal Green Jackets (52nd Foot) c.1810. In the leather bullet pouch are 6d.6 .45cal paper cartridges (for the Baker rifle). In one of the storage areas is a further find: 1kg. of black powder in a metal container, a bullet mold for both .45 and .75 cal., 3kg. of lead, and a large supply (6d.6) of flints.

(6) Accommodation Modules (RED KeyCard): These are standard quad-occupancy accommodation modules.

(7) Main Security Armory (INDIGO KeyCard): Location d is a SecRob stable containing 6 SecRobs and 10d.6 units of robotic spares. The SecRobs have orders to shoot to kill anyone entering without the correct verbal override. Location 7 itself contains a complete armorers (i.e. gunsmith) workshop and is guarded by a further 2 SecRobs. Location a was the ammunition and explosives store. Though mostly stripped before or during the evacuation, it still contains 2d.100 loose rounds of each of the following: .38 Special, .44 Magnum AMP, 5.56mm NATO, 7.62mm NATO, and 10g. 00 BuckShot. Location b has rows of rifle racks but no rifles are left. However, there are 3d.6 EM-2 magazines, 2d.6 P-45 magazines, and 2d.6 FN/FAL magazines scattered around (all empty). Finally, Location c contains 1d.3 sets of Patrolman's Issue Armor.

MADSEN BUILDING – CSIRO BUNKER

The CSIRO (Commonwealth Scientific & Industrial Research Organization) intended to play a major role in the reconstruction period after the 'Ruin' (whatever shape it might take). To this end, it was designed to provide a number of laboratories for a wide variation of disciplines to maximize its utility. Thus, during the onset of the Scourge, it was a major center of interdisciplinary research as well as being important in the study of other more mundane problems still facing the University's defenders.

LEVEL ONE—LABORATORIES, ACCOMODATION, AND GARAGE

(1) Main Garage (RED KeyCard): Around the walls are a number of transformers, 2d.20 44-gallon drums (each containing 1d.3 gallons of petrol) and four petrol bowsers (one in each corner but the tanks feeding them are dry). The whole area is set up for heavy maintenance work and can take vehicles up to tanks in size. It includes two overhead travelling cranes. One travels from 2a across Location 1 to 2b, and the other at right angles to it. Each has a 15 Ton lifting capacity. Scattered around the area are the following dilapidated vehicles (all are DUR 0; good only for spares): 1d.3 1996 model vans; 2d.3 landrovers; and 1d.3 trail bikes. There is a crate in one corner which contains a DUR 20, but disassembled, Snowmobile. Automobile Mechanic Skill is required to assemble it (Task value of 40 with turns of 5 hours).

(2a/b) Garage (RED KeyCard): These two locations do not contain any repair facilities. They are merely used as parking areas, and have transformers around the walls plus 3d.3 44-gallon drums. Each drum contains 1d.3 gallons of petrol. In Location a is a WOMBAT MICV with the 20mm Cannon and Machine Guns removed, but otherwise DUR 14+1d.6. Its engine has been pulled and is in location 1. In location b is a NSW Police patrol car, fully equipped, but with four flat tires. Otherwise it is DUR 20. Also present are 3 police motorcycles (DUR of 1d.6 each). They may be stripped down to make ONE of DUR 6+2d.6.

(3) Lounge Area (RED KeyCard): Standard Layout.

(4) Accomodation Modules (RED KeyCard): These are standard quad-occupancy accomodation modules.

(5) Accomodation Modules (RED KeyCard): These are standard quad-occupancy accomodation modules. Location c contains a large number of canvasses in various stages of completion. Most are Outback scenes, but a few are City/Suburban ones. All of these are strangely depressing. A Wit AST is necessary to realize that this is because there is

no sign of life in any of them. Also present are the various oil and acrylic paints, thinners, brushes, etc. needed by an artist. Location f contains an Australian light horse pattern saddle, slouch hat (with red-dyed ostrich feather and AIF hat badge) as well as a 1914 pattern Sword bayonet for a Lee Enfield.

(6) Accomodation Modules (RED KeyCard): These are standard quad-occupancy accomodation modules. Location b contains a bar with 1d.3 bottles of port – 1980; 2d.3 bottles of genuine scotch whiskey; 1d.3 bottles of gin; and 1d.3 bottles of brandy – 1989. Location d contains a backpack which holds the following items: a 2-man tent, a cold weather sleeping bag, an air mattress, a solid fuel stove with 24 solid fuel tablets, a rain poncho, mess gear, and 4d.6+12 freeze dried ration packs. Location f contains an Empilon flak vest and an R-11 (.300 Magnum) with 1 full and 3 empty Mags (3 Round) and 3d.6+6 loose rounds.

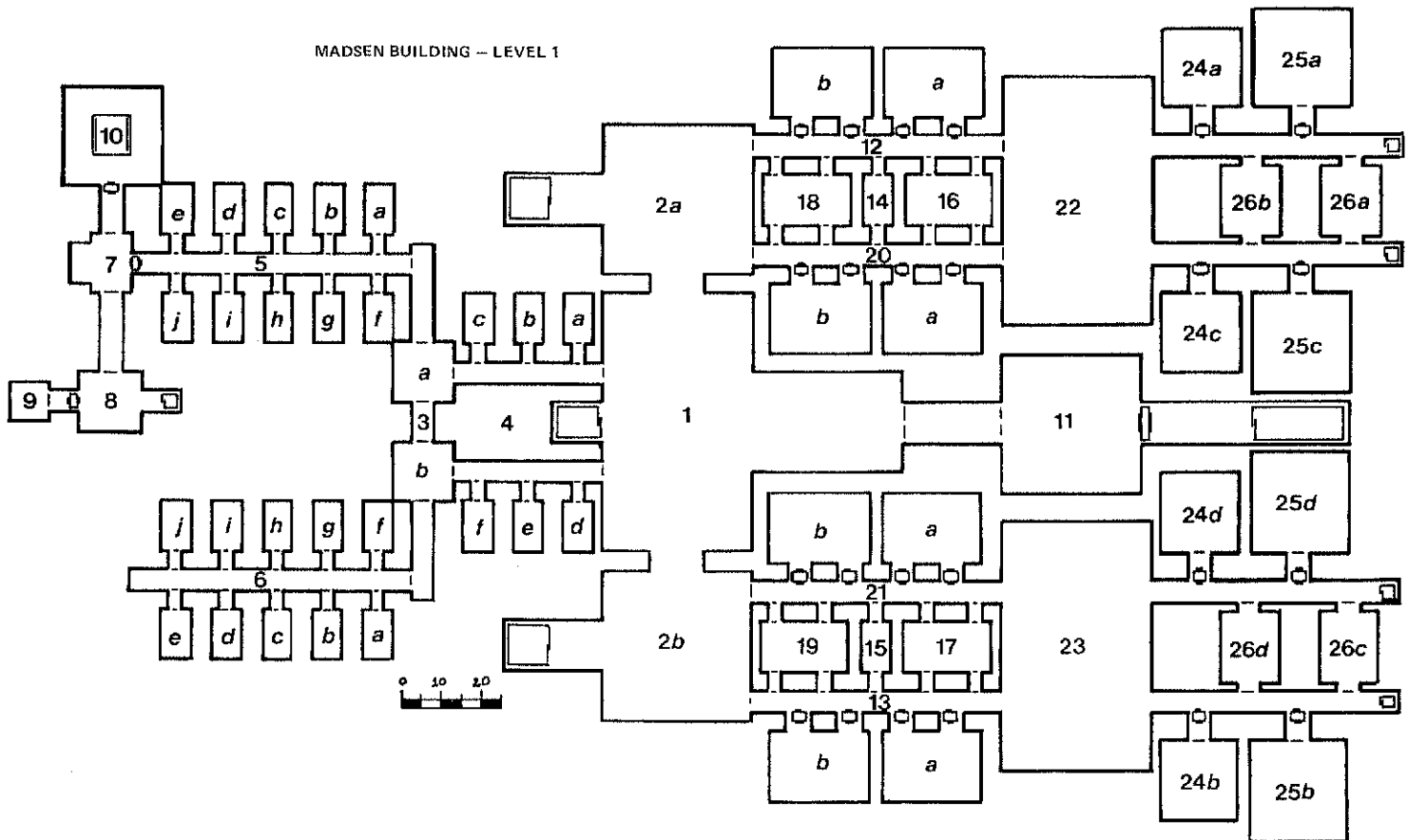
(7) Security Duty Station (BLUE KeyCard): This area has a standard layout. The duty desk near the door has a corpse slumped on floor beside it. No cause of death is immediately obvious. A Pathology BCS roll will show evidence of his having been garotted. He still wears his pistol belt with 24 rounds and P-17 Revolver. On his left wrist is an isotope powered digital wristwatch.

(8) Elevator Lounge (RED KeyCard): This area has a standard layout except for two plastic garbage cans in one corner. These contain 2d.6 plastic beer cans floating in several inches of water.

(9) SecRob Stable (BLUE KeyCard): This is the base station for 12 SecRobs of which 2d.6 will be present at any given time. The rest are on patrol, remember to take previous damage and casualties into account. The stable contains limited robotic repair facilities.

(10) Security Garage (BLUE KeyCard): Around the walls of this location are 2d.10+5 44-gallon drums (each containing 2d.6 gallons of petrol). Parked here are several vehicles. On the elevator is a landrover armored car. This has armored upper works with powered MG turret on landrover chassis. There are twin M-60 MGs in the turret. These have a full 250-round link belt each plus 2d.6+3 extra 100-round belts inside. 1d.3+1 full 5-gallon jerrycans and two spare tires are also inside. All tires on the landrover are solid Rubber and so are still good. The turret of the AC is manned by a SecRob with orders to use the machineguns on anyone entering the garage without the correct verbal overrides. It will fire whatever is in the MG, but will not reload. It will instead dismount and attack with its personal weapons. There are also a cannibalized sedan car (with Uni Security badges) and a trail bike (DUR 2D.10).

MADSEN BUILDING – LEVEL 1



(11) Rear Garage (RED KeyCard): The usual wall-mounted transformers and 2d.6 44-gallon drums (empty) are here. There are no other items of a planned nature.

(12-13) Laboratory/Workshop Facilities (GREEN KeyCard): These areas are set up as physics laboratories with the sort of facilities and equipment one would expect in such labs. However, all equipment has been smashed, broken and thrown about. There is little or nothing to be salvaged here.

(14-15) Storage Areas (ORANGE KeyCards): These areas contain a small amount of general supplies for the bunkers' maintenance, as well as for the use of the various Labs nearby.

(16-19) Laboratory/Workshop Areas (YELLOW KeyCard): These four areas are designed to be laser physics laboratories. They are partly dismantled but can be treated as the laser equivalent of a Auto Repair Kit, Mk. 3 (Efficiency Factor of 2.25), IF the parts from the two of each type are combined together in the one area.

(20) Laboratory/Workshop Area (YELLOW KeyCard): These two locations are set up as radio-telecommunications laboratories. They function under the same proviso as Locations 16-19 (i.e. the equipment must be combined).

(21) Laboratory/Workshop Area (YELLOW KeyCard): These two locations are set up as plastics technology labs, and are the equivalent of a plastics factory (on a small scale) for someone with Plastics Synthesis skills. Location a is the actual synthesis area, while location b is the forming area.

(22-23) Cafeteria/Recreation Areas (RED KeyCard): The setup of these areas is quite unremarkable. They both show signs of heavy pre-Ruin use.

(24) Emergency Barracks Accommodation (RED KeyCard): Though it is quite obvious that this was not their intended use, all four of these locations have been hastily remodelled as barracks-style accommodation for 20 persons each. They contain 10 double-decker bunks.

(25) Laboratory/Workshop Facilities (GREEN KeyCard): These are set up for general electronics experimentation. Though they are partially dismantled, they can be cannibalized to make one effective electronics Workshop. These facilities are GENERALIZED in nature, and would most probably be used for providing backup facilities to the physics and other labs in the bunker (for example, in the repair or even the construction of specialist instruments).

(26) Lounge Facilities (RED KeyCard): These are standard Lounge areas for the use of the personnel from the barracks areas adjacent.

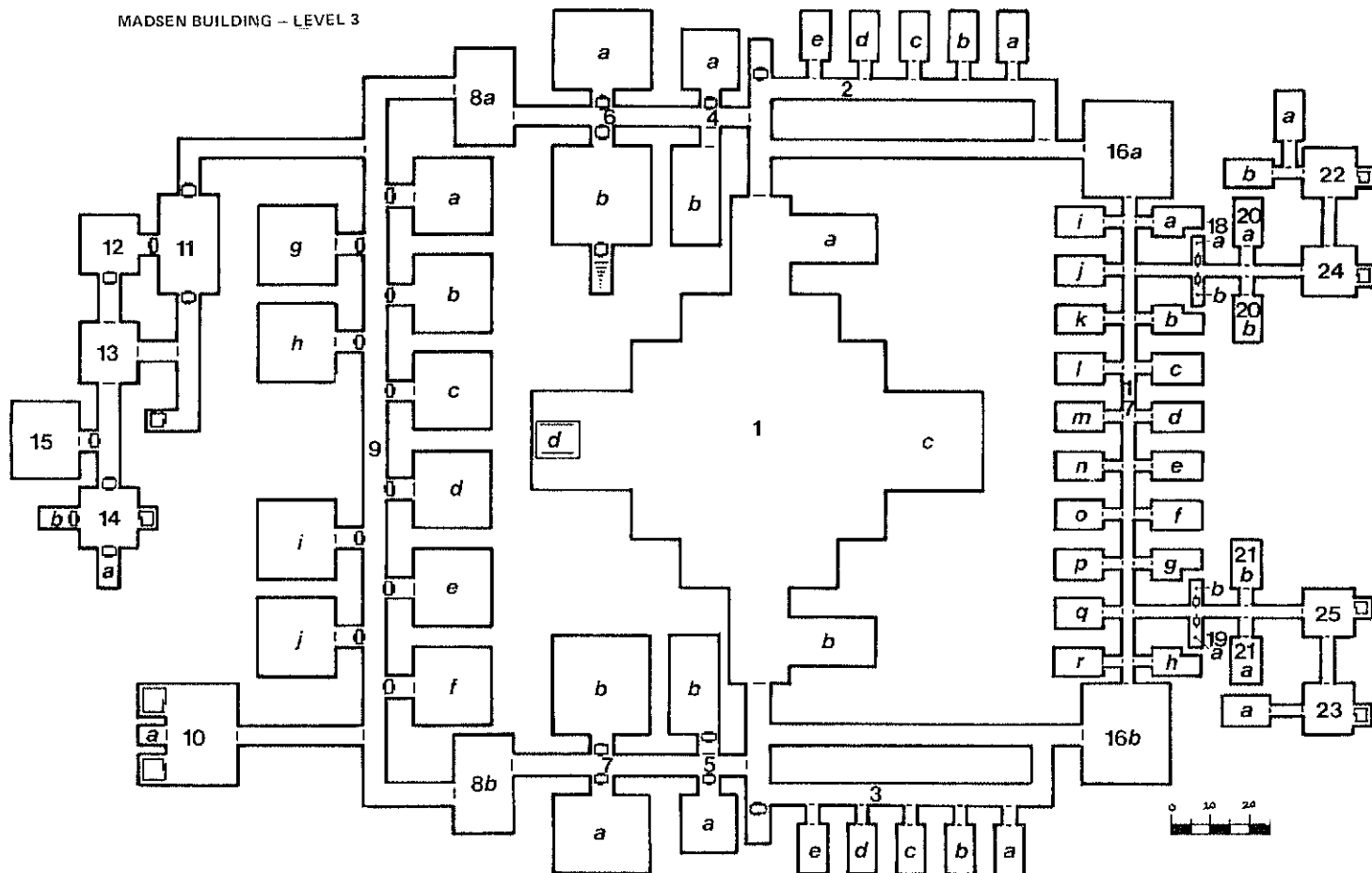
LEVEL TWO – ACCOMODATION, LABORATORIES & GARAGES

(1) Garage Area (RED KeyCard): This area contains the usual transformers strung around the wall, as well as four petrol bowzers. Each of the in-ground tanks they are connected to still contains 2d.10 gallons. The area is set up mainly as a parking area, but does have the equipment necessary to carry out minor repairs. Scattered around the main area are several different vehicles, including: 1d.6+1 Highway Patrol bikes (DUR = 2d.6), 1d.3+1 1999 model vans (DUR = 2d.5), and a light (single-engine) aircraft (dismantled into wings, fuselage and motor – all on a trailer). This last requires someone with Aviation Mechanic Skill to re-assemble it. In location c are several piles of crates and boxes under tarpaulins. There are 6d.10x1d.6 in total. They contain such things as: chemicals, general (20%); chemicals, restricted (10%); plastic raw materials (15%); canned rations (20%); freeze-dried rations (10%); Super K rations (5%); metal stock (10%); building & maintenance supplies (9%); and the following on off finds: a bullion box containing \$1 million in gold coins of various denominations, a crate with 20 100-round cartridge boxes of ammunition (01-60 = 5.56mm NATO; 61-95 = 7.62mm NATO; 96-98 = 9mm Parabellum; 99-00 = 9mm), a crate of retch gas grenades (24), a crate of tear gas grenades (24), and a crate with a full set of Intruder armor!

Location a contains Repair facilities. Present are 2d.6 Servant-type RepairBots which have orders to attack any trespassers who fail to give the correct verbal override command. They 'guard' 4d.6 units of generalized auto spares. Location b is similar but has only 2d.3 ServoBots.

(2) Accommodation Modules (RED KeyCard): These are standard quad-occupancy accommodation modules with the exception of location f which is a SecRob station. Location c contains (hidden under several trunks of junk in the main storage area) an ornately carved, and highly polished, wooden chest. A Wit AST will give a PC the idea that it is of Oriental manufacture. When it is opened, it seems to contain only two sets of clothing – one of silk and the other of cotton. Both sets are in the form of a single piece suit with a belt of cloth at the waist and a hooded mask on top. The silk set is a nondescript brown on the outside, but has a jungle-camouflage pattern on the inside. The cotton set is a nondescript grey on the outside, but an inky black on the inside. There are two pairs of matching soft shoes. However, this is not all the chest contains. A Wit CST will reveal that the interior dimensions on the side, bottom, and in the lid are all less than the exterior dimensions. A successful Urban Search BCS roll is required to see that any attempt to open these secret compartments will disturb some well-hidden trip-

MADSEN BUILDING – LEVEL 3



wires. A Lockpicking BCS is required to do this without triggering the traps. The traps (a separate one for each of the three hidden areas) are darts (1d.3+1 in each location) coated with a poison equal to SARIN nerve gas. If these Darts ARE triggered, they have a BCS of 10 to hit the person triggering them. The compartments, once revealed, contain the following items: in the lid, a ninjato (Ninja Sword — with a WDM of 1,8), a shinobi-hankyu (ninja collapsible short bow with a 40 pound pull) with 3d.6 arrows, a pair of nekote (Tigers' Claws) which add +5 to the WDM of any unarmed combat strikes and may change the damage type to lethal, and 4d.6 shuriken (treat as throwing knives) of various patterns; in the sides, a collapsible yari (spear) designed to be disguised as a quarterstaff and a pouch of 10d.10 tetsu-bishi (caltrops); and, finally, in the bottom section, 3d.6 torinoko (Flash Grenades), 2d.6 concussion grenades, a P-60 with the following barrels: .221 Fireball, .30-30, .22 RF Magnum, .357 Magnum, .45 ACP, and .44 Magnum (all as XLNG Barrels), a 10x Telescopic sight (Light Level 1; also with cross-hairs), and 1 box (25) of the appropriate ammunition (all hollow points) for each barrel. The whole gun is designed to be broken down into relatively small, and therefore easily concealable, parts. For information regarding the ninja weapons mentioned above and their traditional modes of employment, see BUSHIDO (FGU, Inc. 1981). Location f contains 1d.3+1 SecRobs armed with silenced EM-2's, these have orders to pick off intruders who they are alerted to by a security alert. If this location is entered, they will open fire, in the shoot to kill mode, unless the correct verbal override code is given.

(3) Accommodation Modules (RED KeyCard): These are standard quad-occupancy accommodation modules except for 3f, which is a duplicate of 2f. Location c contains a complete Australian Army captain's uniform set including dress uniform, general service (summer and winter), battledress and combat dress. Location e contains a box containing a kerosene lantern, 2 liters of kerosene, and 2 dozen candles.

(4-5) Storage Areas (YELLOW KeyCard): These areas contain general supplies for both the maintenance and cleaning staff as well as for the facilities on this level.

(6) Laboratory Facilities (VIOLET KeyCard): These areas have blackened and pitted walls. All contents have been destroyed beyond recognition.

(7) Computer Physics Laboratory/Workshop (BLUE KeyCard): Though these facilities are partially dismantled, cannibalizing them will create a workshop of an Efficiency Factor of 2.75.

(8) Lounge Areas (RED KeyCard): Standard type lounge facilities.

(9) Workshop Facilities (GREEN KeyCard): These locations are set up to provide the Madsen Bunker (and, by extension, the whole University) with manufacturing facilities on a small scale until contact with larger facilities can be re-established or, if necessary, rebuilt. Locations a-f provide, between them, complete metal working and machining facilities. Locations g-h provide similar wood machining facilities. Locations i-j provide limited electronics component manufacturing facilities including facilities for the production of integrated circuits and computer chips. The Efficiency of these workshop facilities is a set 2.75 (due to their small size).

(10) Elevator Lounge (RED KeyCard): This area has a standard lounge layout with two elevators down to Level Three. There is a security post at location a with a clear Macroplast door (locked from inside). Behind it is a desk and chair. Partially visible behind the desk are the remains of a security officer. On a locked wall rack are the following items — 1d.6+1 mace grenades, 3 riot batons, and an M-22 rifle with folding stock and two full box (20) magazines.

(11) Security Duty Station (BLUE KeyCard): This has a standard layout with a desk by entrance door and comfortable furniture for the duty personnel. The only notable thing is that one of the gettees is burnt out and the whole room shows sign of water and smoke damage.

(12) Security Officer (GREEN KeyCard): This area is set up in a standard office layout, but is provided with blast doors because of the top security nature of the files kept here.

(13) Security Offices (ORANGE KeyCard): This is a duplicate area to location 12, but contains no sensitive documents or blast doors hence the lower Security rating.

(14) Elevator Lounge (GREEN KeyCard): This has a standard layout with the exception of locations a-b. These two are high security storage areas (requiring an INDIGO KeyCard for entry). Location a contains a rack (locked) of 20 FN/FAL (SLR to the RAA) rifles, 5 Uzi SMGs, 20 Browning Hi-Power pistols and cartons containing: 2 IR nightsights for mounting on SLRs and 2 (Light Level 1; 2x) scopesights for SLRs; Note that there are NO BOLTS for any of the above weapons except the pistols, and NO magazines or ammunition, for that matter. Location b contains the bolts for the SLRs and Uzis in location a, 80 SLR mags, 16 Uzi mags, and 80 pistol mags. All are in separate cartons. Also to be found here are boxes: 2d.10x10 boxes of 7.62mm NATO in 100-round bandoliers of 20x5 round strips for quick loading, 4d.5x5 9mm parabellum ammunition boxes with 100-rounds per box; a box of

12 US Mk.7 grenades, a box of 12 22mm rifle grenades, 2 boxes (12 ea.) of concussion grenades, 6x1Kg. blocks of plastic, a box of 12 primers, a manual/plunger electric exploder and 100m. of wire, and an American 180 machine pistol with five full box (177) magazines and a box of a further 100 .22 Stinger rounds.

(15) Office of 'Chief of Building Security' (GREEN KeyCard): This is a personalized office with silk brocade wallpaper (plum) and thick shag carpet (red). All is done in an Oriental style. All the furniture and ornamentation are originals. This requires a Wit CST to even guess. All priceless — in a civilized era, anyway!

(16) Combined Lounge/Recreation/Cafeteria Areas (RED KeyCard): These are of a more or less standard plan providing the above mentioned facilities for the occupants of this level.

(17) Accommodation Modules (RED KeyCard): All these (except for locations a and h) are standard quad-occupancy accommodation modules. Locations a and h are double-occupancy modules. Location a contains (20 Urban Search Task Points are required to find it) a SODIUM KeyCard (a MILITARY one!!!). Location f contains a box of 100 pieces of colored chalk and a blackboard eraser.

(18) Emergency Equipment Stores (YELLOW KeyCard): Each of these locations will contain the following equipment: 1d.3 Civ model walkie-talkies with batteries, 1d.3 10-Charge chemical decontam sprays, 1d.6 small fire extinguishers, 2d.3 medium fire extinguishers, 1d.3 large fire extinguishers, 2d.3 small flashlights, a single camper's floodlight, 2d.6 space blankets, 1d.2 fire protection suits with 1d.2 SCUBA tanks and breathing gear, 2d.3 Civ CBW suits, and a Medikit (containing 20 units of medical supplies, 1d.10 styrettes of Polycell/3, 1d.6 styrettes of Polycell/4, 1d.3 styrettes of Cardiacine, and 2d.2 inflatable splints).

(19) Emergency Equipment Stores (YELLOW KeyCard): Exact duplicates of the above, but the door opening circuitry is burnt out. The doors must be cut open!

(20) Accommodation Modules (RED KeyCard): These are double-occupancy modules intended for married couples.

(21) Accommodation Modules (RED KeyCard): as above.

(22-25) Elevator Lounges (RED KeyCard): These are quite standard elevator lounges.

(22a-b; 23a) Accommodation Modules (RED KeyCard): Also married quarters as locations 20-21.

LEVEL THREE — 2SU RADIO & ABC-2(E) TV AND SECURITY LABORATORIES

(1) Elevator Lounge (BLUE KeyCard): This has a standard layout elevator lounge except for the central elevator bay. This is sealed off by a vault type door of burnished metal. The door is engraved with the sign 'ELECTRIFIED — 100 KW'. Any attempt to test this will determine that the sign is telling the truth. Any attempt to emplace explosives on it will cause an arc, with lamentably explosive results. Even if an explosive charge or shell IS successfully exploded 'on target', it will be found that the door is of Chobham II (Self-Sealing) Armor, and is effectively impenetrable to anything that would not damage the fabric of the Bunker dangerously. Any attempt to tunnel into the sides will discover that a similar protective layer (also electrified) is hidden under 6" of concrete. The only obvious method of opening the vault door is in the form of a KeyCard and typewriter keyboard mounted on the wall next to it. The KeyCard slot is a DOUBLE slot — and BOTH are coded for GOLD Cards. The keyboard is a standard typewriter keyboard with both letters and numbers. If, by some chance, the PCs ever manage to penetrate the outer door, they will find an elevator which is guarded by a Wandjina Warbot with orders to 'shoot to kill' unless given the correct verbal override code. If this obstacle is overcome, the PCs will find that they have gained entry to Operation Goetterdaemmerung, a last ditch effort to save mankind by sealing off a selected, and demonstrably safe, population from the Scourge. This bolthole is in the lower levels of the Csiro-Madsen bunker complex. GM discretion is required to map the lower levels (including the bunker's fusion reactor) and determine what effects 100 years of a troglodytic existence has had on the chosen survivors. My personal suggestion is that the changes be definitely NASTY. If you do not wish to add such elements to your campaign you can simply have the lower levels of the complex follow a more typical pattern.

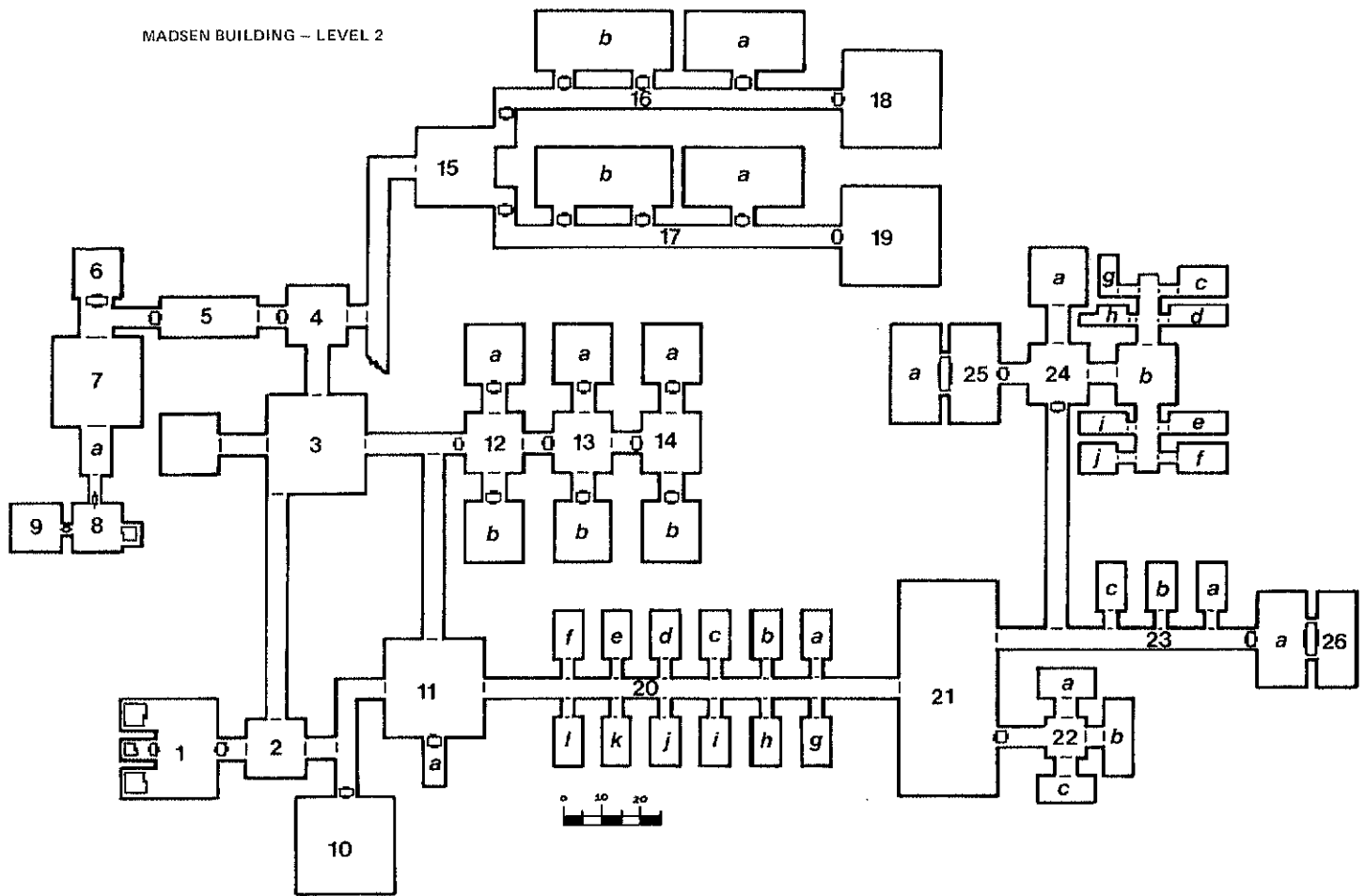
(2) Lounge/Recreation Area (RED KeyCard): Standard layout.

(3) Cafeteria (RED KeyCard): Decorated with a radio/TV thematic approach, this area was intended for use by the personnel manning the radio and TV broadcast facilities on this level.

(4) Reception Office/Lounge (RED KeyCard): This area was designated for ABC-2(E) TV (Australian Broadcasting Commission (Emergency)). The office is comfortably furnished in an ultra-modern style with a desk for the receptionist as well as comfortable seating for anyone waiting here.

(5) Security Duty Station (BLUE KeyCard): Standard facilities.

(6) SecRob Stable (BLUE KeyCard): This area is set up as a SecRob stable and houses 12 SecRobs of which 2d.6 will be present at any given



en time. The rest will be on random patrol. Remember to allow for Sec-Robs previously destroyed/damaged. The room is set out with racks for robotic spares and light machinery for simple repairs. On various work tables, racks and etc., are a further 2d.3+2 SecRob chassis units. All are suffering from obvious combat damage. The SecRobs have orders to 'shoot to kill' unless anyone opening the door gives the correct verbal override code. This location also acts as a security armory containing a tear gas grenade launcher with 1d.6+2 teargas grenades, 1d.6+1 Mk.2 riot shields, 2d.6 riot batons, 2d.6 tasers, 10 boxes (25) of .38 Special ammunition, and 8 boxes of .22 Stinger ammunition.

(7) Security Barracks (RED KeyCard): The area here has obviously been quickly converted from a standard office layout to an emergency barracks area. There are 20 double-bunks and several tables as well as the usual lockers and footlockers for personal effects. Location 7a is a washroom area of obviously makeshift construction.

(8) Elevator Lounge (RED KeyCard): Standard arrangement.

(9) Chief Security Officer (GREEN KeyCard): This is a personalized office with pine-panelled walls and sandalwood furniture. In one of the desk drawers, amongst all the other papers, is the access code to location 10, as well as the verbal override code for that location.

(10) Security Armory (INDIGO KeyCard): This area is the main armory for the bunker. Inside the doorway is a desk and office area for the personnel on duty. In fact, laying on a camp bed in this area is a corpse wearing a SUR uniform with a RSM's (Regimental Sergeant Major) insignia. The body wears a pistol belt with a holstered Browning Hi-Power (full magazine) pistol and 5 spare magazines. In the breast pocket is a SODIUM KeyCard. On duty are two SecRobs, fully armed, with the usual 'shoot to kill' orders unless given a verbal override code. The armory has been pretty well stripped by the departing security personnel, but still contains the following items: 1d.6 sets of light patrol gear; 10 crates (1000) of .38 Special Ammunition, 1d.3 silencers designed for use with a P-17, 10 boxes (25) of 10g. 00 Buckshot, 5 boxes (25) of 10g. 12-9 shot, and 2d.3 2-round magazine extenders for SG 10s.

(11) Gymnasium (RED KeyCard): This is a fully equipped gymnasium with every conceivable type of exercise and indoor games gear available. Location 11a contains other, more bulky gear such as vaulting boxes, a trampoline, etc.

(12) Reception Office/Lounge (RED KeyCard): This is reception area for 2SU Radio. Location 12a is an office for production staff, while 12b is a general office for secretarial staff.

(13) Studio Facilities (YELLOW KeyCard): The central area is the production control area. Locations a and b are the studio facilities.

(14) Transmission Facilities (GREEN KeyCard): The central area is the transmission control facility. Locations a and b are the actual transmitters and related equipment.

(15) Production Offices (RED KeyCard): This area is designed to serve as an office area for ABC-2(E) TV production staff.

(16-17) Broadcast Studios (YELLOW KeyCard): These are fully equipped TV studios in all respects. Location 16a is set up for the production of 'ABC National News'; 16b is for the production of 'Four Corners - Current Affairs'. Locations 17a-b are set up for more general use.

(18) TV Transmission Facilities (GREEN KeyCard): This area contains complete emergency transmitters for the ABC-2(E) TV station.

(19) Videotape Library & Transmission Facilities (GREEN KeyCard): Here we have a complete library of videotaped shows ranging from documentaries to movies. All are intended to fill out the programs produced in the other studios.

(20) Accomodation Modules (RED KeyCard): These are standard quad-occupancy accomodation modules.

(21) Cafeteria/Recreation Area (RED KeyCard): Standard layout but all the tables are stacked against one wall, with the chairs stacked on top of them.

(22) Command Staff Accomodation (INDIGO KeyCard): The central location is a private lounge/recreation area for the use of the command staff quartered in the surrounding accomodation modules. Locations a-c are designed as either single or double-occupancy accomodation modules but of a much larger and non-standard pattern. All of these modules are obviously of a higher standard of finish than the more standard designs. Details are up to the GM, but they contain approximately the same fitments as the standard design although with more living space. Location b contains, in the Storage area, a quiver with 2d.6 aluminum-shaft field-head arrows and 4d.6 hunting-head arrows, as well as a pulley bow (effective 120lb pull, but acts as if it only had an 80lb. pull for the operator). There is also a fringed-leather buckskin jacket, with silver buttons and silver studs on the back which form an American Indian thunderbird design.

(23) Accomodation Modules (RED KeyCard): These are standard quad-occupancy accomodation modules.

(24) Lounge Area (RED KeyCard): A standard lounge facility in the

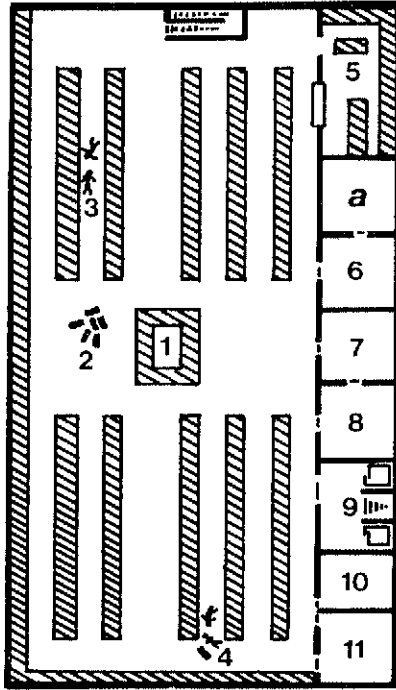
central area, with a small cafeteria facility in area a. Location b is a lounge area but is more specialized towards recreation type facilities. Locations c and f are quad-occupancy accommodation modules. Locations d, e, i and h are storerooms for maintenance and similar supplies. Location j is a storeroom for cleaning equipment and Location g is empty.

(25) Security Nuclear Labs (INDIGO KeyCard): The main facility is in the numbered locations which is separated from 25a by a thick lead-glass blast door. This door may be opened only by the insertion of a VIOLET KeyCard. The area so protected is reachable by the use of

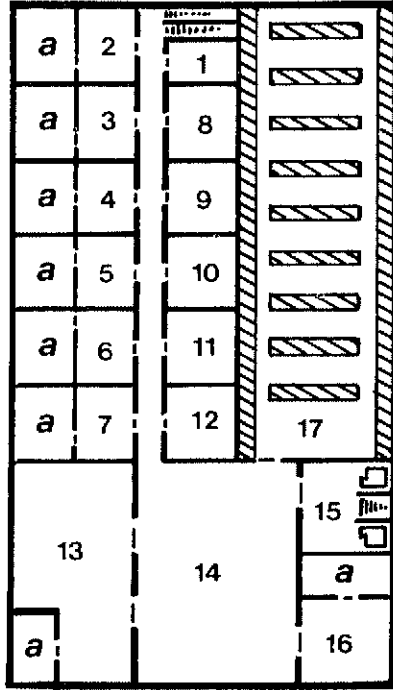
waldoes controlled from the safe side. Location 25a is set up to produce depleted uranium 20mm and 30mm autocannon rounds. There are still 2d.20 such rounds still here. Inside the main area are such items as 2d.6 disposable anti-radiation suits and 1d.3 cans of military anti-radiation spray. Each can with 1d.100 Charges still left.

(26) Security Nuclear Labs (INDIGO KeyCard): A virtual duplicate of location 25 except that the sealed off area is smaller. It is set up for the production of 5mm depleted uranium gauss rounds and still contains 2d.100 such rounds.

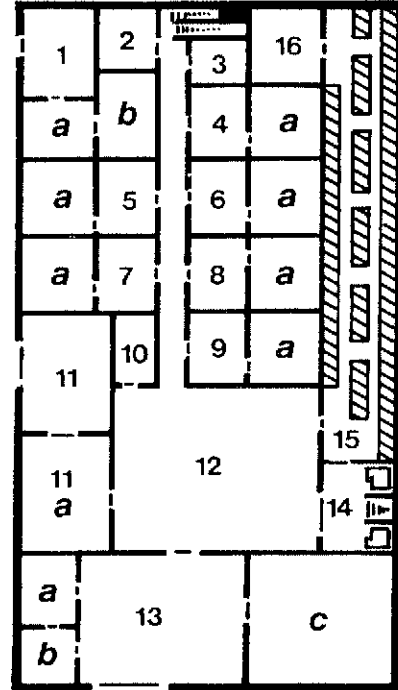
FISHER LIBRARY BOOKSTACKS



Level 3



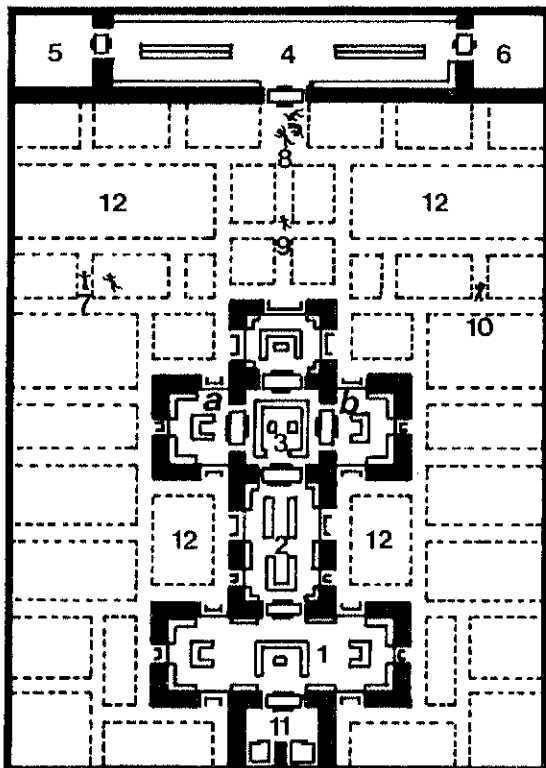
Level 2



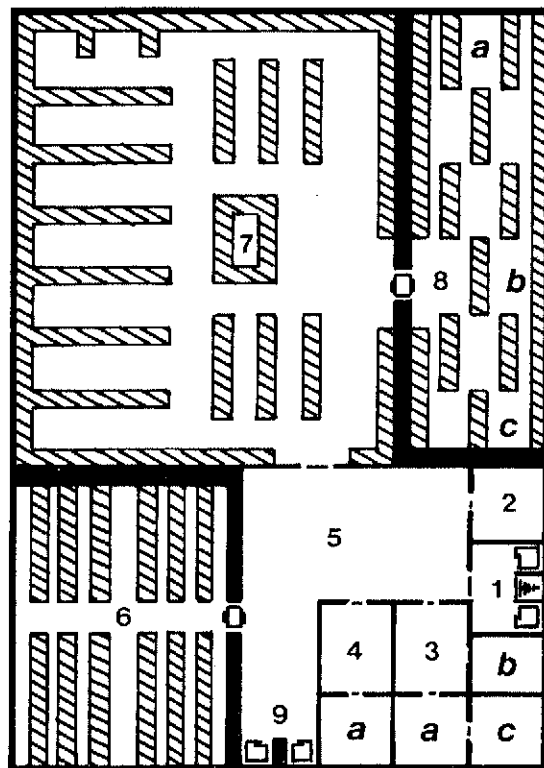
Level 1 - ground level



Level 5



Level 4



FISHER LIBRARY BOOKSTACKS

While little could be done to protect the upper levels of Fisher Library, the lower levels under the research library wing (the stacks) were obviously more survivable, especially with the construction of several underground levels to add bookspace (and, later, computer space) to the library as it expanded. Therefore, though the actual upper levels of the library suffered heavily in the mob attacks of the 'Ruin', they had already been stripped of their books. These had been placed on microfilm for storage in the aforementioned lower levels. The upper levels of both the underground and research wings of the library were then used as emergency barracks accommodation. The majority of any finds, however, will be in the lower above ground and underground levels. Note: Levels 1-3 are partially above ground since the library is built on a sloping site and require no KeyCards for entry although doors may be locked in many cases. Levels 4-5 are actually underground and the Key-Card system does operate on those levels.

LEVEL ONE - ENGLISH FACULTY

Note: All of this level is in darkness. The building was supplied with power from the central uni reactor which has long since (unlike individual bunker reactors) shut down due to lack of fuel. The elevators operate on emergency power which will provide enough for 10d.10 ascents or descents. Each trip counts as one, regardless of how many levels it traverses.

(1) 'The Fishery': Entry to this series of rooms is possible only from the outside of the library building. The door is of heavy metal with a heavy key lock (Bar of door is 40; lock is 20 and has a Complexity Rating of 5). Inside the first room are banks of food and beverage dispensing machines. These are coin-operated ones although still refilled from the central Uni food-dispensing unit. There are approximately 20 such machines herein. Location a is a small kitchen for the preparation of hot food by the staff. It has standard kitchen facilities (2d.6 cans of food still in the cupboards). Location b is a storeroom/freezer facility and still contains 6d.6 frozen TV dinner-type meals as well as 6d.10 cans of food.

(2) Faculty Office (wooden veneer door Bar = 5; Lock Bar = 10; Complexity 3): Standard office gear only. Several vertical files containing all sorts of Uni related paperwork.

(3) Cleaners' Store (door and lock as above): This contains cleaners' supplies, as well as a coffee urn and a tray with 6 coffee mugs on it next to a sink.

(4) Tutors' Offices (door and lock as above): Location 4 is a tutorial room with table and 12 chairs. Location 4a is the office of several tutors. It contains several desks and bookshelves containing several scores literary and critical books. In one of the desks is a full fifth of bourbon and a P-17 (9mm Para.) in a shoulder holster. There are 5 rounds in cylinder, but two full speedloaders may be found in an attached pouch.

(5-9) Tutor's Offices (door and lock as above): These are duplicates of location 4. Location 8 is unusual in that the outer door is barricaded shut from the inside (as well as being locked). This adds 20 Barrier Points. If entry is successfully forced, then it will be discovered that all the chairs and the table from the tutorial section of the officer were used to form the barricade. The inner door is similarly locked and barricaded. If it is forced, six bodies (four wearing casual clothes, one in SU Militia Uniform, and one in State Police uniform) will be found scattered around the room in the comfortable chairs. They have glasses handy, and there are several empty wine and spirits bottles. Nearby is a half case of napoleon brandy (1965 Vintage). The bottles in it are unopened. Beside each body is a bottle (all empty) marked barbiturates. Next to the body of the Militiaman is an M-16 Rifle (with 1 full and 2 empty Box (30) mags, as well as a box (25) of 5.56mm ammunition); next to the body of the Policeman is a holstered P-17 (.38 Special, fully loaded); each of the Civs has a knife or bayonet of some sort.

(10) Security Office (door and lock as above): This area contains a single desk with a control console. There are 3 video monitor screens on the wall. These can be used to observe all locations on this level. They still operate using emergency power. On the desk is a belt with a holster for P-17 pistol, a riot baton, and a CS gas grenade.

(11) Cargo Unloading Area (metal roll-a-door Bar = 30; Lock = Bar 20, Complexity = 6): The door is WELDED shut, almost invisibly, from the inside. A Wit CST is needed to detect this from outside. Inside are several dozen cardboard boxes, all opened and empty. Location 11a (door as for location 10) contains 2d.20 unopened cardboard Boxes. These contain such useful items as blank borrowers cards, 100 boxes of 1/2" staples, 144 rolls of labelling tape, and 2d.6 small fire extinguishers.

(12) Lounge Area: Standard layout, nothing unusual here.

(13) Main Loading Dock (roll-a-door as location 11, but NOT welded shut, merely jammed from the inside with a crowbar in the mechanism): In this area are several cargo trolleys as well as 2d.6 empty 5-gal. jerrycans. Location 13a is a small office. Checking through the files here will show it belonged to the supervisor. Location 13b is a

small storeroom containing Militia equipment: 2d.3 flak jackets, 2 FN/FAL rifles and 12 loaded Box (20) mags for them, as well as a Bren LMG with 4 Box (30) mags. Location 13c is another storage area containing 2d.20 wooden and cardboard crates/cartons. Most are empty.

(14) Elevator Lounge (door/lock as per location 10): This is a fairly standard lounge area.

(15) English Faculty Library (door/lock as per location 10): All the books are actually microfiche cards. The library contains all the latest critical works (for the period 1980-1999) as well as a good sampling of the major ones for previous centuries. There are, however, no microfiche card reader machines in here.

(16) Microfiche Card Reading Room (door/lock as per location 10): In here are 20 fixed microfiche card readers, plus a further 1d.6 portable ones (powered by an E-1 for a day).

LEVEL 2 - SOCIAL WORK FACULTY & LIBRARY

Note: All of this level is in darkness due to generator failure. The elevators are operating on emergency power (see Level One for further details).

(1) Cleaner's Store (as Location 3, Level 1 in all respects).

(2) Tutors' Offices (solid wood door BAR 10; Complexity 6): This is a duplicate in layout to those in the English faculty (see Level One) but with social work books on the shelves. They have all been refitted as emergency accommodation and each contains 2D5 camp beds. Various footlockers still contain some personal items.

(3-7) Tutors' Offices (door/lock as above): As above for layout.

(8-9) General Offices (door/lock as above): These are arranged in a standard office layout: Computer VDUs, Vertical Files, etc. In one of the desk drawers in location 9 is an oilskin bag containing a prismatic compass and 1D6 +2 days worth of freeze-dried rations.

(10-12) Professorial Offices (door/lock as above): All are arranged as accommodation areas for 5-10 people in camp beds. Various footlockers still contain personal items in some cases.

(13) Cafeteria (door/lock as above): This is a standard cafeteria area. Location a is for individual preparation of food, rather than using the standard food dispensers, and so contains microwave ovens, freezers and cooking utensils, etc.

(14) Lounge: A standard lounge/recreation arrangement.

(15) Lift Lounge (door/lock as above).

(16) Storeroom (door/lock as above): This room has been stripped totally bare.

(17) Social Work Library (door/lock as above): As with the English library on Level One, all the works here are on microfiche card. There is a reader services desk near the entry doors and behind it are 2D3 + 6 portable microfiche card readers.

LEVEL THREE - GENERAL LIBRARY FACILITIES

NOTE - All power to this level is cut off and it is thus in darkness. The elevators are potentially still operable on emergency power. See note at the beginning of Level One for further details.

(1) Reader Services Desk: has 2d.6+6 portable microfiche card readers, computer terminals for borrowing and returning of books, hard copy printout units for printing out portions from Microfiche Cards with 1d.6 reams of paper for them, 1d.3+1 book trolleys and other library paraphernalia. The surrounding section contain general books on all subjects (none on anything useful beyond a few general texts on some skills (with a Skill Range of 01-05). These can be a useful source of information for the GM to pass on to any PCs who undertake research here.

(2) Six Crates: Three are empty and the other three contain various items. The first contains 20 boxes of freeze-dried rations. Each box contains 12 ration packs. The second crate contains 12 3-hour Primus gas cylinders (all full). The last contains 3 Primus lanterns (campers' floodlight equivalent) and a Primus 2-burner stove.

(3) Two Bodies: Both are in SUR uniforms. They are unarmed except for EM-2 Bayonets in belt scabbards. One has a combat knife in a wrist sheath and the other has two full and one empty EM-2 Box (20) magazines.

(4) Two More Bodies: One is in SUR uniform, the other in Militia uniform. Each wears full webbing, but carry no weapons. On the SUR body are 3 Havana cigars (\$20 types, in individual vacuum sealed aluminum containers); on the Militia body is a box (25) of .45 ACP ammunition as well as two empty Colt M-1911a1 pistol magazines. In the nearby box, marked prominently with a Red Cross symbol, are the following items: 2 field dressings, 3 super-K rations, and 2d.3 styrettes of Polvcell/3.

(5) Special Reserve (supermarket-type turnstile and long serving counter, not locked): This is where the various books currently (i.e. pre-plague) in high demand for use in essay topics were placed to ensure that no-one could monopolize them. It is currently about 90% empty, but does contain 2d.6 portable microfiche card readers. There are no Manuals here, though there is a small chance of a Text (probably in some useless, in a survival sense, subject).

(6-8) Reading Rooms: These two rooms are divided into individual cubicles. Each has a microfiche card reader for private study by library users.

(9) Elevator Lounge: A standardly arranged elevator lounge area.

(10) Storeroom (solid wood door with heavy key lock): This storeroom contains library supplies such as reams of paper for the hard-copy printers (10d.10), 2d.20+10 E-1 batteries for the portable card readers, 2d.6 portable microfiche card readers (old models — mostly broken down and in need of repair), and similar supplies.

(11) Library Office (door/lock as above): Standard Office layout.

LEVEL FOUR — MAIN RESEARCH LIBRARY

NOTE — Entry to Loc 6 will trigger emergency lighting (dim light) which will last as long as someone is present. It then shuts off automatically. Power for 10d.10 hours of lighting is provided. The blast doors to locations 6 and 8 are also operated by emergency power, enough for 10d.10 operations (opening and closing count as two). When power is depleted, they lock open automatically. The elevators at location 9 are on emergency power also but on a different circuit from those at location 1. These have enough for 10d.10 descents/ascents. All other areas are in darkness.

(1) Elevator Lounge (solid wood door/heavy key lock): This is a standard layout, except for 6d.6 cardboard mailing tubes in one corner. These contain glossy movie posters for such Movies as—'Star Wars VIII', 'Raiders of Lost Atlantis', 'Airport '92', 'Rocky XII', 'Call of Cthulhu', '79 Days at Beijing', 'Superman V', 'Jaws IV', and many more!

(2) Assistant Head Librarian's Office (lock/door as above): This is a rather cluttered, but still personalized, office. Items of interest include bookshelves covered with books on library administration; several inert gas-filled containers displaying rare books; and several rather good oil paintings (one by Sir William Dobell) on the walls. In the desk, the right side drawers are merely a false front concealing a small safe (light metal Bar 30; 3-digit combination lock, Complexity 5, Bar 10). This contains a P-17, 1d.3+1 boxes (25) of .38 Special cartridges, a silencer, a shoulder holster, 3 styrettes of Polycell/3, and 5 A\$200 gold coins.

(3) General Offices (lock/door as above): These two locations (3-3a) contain about 20 desks (total) and the appropriate office machines (typewriters, word processors, etc.). All are covered with plasticized dust covers.

(4) General Offices & Computer Access (lock/door as above): Location 4 is a virtual duplicate of location 3 above, but 4a is devoted to computer terminals allowing access to the borrowing computer. Remember, however, that the computer is down due to no power being available.

(5) Lounge Area: A standard layout, with nothing unusual about it.

(6) 'Rare Books' Library (YELLOW KeyCard): The shelves here are actually individually sealed, inert gas-filled, containers. Each contains one book or manuscript. These are from all periods: Egyptian papyri through medieval manuscripts to 18th and 19th century first editions. Included in the collection, for example, are: a Gutenberg bible, a copy (medieval) of the 'Magna Carta', a copy of the 'Necronomicon', 'Wuthering Heights' (1st Edition), and 'Gullivers' Travels' (1st Edition) — plus much more!

(7) General Library Facilities (door/lock as per location 4): The central area is the reader services center (see location 1, Level 3). On the desktop there is a single book (a real book not just a microfiche card). This is leather bound, and is locked. Fortunately a small key is attached to the lock flap by string (this IS the correct key!). On opening it, it will be seen to be a privately printed volume entitled 'Vampyr: Immortality for Mankind?' by a Dr. J. van Helsing IV. This is evidently a thesis of some sort for a Ph.D. Careful reading of the book (requiring averaged BCS rolls in both Literacy and Basic Research — about 250 Task Points worth) will reveal some of the information from the 'Vampire Encounter' section at the rear of this book. Such information will only relate the physical and psychological differences between Homo Sapiens and Homo Vampyr. The rest of the large area in this room is devoted to shelves containing vast amounts of microfiched books on every subject mentioned in the Dewey Decimal classification system. No Manuals, but some Texts (these usually ASSUME an Initial Skill of 60+ being possessed by the reader) can be found.

(8) Reserve Books (YELLOW KeyCard): This area contains books reserved for postgrad (and higher level) researchers. As above, they cover all topics, but the assumed initial Skill will be of the order of 75+. There are, however, several unusual features in this area that are worthy of note. Loc 8a is a large collection of freezers. All are running on battery power. A bicycle generator stands nearby. The freezers contain 1d.6 1 liter glass blood donar jars (full). Scattered around the area are 10d.6 empty containers of the same sort. Location 8b holds of four coffins! Three are rather plain and inexpensive looking, while one is very ornate and quite obviously cost a lot. All are closed, but not sealed. If they are opened, all will prove to contain an inch or two of clean earth on the bottom. This earth is covered with a fine powdery

dust in the shape of a human body. In the three plain coffins, there are also the tattered remnants of female clothes. Wooden stakes are driven through the approximate position of the heart. In the more ornate one, the clothing is male including the remnants of a black silk cloak (lined with red silk) as well as an ornately crested signet ring of gold placed approximately where the hand would have been.

If anyone removes any of the stakes, the dust in that coffin will start to swirl around, and will gradually start to take on an insubstantial, but definitely humanoid, form (of the sex appropriate to the clothing in the Coffin). This will disappear in a flash of blinding light and a puff of smoke! In the case of the ornate coffin, the ring gradually glows red hot, before that shape disappears in a similar manner. Actually, a VERY careful search of the coffins and the surrounding bookshelves will reveal that all this is merely the product of technological special effects using, amongst other things, holographic projectors. Such a search will require 200 Task Points using Urban Search skill to specifically search the coffins.

Location 8c is where the inhabitants of the room are 'sleeping'. Actually, they are hibernating to conserve food. All are concealed on the top of the bookshelves in this area. They are, if the rest of the clues haven't already tipped you off, 'vampires'. Merely opening the door to this location will awaken one of them. The triggering of the trap at location 8b will wake the rest. If the PCs approach this area first, their noise (no matter how quiet they are) will have roused the rest. There are 12 in all. They prefer to drink the blood of animals rather than that of humans. After all, to do that would be little better than cannibalism and they are civilized! Of course, if they're starving, all bets are off. (They aren't, quite yet!). They merely wish to escape their long imprisonment, and will use their exceptional abilities to do both this AND avoid encounters with the PCs who have, unwittingly, freed them!

(9) Elevators Down (YELLOW KeyCard): to Level Five.

LEVEL FIVE — COMPUTER LEVELS

NOTE — This Level is in darkness. Locations 1-6 will be lit by emergency lighting, and the blast doors will be operable by emergency power (see Level Four for details).

(1) Data Access Point (BLUE KeyCard): This area is full of computer terminals allowing full access to the computer data banks. They do NOT allow programming of any sort, NOR do they allow scanning of the security data banks. It is, of course, currently non-operational due to being unpowered.

(2) Automatic Fault Detection System (BLUE KeyCard): This unit directs the operations of both repair ServoBots and human technicians when repairs are required (as above, it is currently unpowered).

(3) Main Input & Programing Controls (BLUE KeyCard): This is full of computer terminals. It is where all data input and programing is done. If access to this area is gained and if the PCs ever restore power to the computer banks then the programing facilities may be used. For example, it can reduce search time to find specific material, allow quick cross-referencing of material, and aid in cross-correlation of apparently unrelated data. However, this facility DOES NOT provide access to security programs or data.

(4) Security Input & Programing Controls (INDIGO KeyCard): This is similar to location 3, but allows access to security programs and data as well.

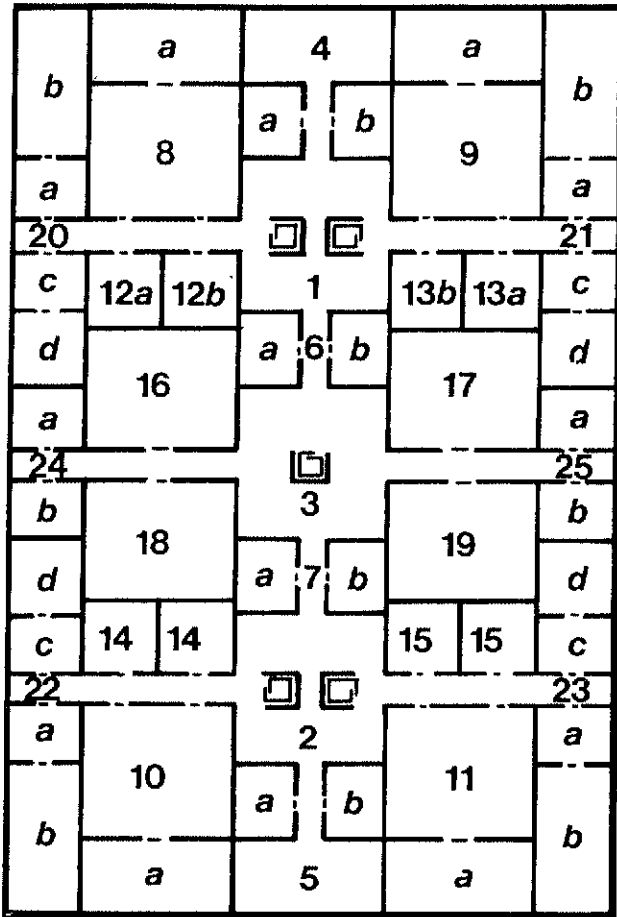
(5-6) Security 'Hard Data' Files (VIOLET KeyCard): These areas contain locked filing cabinets full of material too secret to be chanced on putting in the computer net. Most will be totally irrelevant and useless to PCs. Much of the rest will no longer be correct (100 years have passed, after all!), though there will be a few 'gems' scattered amongst the dross. This is a perfect source for GM-generated adventures if he wishes to extend his campaign.

(7) SU Volunteer Police Body: With P-17 (3 rounds left) in hand, pocket flashlight (20% charge) under body, and 2d.6+3 loose .38 Special rounds in uniform pockets. The corpse was shot through the heart.

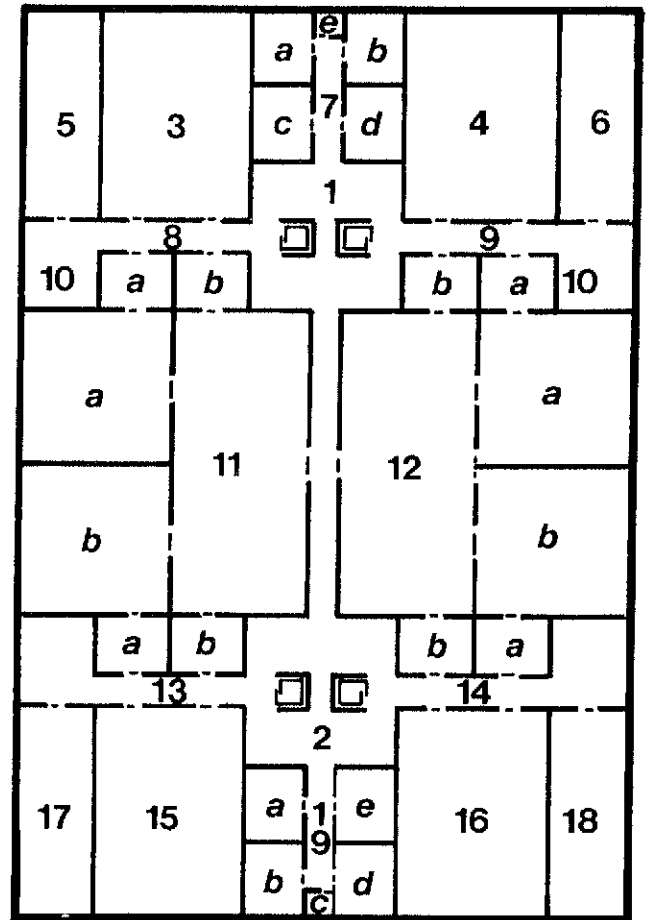
(8) Three Bodies grouped together: One in SUR uniform, and 2 in SU Militia uniforms. All were killed by multiple injuries, caused by a grenade blast. Their weapons are destroyed, but 3d.20+20 7.62mm NATO and a similar amount of 5.56mm NATO cartridges may be salvaged from the bodies and their weapons.

(9) Single Body in Civ Clothing: A careful search will reveal a Russian Army paybook in the boot heel. The woman armed with an AKGM-93 (one mag inserted, a Box (50) with 2d.10 rounds (left) and a APG Pistol (Box (20) mag inserted — Full). Both weapons use flat, non-standard, E-1 batteries. She also carries 3 spare (full) Box (50) mags for the AKGM and 2 spare (full) Box (20) mags for the APG pistol. The body suffered massive chest wounds consistent with a burst of auto-fire.

(10) Body in SUR Uniform: He was armed with a FN/FAL and two Box (20) mags (1 full, 1 with 2d.6 rounds). The unfortunate died of shot through forehead.

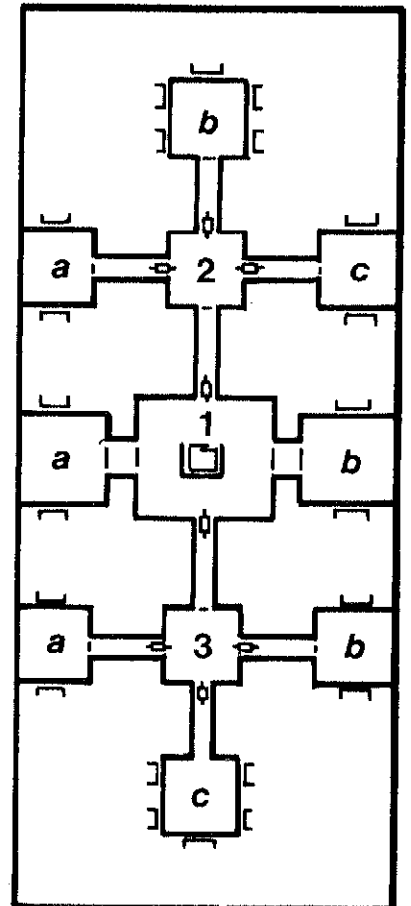


Level 1



Level 2

Level 3



PUBLIC HEALTH BUILDING

Along with the Anderson-Stuart Building, the RPA Hospital, and the Biochemistry Facility, this was one of the centers of plague research during the final collapse of civilization. Some time before that, however, the dwindling personnel assets of the Uni had necessitated a removal of the remnants of the researchers from here to Royal Prince Alfred (RPA) Hospital. The evacuees took along most of their portable and semi-portable equipment. The building, and the underground bunker, is thus pretty well stripped of most things of any use.

LEVEL ONE – EMERGENCY BARRACKS, LECTURE THEATERS AND GENERAL LABORATORIES

(1-2) Elevator Lounges (NO KeyCard): These are laid out in the standard manner for such areas. They are in notable disarray, as if masses of people and/or equipment had been moved through here in a rush at some time in the past.

(3-4) Emergency Barracks (RED KeyCard): These areas were hastily converted from lab facilities to barracks-style accommodation. Each area has 50 double-decker bunks and are still scattered personal items, abandoned footlockers, etc.

(5-6) Toilet & Shower/Washroom Facilities: These are quick conversions of labs into the necessary facilities for the personal assigned to this bunker level.

(7) Accommodation Modules (RED KeyCard): These areas (locations 7a-d) are accommodation modules similar to the standard model but slightly larger (with beds for 6 instead of the normal). Location 7e is a cleaners' store and contains the following items: 2d.6 mops/brooms, 1d.6 metal buckets, 2d.6 plastic buckets, 3d.6 wastebaskets, 3d.6 garbage cans, a floor polisher and accessories, brushes & sponges, 6d.6 empty plastic 1 liter detergent bottles, a shoulder bag, 2d.6 small hessian sacks, 1d.6 large hessian sacks, 2 packs (24) heavy-duty garbage bags, 2 spraycans (10) of BioDecontam spray, a binary biocontam Detector, 1 gross assorted fluorescent & incandescent light fixtures, a large (50 charge) fire extinguisher, a heavy flashlight and a box of 6 E-1 batteries.

(8-9) Accommodation Modules (RED KeyCard): Both 8a/b and 9a/b are identical to locations 7a-d.

(10) Lounge Areas (NO KeyCard): Both these areas are of the standard plan.

(11) Lecture Theater/Accommodation Conversion (solid wood door/heavy key lock): The main lecture theater has had all the desks and chairs removed. It has been quickly, crudely, but effectively, remodelled as a combined recreation area/cafeteria. 11a/b were once laboratories for practical lessons but have been remodelled as emergency barracks. Each contains 50 double-decker bunks.

(12) Lecture Theater/Accommodation Conversion (door/lock as above): An exact duplicate of Lot 11.

(13-14) Accommodation Modules (RED KeyCard): Exact duplicates of locations 8-9.

(15-16) Emergency Barracks (RED KeyCard): A duplicate arrangement to locations 3-4.

(17-18) Toilets & Washroom/Shower Facilities (NO KeyCard): As locations 5-6.

(19) Accommodation Modules (RED KeyCard): A duplicate of location 7, except that 19e is empty.

LEVEL TWO – RESEARCH LABORATORIES

(1-2) Elevator Lounges (NO KeyCard): Standard layout, nothing unusual.

(3) Elevator Lounge (BLUE KeyCard): This is the only elevator going down to the reactor/computer level.

(4-7) Lounges & Facility Offices (NO KeyCard): Standard layout. The locations a-b attached to each are personalized office/accommodations (GREEN KeyCard) for the chief researchers (and wives, if any).

(8-11) Research Laboratories (YELLOW KeyCard): All these facilities have the same plan. The main area is the general lab facility. Location a in each case consists of office style facilities for theoretical research. All these locations have been well and truly stripped. Some items will, of course, have been overlooked in haste.

(12-15) Research Offices (YELLOW KeyCard): These offices are set up for the use of researchers below the grade of those qualifying for locations 4-7. Each is thus a combination office and accommodation module for four people.

(16-19) Research Laboratories (YELLOW KeyCard): These are duplicates of locations 8-11, and are also stripped bare of anything moveable.

(20-23) Storage Areas (YELLOW KeyCard): These areas are all laid out on the same plan. Locations a/c are small office facilities. Location b is for the quartering of live experimental animals and is equipped with cages of various types. Location d is a fully-equipped morgue with 12 individual freezing units.

(24-25) General Offices (RED KeyCard): Standard office layout.

LEVEL THREE – COMPUTER & REACTOR UNITS

(1) Elevator Lounge (RED KeyCard): Standard layout. Location 1a contains racks containing 10d.10 units of computer spares. Location 1b contains racks containing 10d.10 units of generator spares.

(2) Computer Center (GREEN KeyCard): The central location is the general programming area for preparing programs for input, the interpreting of data, etc. Locations a/c are the actual programming areas; while Loc b is a small repair workshop devoted to electronics/computer repair (Efficiency of 1.25).

(3) Reactor & Generator Center (GREEN KeyCard): The central area contains the control consoles and data panels for the bunker generators and reactor. Locations a-c contain the accessible (to humans) parts of these installations. The bunker's reactor unit has only 10 years supply of fuel left. See the notes on the Anderson Stuart bunker reactor for further details.

BIOCHEMISTRY BUILDING

This bunker complex was another of the key research centers of the anti-Scourge effort. As personnel died off, the survivors were (with a few exceptions) combined with the personnel of the Anderson-Stuart Bunker.

LEVEL ONE – BIOCHEMISTRY LABORATORIES

(1) Elevator Lounge (YELLOW KeyCard): This area has been stripped of furniture. Only the carpet on the floor remains.

(2) Cafeteria/Recreation Facilities (RED KeyCard): Standard layout, nothing obviously unusual. Locations 2a/b are dual-occupancy accommodation modules. 2c is an emergency equipment storeroom. It contains 4 medium fire extinguishers, a fireproof suit, 2 fireman's axes, 4 buckets of sand, and 6 emergency blankets.

(3) Lounge Area (RED KeyCard): This has been hastily converted into emergency accommodation by the installation of 10 camp beds and other required equipment. Apart from any personal effects possibly left behind in footlockers, there is nothing obviously of interest. Locations 3a-c are standard quad-occupancy accommodation modules.

(4) Security Station (BLUE KeyCard): This is a security duty station. It is set up with six double-decker bunks for the staff assigned

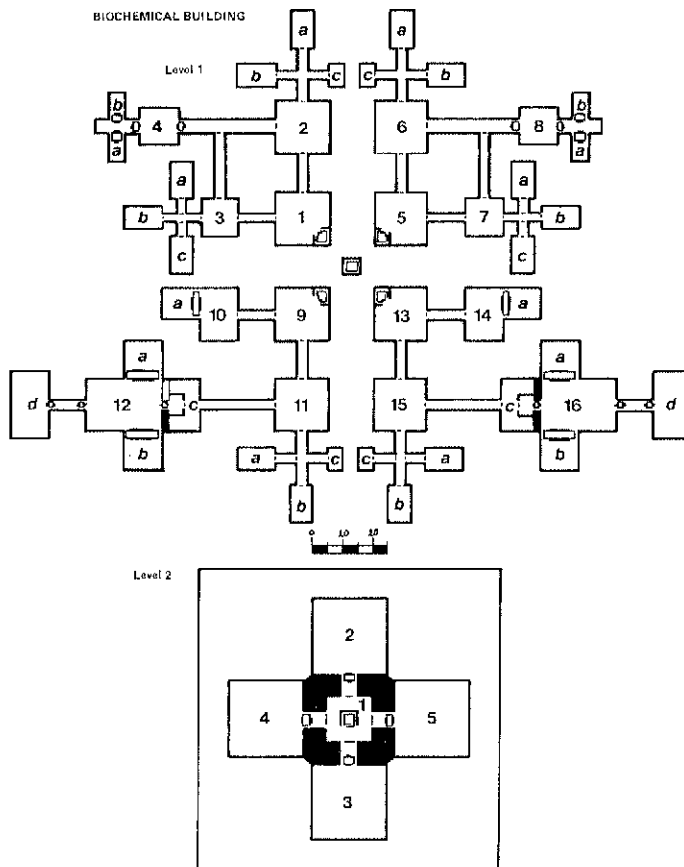
here. There is a desk by the door. In quick release clips underneath it is an FN CAL with a full mag inserted. A second full one is taped to this but in reverse to facilitate quick reloading. The door to locations a-c is actually a vault door requiring both an INDIGO KeyCard and a 10-digit combination. In location a are a large number of floor to ceiling vertical files, all opened, containing no papers of any sort. Location b contains several small refrigerators. In one of these are 2d.6 flasks. Each contains enough for a full course of treatment of 'Catabolic Potential Catalyst' (CPC). Location c is a similar setup but is guarded by 2 SecRobs. Both are armed with SG-10s and have the standard 'shoot to kill' orders if the correct verbal override code is not forthcoming. One of the fridges contains 1d.6 flasks. Each contains enough for 5 styrettes of Anagathon.

(5) Elevator Lounge (YELLOW KeyCard): This is a duplicate of location 1 except for the fact that the furniture is piled against the walls opposite the elevator. Three cardboard boxes are piled in the center of the room. These contain 3d.6 units of medical supplies each.

(6) Cafeteria/Recreation Facilities (RED KeyCard): Identical to location 2. Locations a/b are dual-occupancy accommodation modules. Location c is an emergency equipment storeroom (equipped similar to 2c).

(7) Lounge Area (RED KeyCard): This area has also been set up as an emergency accommodation area. It has 10 bunks. Locations a-c are standard quad-occupancy accommodation modules.

(8) Security Station (BLUE KeyCard): This area is a duplicate of location 4, but is guarded by 6 SecRobs with the usual 'shoot to kill' orders if the correct verbal override is not given. Under the desk here are empty clips but in the desk drawer is a box (25) of .44 Magnum AMP. The door to locations a-c is a vault door with the same opening requirements as for location 4. Location a is also a records storage area. It has been stripped of any written material. Location b contains a number of small freezers – all empty. Location c contains freezers as location b but also the corpse of (according to the ID Picture on his Lab Coat) a 'Dr. William Joseph Smithson'. Around the wrist is a Medic Alert bracelet warning of a heart condition and in his inside breast pocket is a bottle (empty) labelled Nitroglycerine Pills: For Heart Condition: Take only as Directed. In the breast pocket of his lab coat is a small leather bound notebook. Inside is an introduction explaining that it contains the formula for an anti-scourge serum and production instructions. It also notes that the indication are that the formula will have a 25% success rate on those who have already contracted the



Scourge, but will make totally (and permanently) immune anyone who has not contracted the disease! It goes on to note that Dr. Smithson had taken the serum himself, and was on the way to Anderson-Stuart with his formula. The doctor's notes indicate that he could no longer raise either that building or any other and wished to see if anyone else was left alive. In the freezer behind Dr. Smithson is a tray containing 12 flasks (each with enough for 5 stytrettes) which are all labelled 'Experimental Batch 16875/b-4 - Plague Serum'. It IS indeed effective, but pretty well useless as the last plague carrier died off over a century ago. A possible exception is the 'Brotherhood'. (See the forthcoming Wilderness: the Sydney Campaign).

(9) Elevator Lounge (YELLOW KeyCard): A duplicate in layout to locations 1 & 5, but with a medium-sized wooden crate next to the elevator doors. This is nailed shut and is stencilled 'Operation Lazarus'. It contains the following items: an Uzi SMG with 6 full Box (40) mags; and 2 100-round bandoliers of 9mm Parabellum ammunition; a bowie knife; 100 days worth of Super-K rations; small game snares; fishing line and tackle; flint & steel; space blanket; large lightweight pack; machete; and a plastic flak jacket.

(10) SecRob Station (BLUE KeyCard): There are 20 SecRobs stationed here of which 3d.6+2 will be present at any given time. The rest will be on random patrols. If there have been previous encounters with SecRobs in this area of this level, take any outcome affecting the SecRobs encountered into account here. Apart from the SecRobs, the room contains racks of spares for them (about 6d.6 units of spares are left) and workbenches, with several totalled SecRobs laid out on them. Also contained here are 12 boxes (100) of 5.56mm NATO ammunition, 12 boxes (25) of .44 Magnum AMP ammunition, and 12 boxes (100) of 10g. 4-3 Buckshot. Location a is a security armory containing a further 4 SecRobs; 10 boxes (100) of 5.56mm NATO ammunition, 4 P-17s (.38 Special); and a box (12) of Mk.7 grenades.

(11) General Offices (RED KeyCard): These have a standard office layout. However, all the furniture is piled up against one of the walls. 11a-b are standard quad-occupancy accommodation modules. Location c is an emergency equipment storeroom. This one is stripped clean.

(12) Biochemistry Laboratories (INDIGO KeyCard): Location 12c is the entry location and consists of an outer area containing racks of heavy duty CBW suits and scores of warning signs to don them before entering the lab. Entry to the lab is via an 'airlock' arrangement which contains chemical decontam sprays to ensure that no bug will escape the labs. Inside the airlock are notices to take off the outer layer of the CBW suits and place them in the incinerator chutes provided before leaving. Location 12, the main lab facility, proper, and 12a/b are sealed off from this by airtight transparent plastic blast doors, and are reachable by 'waldoes' mounted inside the main lab. They also contain lab equipment. Location d is labelled as Emergency Quarters. They are cut off from the main lab by an airlock corridor. They are set up for use in case of any breach in the main lab that might require the workers there to go into isolation to make sure that they weren't infected. They contain complete living facilities for 12 people (similar to a quad-accommodation module but bigger) as well as supplies for them. These include: 10 (1 Gross) boxes of freeze-dried rations, bedding/blankets, medical supplies (12 stytrettes of Polycell 3, 6 stytrettes of Polycell 4/e, 200 stytrettes of Antibiotics, 400 units of medical supplies, a defibrillator, Medikit 2, Medicomp terminal, etc.

(13) Elevator Lounge (YELLOW KeyCard): A duplicate of locations 1, 5 & 9 but it contains 2d.6 black plastic body bags containing what they're designed for!

(14) SecRob Station (BLUE KeyCard): A duplicate of location 10; except that 14a contains only 5 boxes (100) of 5.56mm NATO, 3 Boxes (25) of .44 Magnum AMP, and 12 magazine packs of H&K 4.7mm caseless ammunition.

(15) General Offices (RED KeyCard): A duplicate of location 11.

(16) Biochemistry Laboratories (INDIGO KeyCards): A duplicate of location 14 with the exception that the main lab is wrecked and locations a/b are OPENED. No danger exists after 100 years, but there's no need to tell the players that! The airlock to location d is opened at both ends. In the other doorway is a body in a lab coat (dead of multiple bullet wounds in the back). In the inner doorway is another body, armed with P-45 (empty mag). Inside location d are 8 other bodies, and 10-60% of all supplies have been used up.

LEVEL TWO - REACTORS & COMPUTERS

(1) Elevator Lounge & SecRob Station (NO KeyCard): Six SecRobs are stationed here at all times. They have the usual 'shoot to kill' orders if not given the correct verbal override code.

(2-3) Generators (GREEN KeyCard): These are the only parts of the generators accessible to human operators. Included here are the control consoles for them. See the notes on the Reactors in the Anderson-Stuart Building for details of their fuel state.

(4-5) Computer Input Facilities (BLUE KeyCard): These are the in-

put and reprogramming terminals for the bunker computer. Of course, just having access to them doesn't mean all that much - they require both a BLUE KeyCard to be 'unlocked', but all programming/reprogramming requires the entry of the appropriate 'codeword'. Something it will not be easy to find!

MECHANICAL & AERONAUTICAL ENGINEERING BUILDING

The facilities of this complex were heavily defended by the University Defense Forces during the violent mob and Russian attacks during the 'final collapse'. Even though it is too close to the defense perimeter to be entirely safe, it provided vital repair facilities for the aircraft assigned to the University Regiment. Thus, even when the depleted garrison was withdrawn, the bunker/building complex was left well provided with SecRob guards to ensure that it would remain intact for 'later use'.

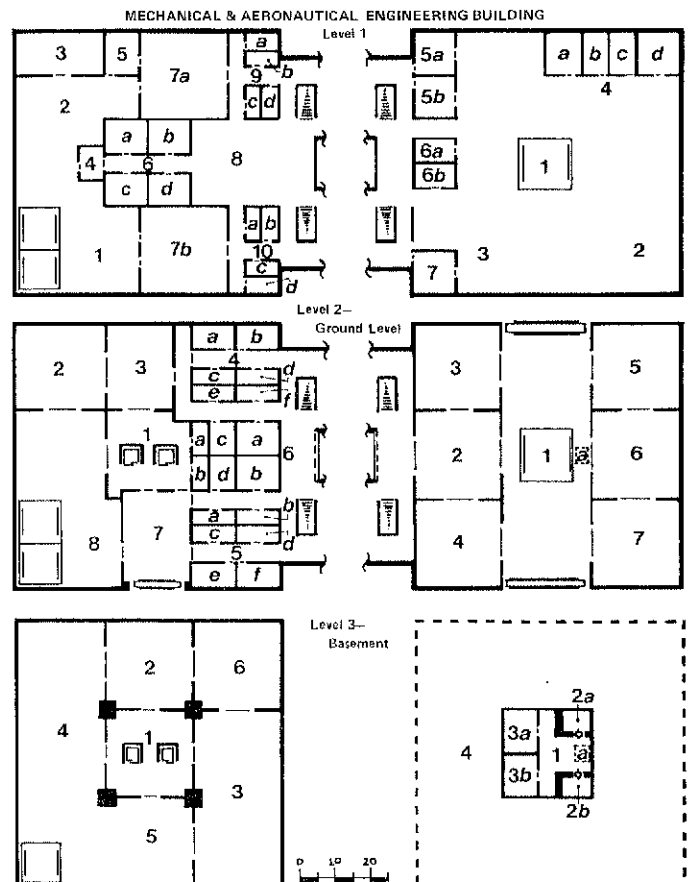
LEVEL ONE - WEST WING

(1) Aircraft Elevator (NO KeyCard): This is a hydraulic lift which serves all three interior levels of the building as well as the roof. The elevator is currently 'up' and is actually forming the roof at present! It was built-in much later than the initial building was completed (although the work is so well done as to be barely detectable) and was intended to allow VTOL aircraft and helicopters to be landed directly on the roof then moved inside where they could be repaired. To the east of the lift are 20 44-gallon drums (labelled 'Avgas'). All are full. Several small electric fuel pumps are scattered around indicating that this area was used for the quick refuelling of any aircraft landing here.

(2) Hanger Area (NO KeyCard): This area is set up as a limited hangar facility and currently contains a single aircraft: a Hawker Harrier Jump Jet (DUR = 14+1d.6). Scattered around the area are enough aerial bombs of various sizes for three reloads for the Harrier and enough ammunition for 20 reloads of its internal guns. Unfortunately for wandering PCs, this area is guarded by 12 SecRobs and a Mk.1 WarBot! Of the SecRobs, 2d.6 will be here at any given time. The rest will be on random patrol around the building complex. The WarBot will NEVER be found on patrol.

(3) Spares Storage (ORANGE KeyCard): This area contains various general aeronautical spares (10d.10 units of them) plus 6d.6 units of Harrier spares, and 12d.6 units of helicopter spares.

(4) Washroom/Toilet (NO KeyCard)



(5) Spares Storage (ORANGE KeyCard): This area contains 15d.6 units of helicopter spares.

(6) Emergency Accommodation (RED KeyCard): These have been rebuilt (from offices) into accommodation modules. They are very similar to a quad-occupancy module in layout, but have three double-decker bunks.

(7) Barracks Accommodation (RED KeyCard): These rooms were hastily converted into barracks from lecture rooms. Each contains 30 double-decker bunks.

(8) Lounge/Emergency Cafeteria (NO KeyCard): Emergency food preparation facilities such as portable microwave ovens, dishwashers, freezers, fridges, etc. are here. The freezers/fridges contain 1d.100 units of rations (canned foods).

(9-10) Accommodation (RED KeyCard): These were obviously not accommodation modules originally, but have been converted to dual-occupancy modules.

LEVEL ONE – EAST WING

(1) Elevator (NO KeyCard): Elevator up from Level Two.

(2) There is an M-113 APC parked here. It has half of its right side panel off. There is a roughly shaped piece of sheet aluminum armor next to it. The area around it is littered with welding tools. To complete the repairs would require about 150 Task Points. Even then the vehicle will be found to have a DUR of only 6-11.

(3) This location is a similar setup to location 2, but contains an M-113 FSV with the turret removed and on the ground next to it. DUR of the vehicle when repaired (a process requiring about 500 Task Points) is only 7-12.

(4) Store Rooms (ORANGE KeyCard): Location a contains 10d.20 units of spares for medium and heavy trucks. Location b contains a similar amount of spares for landrovers (SWB and LWB). Location c contains spares for the M-113 family of vehicles (amount as above). Location d contains 10d.20 units of spares for WOMBAT MICVs.

(5) Offices (RED KeyCard): Both locations a and location b are standard offices. A search of the files will determine that they were involved with the administration of the repair efforts in this building.

(6) Accommodation (RED KeyCard): These are standard quad-occupancy accommodation modules.

(7) Lounge (RED KeyCard): This is a standard lounge area, obviously used by the staff of the building, especially off-duty mechanics.

LEVEL TWO – WEST WING

(1) Elevator Lounge (RED KeyCard): This is a completely normal elevator lounge. Locations a and b are single-occupancy accommodation modules.

(2) Airframe Overhaul Facility (ORANGE KeyCard): This area is a workshop set up for the maintenance and repair of airframes (i.e. the 'body' of the aircraft).

(3) Engine Overhaul Facility (ORANGE KeyCard): This area is a workshop set up specifically for the maintenance and repair of aero engines. There is currently a Harrier vectored thrust jet engine under repair on one of the benches.

(4-5) Accommodation (RED KeyCard): Locations a and b are standard quad-occupancy accommodation modules. Locations c-f are dual-occupancy units.

(6) Accommodation Modules (RED KeyCard): Locations a and b are accommodation modules fitted out to take six. Locations c and d are fitted out to take four.

(7) Hangar (YELLOW KeyCard from inside; INDIGO KeyCard from the outside): In this hangar is a twin-engine light aircraft with DUR 20 and fully fuelled. In the cockpit is a corpse wearing a RAAF flight lieutenant's uniform. Under the pilots' seat is an anodized aluminum briefcase. It contains 12 freeze-dried ration packs, a P-45 and four full mags, and 3 boxes (25) of .44 Magnum AMP ammunition.

(8) Refuelling & Servicing Area (YELLOW KeyCard): This area contains two petrol bowsers. Each is connected to a 5000 gal. in-ground tank. Each tank still contains 2d.10x100 gallons of avgas. Also here is the equipment necessary to allow the quick re-arming of any aircraft parked here. Currently, a Hawker Harrier is occupying this area. It is fully armed, fuelled, and ready to go (DUR – 11-16). It is guarded by 6 SecRobs and a WANDJINA Model WarBot. They have 'shoot to kill' orders if anyone attempts to remove anything from this area. They do not have any orders to stop people entering or passing through this location.

LEVEL TWO – EAST WING

(1) Elevator (NO KeyCard): Elevator up to Level One.

(2) Heavy Machining Toolshop (YELLOW KeyCard): This is a complete workshop for the machining of heavy-duty items over about 50kg.). The shop has an Efficiency Factor of 1.5.

(3) Standard Machining Shop (YELLOW KeyCard): This is similar

to location 2, but is designed to handle items under about 50kg. Efficiency Factor is 1.75.

(4) Precision Machining Shop (YELLOW KeyCard): As above, but intended for use in the machining of parts/items requiring ultra-fine tolerances (such as aeronautical spares).

(5) Welding Shop (YELLOW KeyCard): This workshop contains several complete sets of both electrical and oxy-welding equipment. Efficiency Factor of the shop is 1.5.

(6) Industrial Testing Lab (YELLOW KeyCard): This lab contains such things as x-ray scanners, ultrasound scanners and many other items of industrial testing equipment. Efficiency Factor of the shop is 1.25.

(7) Garage Area (YELLOW KeyCard): Parked here are 2 LWB landrovers (DUR of 2d.6 each), 3 motorbikes (DUR of 4d.3 each), and 2d.20 44-gallon drums containing 2d.6 gallons of petrol each.

LEVEL THREE – WEST WING

(1) Elevator Lounge (RED KeyCard): A standard elevator lounge.

(2) Drafting Shop (YELLOW KeyCard): This work area contains full Drafting facilities and has an Efficiency Factor of 2.

(3) Engine Overhaul Shop (YELLOW KeyCard): As location 3, but more comprehensively equipped. Efficiency Factor is 2.5. In the shop currently is the engine from the medium helicopter in location 4, below.

(4) Hangar Bay (YELLOW KeyCard): Parked here are a medium helicopter (DUR 2d.3: engine pulled and in location 3 above), and an attack helicopter (DUR 1d.6: all weapons and combat avionics including IFF have been removed!).

(5) Hangar Bay (YELLOW KeyCard): This area contains enough ammunition and ordnance for three attack helicopter reloads or 1.5 Harrier reloads. There is also an in-ground petrol tank containing (10+ 1d.20)x1000 gallons of avgas. It has a capacity of 50,000 gallons.

LEVEL THREE – EAST WING

(1) Duty Station (YELLOW KeyCard): This is a normal lounge type facility for duty security personnel. It is currently manned by 12 SecRobs of whom 2d.6 will be here at any given time. The rest will be patrolling various areas of the building. They have orders to refuse access to anyone without the correct verbal override code.

(2) Security Armory & Magazine (INDIGO KeyCard): Location 2a was the security armory. It has been stripped of everything except a box of 12 teargas grenades and 2d.6 spare P-45 magazines (empty). Location 2b was the magazine and contains 2d.6 cases (100) of 5.56mm NATO, as well as 2d.3 cartons (25) of .44 Magnum AMP.

(3) Cells & Accommodation (YELLOW KeyCard for 3b): Location 3a is a cell with bunks for eight. It is lockable from the outside. Location 3b is an accommodation module with bunks for six.

(4) Reactor: See notes on Anderson-Stuart Building reactor for details on the status of this reactor as well.

ELECTRICAL ENGINEERING

The Electrical Engineering Complex was heavily defended, despite its proximity to the Uni defense perimeter, for exactly the same reasons as the Mechanical & Aeronautical Engineering Building was: it could provide special services that were likely to become otherwise unavailable with the gradual collapse of outside civilization. These services were, of course, the repair and construction of electronic and electric devices. However, just as the mech & aero facility was abandoned as the plague research program began to run down, so was the elec-engineering building. Also as with the M&A Building, it was left heavily guarded for a possible return.

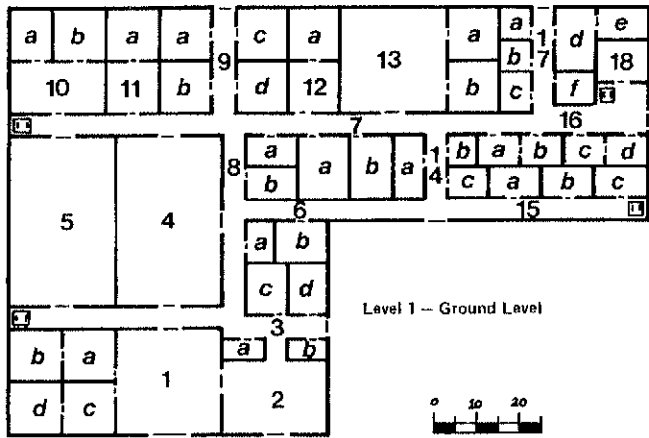
LEVEL ONE – REPAIR FACILITIES & ACCOMODATION

(1) Garage (INDIGO KeyCard from outside, ORANGE from inside): There are the usual wall-mounted transformers; 2d.20+20 44-gallon drums (5% contain Petrol: 1d.3 gallons each), and an in-ground tank with 5d.100 gallons of petrol. There are no vehicles left but, scattered around, are 3d.6 units of general auto spares. Locations a-d are offices converted into accommodation modules for six. Any 'finds' here should indicate that they were used by security personnel.

(2) Entry Foyer/Lounge (As Above): Noticeboards on the wall here still show notices, all of which are slightly out of date. The area is arranged as a standard lounge facility with one exception: a sandbagged emplacement near the doorway with a clear field of fire out of it. Behind this emplacement are 2 cartridge boxes (100): 1 of 5.56mm NATO link (link-100) and one of loose 7.62mm NATO.

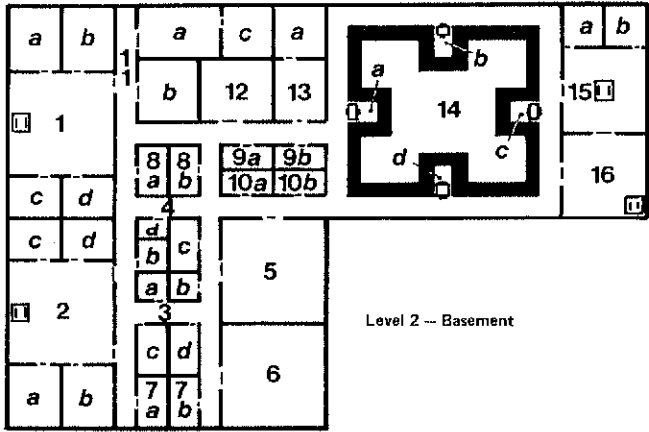
(3) Offices (RED KeyCard): Locations a-b were intended as offices for the use of the security personnel stationed in the building. Location c is a bunk area with 5 double-decker bunks, also intended for use by security personnel. Location d is a lounge/rec area similarly intended.

(4-5) Lecture Theaters (RED KeyCard): These were lecture theaters but have been hastily converted into barracks-style accommodation for 60 men (each).



Level 1 -- Ground Level

ELECTRICAL ENGINEERING



Level 2 -- Basement

(6) Accomodation (RED KeyCard): Location a is a standard twin-occupancy accomodation module. Location b is an accomodation module for six.

(7) Offices (RED KeyCard): Location a is a general office with the usual layout (several desks, appropriate office machines, etc.) and has nothing obviously unusual about it. Location b is the office of the 'Chief Engineer' and is a personalized office, containing both office facilities and sleeping facilities for the occupant.

(8) Accomodation Modules (RED KeyCard): These are standard quad-occupancy accomodation modules. They have been obviously converted from some other use.

(9) Accomodation Modules (RED KeyCard): These are office areas which have been converted into accomodation modules for six people.

(10) Electronics Workshop/Computers - Repair (ORANGE KeyCard): This area consists of the main outer workshop, and two inner areas. Location a is a general office. Location b is a clean room for the repair of exceptionally delicate electronic items. The whole area acts as an electronics/computer repair shop of Efficiency Factor 1.5. Only relatively portable computers, or components of larger ones, can be handled here.

(11-12) Stores (ORANGE KeyCard): Each of these two locations a-b, contain 6d.10 units of electronic spares in each of their two rooms (a/b).

(13) General Electronics Shop (ORANGE KeyCard): This workshop is set up to undertake general electronics repairs. The majority of this work is done in the large main room. Location a is used for carrying out repairs on video related equipment, and Loc b for radio equipment. The Efficiency Factor is 2.0.

(14) Accomodation Modules (RED KeyCard): Location a is an accomodation module for six, location b for two and location c for four.

(15) Accomodation Modules (RED KeyCard): All these are standard quad-occupancy accomodation modules.

(16) Accomodation Modules (RED KeyCard): All these are dual-occupancy accomodation modules.

(17) Storage Areas (ORANGE KeyCard): Locations a/b contain general building maintenance supplies. Location c contains 6d.6 units of electronics spares. Locations d/e contain 6d.10 units of electronics spares each. Location f contains cleaning supplies.

(18) General Office (RED KeyCard): A standard office arrangement.

LEVEL TWO -- PRODUCTION FACILITIES

(1-2) Cafeteria & Recreation Areas (RED KeyCard): These are standard cafeteria layouts. Locations a/b are interactive computer gaming rooms in both locations 1&2. Locations c/d are general gaming areas in both locations 1&2.

(3) Accomodation Modules (RED KeyCard): Locations a/b are dual-occupancy accomodation modules. Locations c/d are quad-occupancy.

(4) Accomodation Modules (RED KeyCard): Location a is a single-occupancy accomodation module. Location b is dual-occupancy. Location c is quad-occupancy.

(5-6) Component Production Areas (YELLOW KeyCard): These two locations are set up as clean rooms and are specifically designed for the construction of integrated chips, printed circuits, and other electronic components (on a small scale, of course). The facility has an Efficiency Factor of 1.25. There are 6d.10 units of raw materials in each of the two locations.

(7-10) Accomodation Modules (RED KeyCard): These are standard quad-occupancy accomodation modules.

(11) Component Assembly Areas (YELLOW KeyCard): Locations a-c are component assembly areas. This is where the microcircuits and other components produced in locations 5/6 are assembled into the larger components required for eventual assembly of the final product (whatever that may be). Each area has 6d.6 units of sub-assemblies ready to be put together. The whole area has an Efficiency Factor of 1.25.

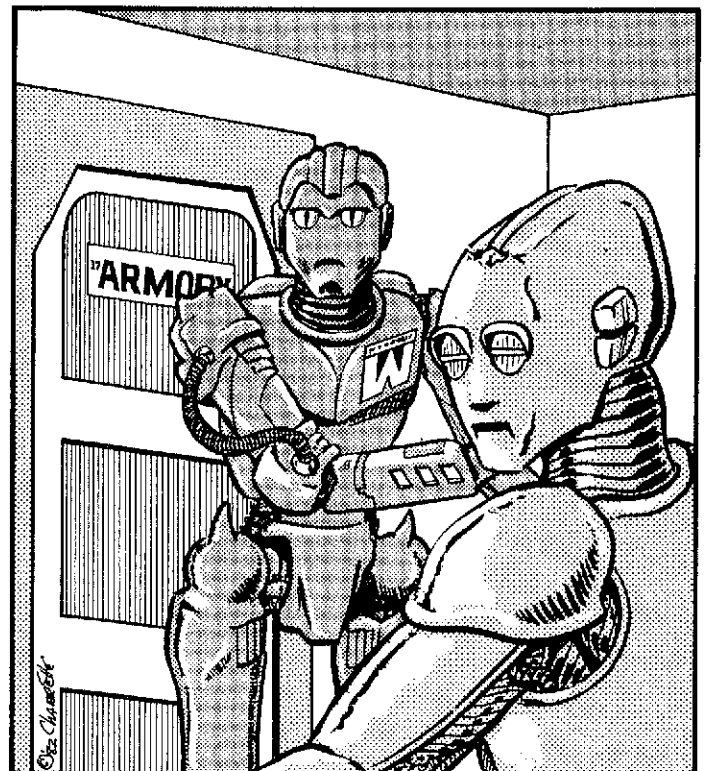
(12) Plastics Forming Shop (YELLOW KeyCard): This is where all the plastic components for the devices constructed here are made (knobs, switches, cases, etc.). The shop has 12d.6 units of raw materials and has an Efficiency Factor of 1.25.

(13) Assembly Shop (YELLOW KeyCard): This is where some of the final assembly of the various items needed by the Uni was undertaken. The shop has 3d.6 units of components left and has an Efficiency Factor of 1.25.

(14) Reactor Unit (BLUE KeyCard): Locations a-c are remote control points which enable the operators to control the Servomech repair robots inside the central shielded area (which is too radioactive for humans to enter).

(15) Storage Area (YELLOW KeyCard): In this area, the various products of the complex not required immediately were stored. The main area is empty except for a large number of racks and empty cartons. Location a, however, contains 2d.3 items of equipment evidently overlooked by the complex personnel (GM's choice). Location c contains 3d.6 six packs each of E-1, E-2, and E-5 Eternabatteries. There are also 2d.3 individually packed E-10's and 1d.3 each EV-25's and EV-50's.

(16) Elevator Lounge (RED KeyCard): A standard arrangement only.



COMPUTER CENTER

The Computer Center was the location of the University's main computer. It is not related in any way to the bunker security computers or the central security computer. It held the main civilian database. For that reason it was a vital tool in the research projects of the last days and was heavily defended. In fact, the First Level is a large pillbox structure and is armed with four heavy laser turrets which provided 'close-in' defense as necessary. It also had a heavy SecRob and even Warbot garrison as the final collapse approached.

LEVEL ONE—GARAGE, ACCOMODATION & TURRET CONTROLS

(1) Vehicle & Personnel Elevators (BLUE KeyCard): This area is accessible both from the two main garage areas as well as directly from the outside.

(2) Garage Area (BLUE KeyCard): This is one of the two garage areas and, as such, has a transformer mounted on each wall, as well as 2d.6 44-gallon drums (2 full, the rest empty) of petrol. The manholes have bulkhead-type hatches and lead down. Parked in the garage is a LWB landrover armored car conversion (DUR 10+2d.5) with space for 2xM-60 MGs to be mounted in its turret. No MGs or ammunition is present. There is also a ¾ ton trailer for the landrover (empty). The tires on the rover are solid rubber and are thus still good. Those on the trailer are, however, standard pneumatic tires and are now incapable of holding pressure.

(3) Garage Area (BLUE KeyCard): Same arrangement as location 2, but has 3d.6 44-gallon drums (all empty) of petrol. There is also a 1999 model van (DUR 10+1d.3), but the tires are worthless.

(4-5) Accomodation Modules (RED KeyCards): These are standard quad-occupancy accomodation modules. In location 4 there is a knapsack on one of the upper bunks. This contains 10+1d.10 Super-K rations, a Civ walkie-talkie, 1d.3 wire snares, 10meters of 50lb. Fishing line, 2d.3 fishhooks, a spring-operated flint & steel lighter, a burning glass, a space blanket and shelter half, 10 meters of 1000kg. test rope, a hunting knife and a First Aid Text (50-75). In location 5 there is a captain's uniform (combat dress) hung in one of the lockers. In the breast pocket of the combat jacket is a COBALT KeyCard.

(6-7) Accomodation Modules (RED KeyCard): These are standard double-occupancy accomodation modules. Location 6 still has a plastic flak jacket in one of the lockers. Location 7 has an Uzi SMG laying on one of the chairs (3 magazines — all empty).

(8-11) Fire Control Bays (BLUE KeyCard): These areas are set up for controlling the laser turrets mounted on the bunker. Each laser turret has a version of the laser tank gun mounted on the Kangaroo MBT. This gun recharges at the rate of 1 VDG per second of recharge time. In a co-axial mount is an FN/M XLW/AR 3c which is powered by the bunkers' reactor. So effectively unlimited power is available. The manholes here go down.

LEVEL TWO — CAFETERIA & RECREATION

(1) Cafeteria (NO KeyCard): This is a standard cafeteria facility.

(2) Elevator Lounge/Security Station (NO KeyCard): This is a standard elevator lounge with the exception that there are 6 SecRobs stationed here of whom 2d.3 will be present at any one time. The rest will be randomly patrolling this level. Those here require the correct verbal override code or they will 'shoot to kill' anyone entering. Note: the SecRobs will NOT enter accomodation modules.

(3-4/6-7) Accomodation Modules (RED KeyCard): These are standard quad-occupancy accomodation modules. Location 3 was 'Female Officers Quarters' and contains random finds appropriate to its former role. Location 6 contains an electrician's Toolkit (Type 1a — ENC = 0.5; Efficiency Factor = 0) under one of the pillows.

(5) Cargo Bay (NO KeyCard): This location was used for the unloading of supplies for the bunker. Currently in here are 2d.6+3 crates which contain the following items: 144 hessian bags ('sandbags'), 6 solar screens in Foam Plastic padding, 144 freeze-dried rations, 12 24-Loc sheets of Mesh Macroplast plus other random items.

(8) Recreation Area (NO KeyCard): This area includes the standard interactive computer games.

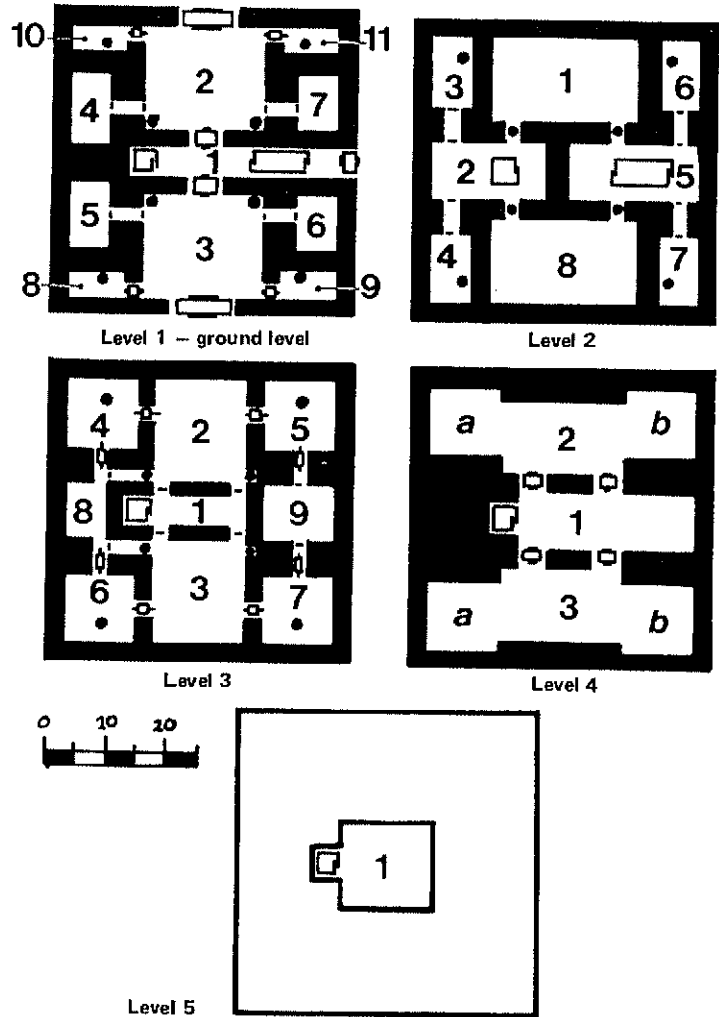
LEVEL THREE — PROGRAMING

(1) Elevator Lounge (RED KeyCard): This is a standard lounge area except for the 3 SecRobs stationed here. 1d.3 will be present at any given time. The rest will be patrolling this level.

(2-3) Main Programing Offices (RED KeyCard): This is where the computer programers did their paperwork. There are no actual terminals here.

(4-7) Security Programing Areas (BLUE KeyCard): These are the actual data terminal areas where the basic programs of the computer were entered and/or modified. This is not to say that other terminals in the University cannot be used to set up programs in the central civilian computer but merely that they cannot change programs entered from here. NOTE: That the computer is in NO WAY connected with

COMPUTER CENTER



any of the security or defense systems of the University. These are the province of the central security computer. There are 12 SecRobs scattered between these four locations and 2d.3 of them will be in any given area at any one time.

(8-9) Lounge Area: standard layout.

LEVEL FOUR — ARMORY & SPARES STORAGE

(1) Cargo Handling Area (NO KeyCard): This area contains several cargo trolleys and similar cargo handling equipment.

(2) Armory (BLUE KeyCard): Each of the two doors is actually a vault door although they only require a KeyCard to be opened. Location a contains 2 cases (1000) of 9mm Parabellum; 6+2d.6 cases (1000) of 7.62mm NATO; 1d.6 crates (1000) of 7.62mm NATO Link; 6+2d.6 cases (1000) of 5.56mm NATO (2 of Link); 2+1d.3 cases (500) of 12g. 00 Buckshot; 1d.6 crates (24) of Mk.7 grenades; 1d.6 crates (24) of teargas grenades; 1 crate (24) of 40mm grenade launcher grenades; 12 LAW; 12 REDEYE AA Missiles; and 2 WANDJINA WarBots to guard it all. These robots require the usual verbal override to avoid 'shoot to kill' orders! Location b contains racks which obviously once held many rifles, handguns etc. All that is left are the following weapons: an FN 'minimi' with 3 empty Magazines; 2d.3 Heckler & Koch HK-11 Caseless Rifles with 6d.6 100-round disposable ammunition packs; 2 FN/FAL rifles with four empty magazines each; a single M-22 sniper's rifle with 5x Scopesights Light Level 3 and 5 empty magazines; and 2 Webley .45 Service Revolvers. This location is unguarded and the WarBots have orders not to interfere with it in any way (unless they are attacked from it).

(3) Computer & Electronic Spares (YELLOW KeyCards): This area contains, in Loc a, 100d.20 units of computer spares, and, in Loc b, 100d.20 units of electronics spares.

LEVEL FIVE — POWER REACTOR & COMPUTER

(1) Control Center (NO KeyCard): This area only gives control of the Repair Servos. This is not really necessary, as they are normally run (very efficiently) by the computer. The Reactor is equally well run. Note that the fuel situation is the same here as in the Anderson-Stuart Bunker.

ROYAL PRINCE ALFRED HOSPITAL

The RPA Hospital was the major center for plague research in the University. Its facilities were supplemented by those at Anderson-Stuart, Biochemistry, etc. It was to here that the rapidly depleting ranks of the Uni staff 'fell back' in the face of the onslaught of the Scourge of God. The above ground levels were abandoned due to their dangerous proximity to the Uni defense perimeter and their almost total openness to any attack from outside it. All research and hospital facilities were transferred into the underground bunkers. Despite all efforts, the research program (so they thought) failed and the handful of survivors left to face the Long Night that was descending on Australia (and, indeed, the rest of the world).

NOTE: Since this was the last refuge of the research teams, the accommodation areas will mostly be full of their personal belongings and will have a much higher chance of containing bodies.

LEVEL ONE - GARAGES, ACCOMODATION, & MEDICAL SERVICES

(1) Main Vehicle & Personnel Elevators (BLUE KeyCard for entry from surface): These are the main vehicle and personnel elevators leading up to the surface as well as to the lower bunker levels. On the left hand vehicle elevator is a wrecked army ambulance based on a LWB landrover chassis. It is badly shot-up (DUR = 2d.2), but has solid rubber tires. On the other elevator is a Leopard MBT (DUR = 0; good for spares only) which still contains 2d.100 rounds of 7.62mm NATO Link although all main and secondary guns are destroyed. The area is guarded by 1d.2 SecRobs with orders to 'shoot to kill' anyone without proper authorization. In this case, they merely require that at least one KeyCard of YELLOW grade or higher be displayed.

(2-3) Main Garage Areas (NO KeyCard): Scattered around the walls are many transformers, as well as scores (20d.20) of 44-gallon drums of petrol (5% contain 2d.20 gallons, the rest are bone dry), and eight petrol bowsers (each fed by a separate 5000-gallon in-ground tank which will still contain 50-500 gallons). Location 2 contains the following vehicles: 4d.20+10 landrover ambulances; 2d.10+5 SWB landrovers; 3d.6+3 police cars; and 2d.6+2 police motorcycles. Of these 90% are DUR 0, suitable for spares only; 5% are DUR 1d.3; and 5% are DUR 2d.3. Scattered among these vehicles will be the following 'special' finds over and above whatever else is found there: a satchel containing a Medikit 1, 10 units of medical supplies, 3 styrettes of Painkiller, and 2 styrettes of Polycell 4/e; a cardboard box of weapons (2 concussion grenades, a Mk. 7 grenade, 2 boxes (25) of 9mm Parabellum ammunition, a trench knife, and a box (25) of .38 Special ammunition); and, under one of the vehicles' dashboards, in quick release clips a P-45 with a full mag inserted. Apart from the clunkers in location 2, there are several vehicles in reasonable condition including a landrover ambulance (DUR - 2d.6+2), a trailbike (DUR 20, but useless tires) and a 1999 model van (DUR - 16, but also with useless tires). Each of these areas is guarded by 2d.3 SecRobs with orders as per those in location 1.

NOTE: There are a total of 14 SecRobs in these three locations. This must be kept in mind, even if only a few are encountered initially as they will come to the aid of their 'fellows' if needed.

Location 3 contains vehicles also: 3d.20+10 civilian ambulance (based on 1999 vans); 2d.6+3 LWB landrovers; 1d.6+1 SWB landrovers and 3d.6+3 police cars. These have the same DUR spread as those in location 2. Scattered through these vehicles are the following 'special' finds: a Rural Survival Manual (BCS of 5); an Army-issue camouflage rainjacket; a box of 5 magnesium flares with added chemicals to burn with red light; and an Auto Repair Kit (ARK I).

(4) Cafeteria (BLUE KeyCard from Garage; RED KeyCard otherwise): Though parts of this were obviously still being used for their original purpose, the great majority of the area is taken up with an emergency aid station. It was only intended to treat the most minor of injuries to take the pressure of the more sophisticated hospital facilities, which must have been sorely overtaxed towards the end. To this end, for each 25 'Urban Search' Task Points expended, there will be 2d.10 bandages and 2d.5+5 units of medical supplies found (up to a maximum of 250 Bandages and 125 units of Medical Supplies).

(5) Lounge/Recreation Area (RED KeyCard): This is a standard lounge area, though there are 3 rolled-up stretchers on the floor near the elevator.

(6-7) Office Areas (RED KeyCard): These are general office facilities. The last thing they were used for was a party of some sort. This may be deduced from the fact that the desk tops are covered with empty beer cans, wine casks, spirits bottles, dirty glasses, and empty chip and biscuit packets. Apart from this, finds are those that would be expected in an office.

(8) Offices & Laboratories (RED/BLUE KeyCard): Location 8a is a reception area. On one of the couches is the remnants of a body wearing civilian clothes and a white Lab coat. A search will reveal a YELLOW KeyCard. Next to the body is an empty bottle of irish whiskey.

Location 8b consists of general office facilities for the research staff. Location 8c is the main research lab. It is this area which requires the BLUE KeyCard to enter. It is set up as a biochemistry research lab. Location 8d is similar to location 8b, but smaller. Finally, location 8e is the lab chiefs' quarters and, as such, it contains a combination of office, living, and sleeping accomodation for the use of the occupant. It is currently decorated in Australian Colonial with authentic reproduction Period furniture including a double bed and two smaller beds. In the double bed are the bodies of a man and a woman (though only their clothes make ID possible). In the smaller beds are the bodies of two children - two boys (again, ID from clothing). Possessions in this room are as appropriate for such a family. There is a safe in the left hand side of the desk. In the safe (heavy metal; 3-digit combination) is a collection of Roman and Byzantine silver coins from the period 360-520 AD. It says so on the label of the display cases! There are some 73 coins in all. They are valued at A\$15,000 as an attached valuation slip shows.

(9) Offices & Laboratories (RED/BLUE KeyCard): These areas are the same in general layout to location 8 but differ in specifics of a personalized or randomly occurring nature. Location 9a is also a general office facility, but shows no sign of partying. There is a human corpse (male) sprawled on the floor beside one of the desks (no evident cause of death). There is an ORANGE KeyCard and an empty styrette near his arm. Location b is also a reception area but is badly damaged by fire. Location c is a plague research lab. Location d also consists of general office facilities. Location e is again the private office/quarters of the lab chief. They are decorated in a standard C20th style. To be found here are a leather-bound edition (in several volumes) of the 'Complete Works of William Shakespeare', an actor's makeup kit, and, in the desk safe, A\$23, 234 in notes.

(10) Lounge/Recreation Facilities (RED KeyCard): This is a standard lounge area though there are several unusual items located in here. These are in the form of three cardboard cartons. One contains an army helmet and two flak jackets; The second has 18 units of medical supplies. The last has 15 E-1 Eternabatteries. The area was last involved in the party described in locations 11/12, below.

(11-12) Office Facilities (RED KeyCard): These areas are very much like locations 6 and 7 except that both were obviously last used as part of some gigantic party as the debris on the tabletops shows. The whole area, except for the floor which the cleaning Servobots keep meticulously clean, is a real mess.

(13) Laboratories & Offices (YELLOW KeyCards): Locations a-d are office areas, while Locs e-h are biochemistry Labs. All the office areas were in use for the party mentioned above and show it! Location c contains (in a clip under one of the desks) a can (10) of mace. Location g has an unpacked carton of a dozen 10-charge biological decontam spraycans.

(14) Laboratories & Offices (YELLOW KeyCards): These areas are identical in layout to area 13: locations a-d being offices and locations e-h being laboratories. As in 13, the office areas were also involved in the partying mentioned there. Location b contains, in one of the Desk drawers, a box (19) of .44 AMP. Location d contains 3 empty small fire extinguishers. Traces of dried foam on the tabletops suggest a fight of some sort.

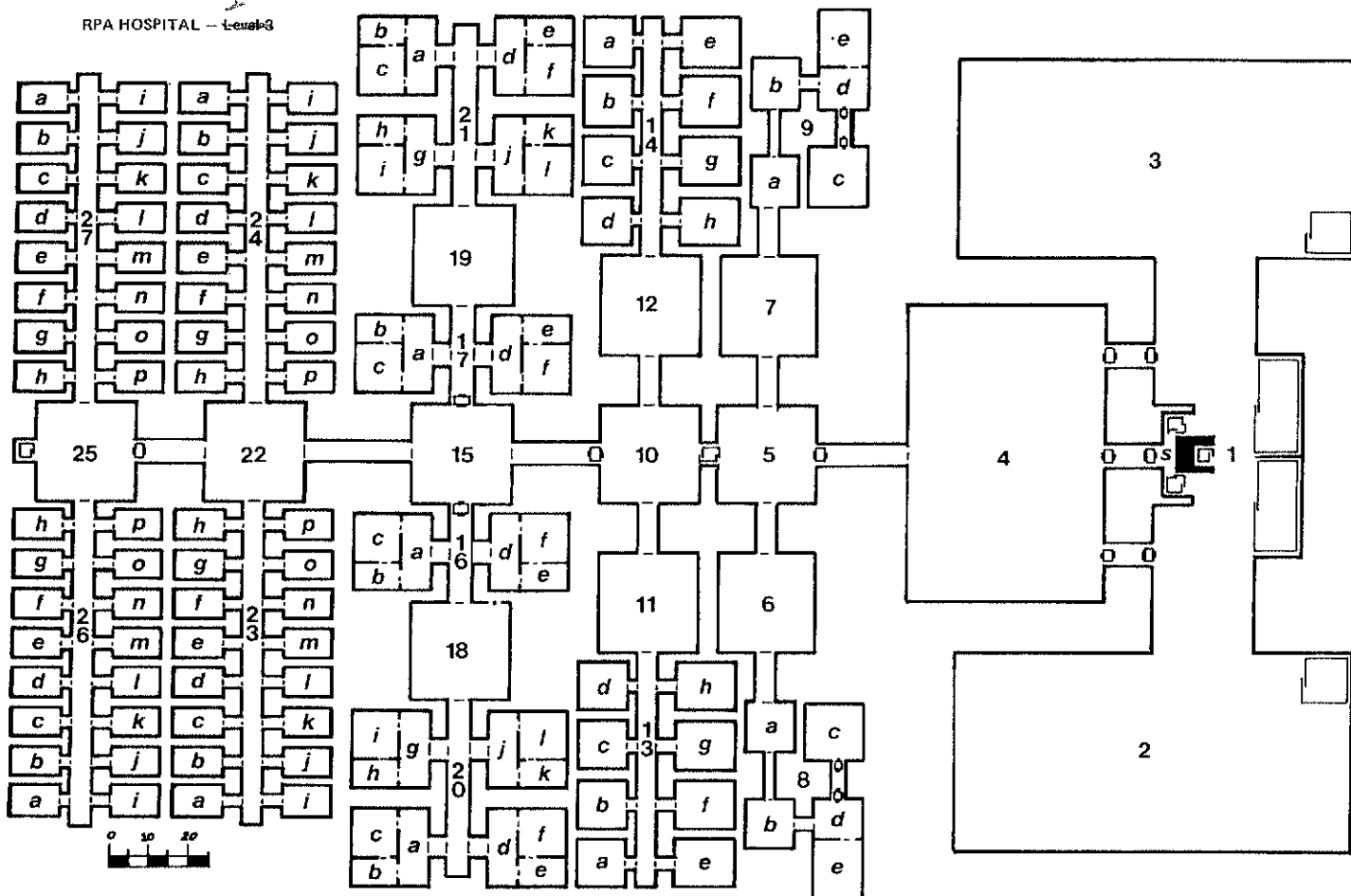
(15) Lounge Area (RED KeyCard): This is a standard lounge except for the mess on the chairs, lounges, and tables. All belong to the party that seems to have raged throughout this whole area.

(16) Laboratory Facilities (GREEN KeyCard): These two labs are fitted out as follows. Locations a-c are a pathology lab and office complex. Locations d-f are an autopsy theater and associated facilities. Location a contains the general office facilities of the pathology lab (including computer terminals). Location b contains the actual pathology gear. Location c is a supply/stores area containing various standard (i.e. GM determined) items as well as a box containing 12 disposable Civ CBW suits. Location d is a general office facility with Computer terminals. Location e is the autopsy theater. Location e is the morgue with 24 separate body containers. All contain bodies still remarkably preserved due to the freezing.

(17) Laboratory Facilities (GREEN KeyCard): These are duplicates of those in location 16. Locations a-c are part of a pathology complex, and locations d-f are parts of an autopsy theater.

(18-19) General Office Areas (RED KeyCards): Both these locations were standard office facilities but show the signs of the last party that is so prevalent in the other locations on this level.

(20) Laboratories (GREEN KeyCard): These 4 labs are identical in layout, so only the first three locations comprising the first lab need be described in detail. Location a is the general office area provided for the researchers. Location b is the lab facility proper. Location c is a standard quad-occupancy accomodation module for the Lab staff or those that don't qualify for better quarters. Location c contains 6 bodies: 4 in the beds, and two in armchairs. The room was obviously the site of a private party, probably inspired by the larger one going on elsewhere



on this level. Locations g-i are completely burnt out due to an explosion and fire. Location k has no bodies though the possessions of the ex-owners are still here including a full 38 record collection of the Beatles, a complete stereo sound system, a small hand-loom, and an SG-4 (20g. — with a box (15) of 20g. 12-9 shot, a box (25) of 20g. 4-BB shot).

(21) Laboratories (GREEN KeyCard): These areas are identical in physical layout to location 20, above. 'Random' finds are, of course, going to be different (and are up to the imagination of the GM).

(22) Lounge/Recreation Area (RED KeyCard): This is a standard lounge area with the typical party debris scattered around.

(23) Accomodation Modules (RED KeyCard): These are all standard quad-occupancy accomodation modules. As has been mentioned at the beginning of this section, the 'occupancy' rate of these modules is much higher than elsewhere, as RPA was the last stronghold occupied by the Uni personnel before the total collapse of the research program. Some of the modules contain 'unusual' items: Loc d contains a pair of long-horn horns mounted on a wall plaque and a lariat coiled on one of the beds under a blue felt US Cavalry campaign hat (c.1880). Location f contains, in the storage areas, 127 board wargames and 78 fantasy RPG rulebooks, all in individual plastic archive baggies. Location j contains a parachute (blue silk — a 'Controllable' model), harness and reserve 'chute as well as goggles, a motorcycle crash helmet, and a synthplast coverall. Location o contains a complete set of radio-controlled WWII tanks in 1/24th scale including the Sherman, Panther, Comet, PZKW IV, etc. All are viewscreen piloted and are constructed of mesh aluminum alloy (AV 5). Their main guns are actually .22 Cal Rifles with Box (20) Mags (AL Action) which may be fired at HALF the operator's skill by remote control. The rifles take .22 Jet ammunition and there are 2d.3 boxes (25) here. Each tank is powered by an E-10 Eternabattery.

(24) Accomodation Modules (RED KeyCard): These are, as above, standard quad-occupancy accomodation modules. The following modules contain unusual items. Location d contains a complete set of saddlery including bit and bridle on the Australian Light Horse pattern. These are of beautifully embossed leather with shiny brass fittings and include a saddle holster for a rifle (an R-8 with 2 boxes (25) of .44-40 ammunition). Location e contains a small battery-powered air compressor (requires EV-25) which is used for filling SCUBA tanks. Also found in here are four SCUBA tanks, 2 regulators, and three sets of SCUBA

gear (i.e. wetsuits, flippers, facemasks etc.). Location h contains a complete set of Sherlock Holmes and Hercule Poirot mysteries. Some are first editions and/or are signed by the authors.

(25) Lounge/Recreation (RED KeyCard): This is a standard lounge area but, as you by now will expect, shows definite and obvious signs of having been used in the party that covered parts of the level.

(26-27) Accomodation Modules (RED KeyCard): These are all standard quad-occupancy accomodation modules. Apart, from the 'normal' finds one will expect, there should be about 2d.3 'Special' finds scattered throughout the two areas. These are GM designated 'specials'.

LEVEL TWO - ACCOMODATION, GARAGE, & MEDICAL SERVICES

NOTE — This Level is a duplicate of Level One, so only those locations that differ radically in planned contents from that level will be detailed here.

(2) Garage (NO KeyCard): Similar to the same area on Level 1, but the vehicles here are 80% DUR 0, 10% DUR 1d.3, 5% DUR 2d.3, and 5% DUR 2d.6+3. Otherwise the types and number of vehicles are as for Level 1. Apart from the above relative clunkers, there is a sedan car (use stats of police patrol car but leave out Police equipment) of DUR 20. It is up on blocks, and the tires are on racks nearby and so are still in tip-top condition.

(3) Garage (NO KeyCard): Also similar to the same area on Level 1, but with the same DUR spread as detailed immediately above.

(4) Cafeteria (BLUF KeyCard from Garages; RED KeyCard otherwise): This is a standard cafeteria area and is NOT set out as an emergency dressing station as on Level 1. However, there are signs that it was in use right to the end as there are several dozen trays with dirty cutlery and crockery on them scattered around on the tables. There are also 2d.6 corpses scattered around the area. Most, but not all, are in civilian clothing.

(20) Medical Technology Labs (YELLOW KeyCard): These four labs are physically arranged as on Level One but have not been converted to plague research. Locations a-c are an X-ray scanning lab. Locations d-f are an Ultrasound scanning lab. Locations g-i are a medical chemistry lab. Locations j-l are a medical physics lab.

LEVEL THREE – SURGERY & INTENSIVE CARE FACILITIES

(1) Elevator Lounge (RED KeyCard): This is a standard lounge area with the exception that it shows the signs of a large scale party having been held here. The chairs and tables being covered with typical party type litter. All of it is a hundred years old!

(2) Unfinished Tunnels (GREEN KeyCard): These two tunnels are obviously unfinished. Lighting comes from naked bulbs strung along similarly naked wires. Location 2a is a SecRob Station with 12 SecRobs stationed here of which 2d.6 will be here at any given time. The rest will be on random patrol. Location 2b was an emergency armory. It contains 2d.3 crates (1000) of 7.62mm NATO, 1d.6 crates (1000) of 5.56mm NATO, and 1 crate (1000) of .44 Magnum AMP; and a box of 24 concussion grenades; and 2 Uzi SMGs with 6 Box (32) magazines, all empty.

(3-4) Operating Theaters (YELLOW KeyCard): These areas consist of a central large general operating theater (both fully equipped) and an emergency generator in location a, and medical supplies in location b.

(5) Duty Quarters (RED KeyCard): These locations are set up as standard lounge areas. Location a is labelled 'Duty Nurses Lounge' and location b is labelled 'Duty Doctors Quarters'. There are 2d.3 bodies in appropriate clothing in each location.

(6-7) Operating Theaters (YELLOW KeyCard): Both these locations are identical to each other. Locations a&b are operating theaters. Location c is a medical supply room and location d is the doctor's wash-room.

(8) Office & Lounge Area (RED KeyCard): This is the main office and waiting room for the Surgery level. It is a typical hospital ward office.

(9-10) Medical Stores (YELLOW KeyCard): Each of these locations contains 100d.20 units of medical supplies and a further 100d.20 bandages.

(11) Drug Storeroom (BLUE KeyCard): Location a contains 100d.10 styrettes of General CBW Serum. Each dose offering 2d.6 months worth of protection against all man-made chemical and biological agents. It adds +1d.6 to a PC's Health score for resisting the contraction of such a disease. Once the disease is actually caught, the character's BASE Health is the score used. Location b contains 100d.20 styrettes of Panomycin; 50d.10 styrettes of Broad-Band Antibiotics (in Lots of 20 – roll for the strength of each lot separately); and 50 styrettes of Tailored Antibiotics for each of the following diseases: Cholera, Typhus, Typhoid, Smallpox, and Dengue Fever. Location c contains 25d.20 styrettes of Polycell 3, 20d.20 styrettes of Polycell 4, 10d.10 styrettes of Polycell 5(a) and 10d.6 styrettes of Cardiacine.

(12) Drug Storeroom (BLUE KeyCard): Location a contains 100d.20 styrettes of Painkiller, 20d.20 styrettes of Cardiacine, and 10d.20 styrettes of Tailored Antibiotic for Gangrene (but NOT Gas Gangrene). Location b contains 100d.20 styrettes of Panomycin and a similar amount of Broad-Band Antibiotics (check in batches of 20 to determine effectiveness). Location c contains 100d.10 styrettes of Polycell 3, 10d.10 styrettes of Polycell 4, 3d.6 styrettes of Polycell 5(e), 6d.6 styrettes of HDAP, 2d.6 Anagathon kits, 6d.6 CPC kits, 20d.10

styrettes of Anarad, 10d.20 styrettes of Anti-REM (50% Anti-REM 1, 15% A-R 2, 15% A-R 3, and 10% of each A-R 4 and 5).

(13/18) Elevator Lounge (RED KeyCard): These are standard lounge areas but are both unusual in that they are in disarray from the partying that seems to have encompassed the last days of the research center.

(14-15/19-20) Nurses' Duty Stations (ORANGE KeyCard): Each of these is the duty area for the nurses responsible for the intensive care wards at locations 16-17. From the facilities here, all the beds in the wards may be remotely monitored.

(16-17/21-22) Intensive Care Wards (ORANGE KeyCard): Each of these wards holds 10 beds in 5 instrument-packed bays along either side. Each was provided with the most modern intensive care equipment then available. Location a contains medical equipment not normally required for routine intensive care such as the cardiac arrest gurney which carries a defibrillator, plus 2d.20+10 styrettes of Cardiacine, amongst other things. Location b contains ready use drugs including (but not only) 1d.100x5 units of medical supplies. In each of these wards will be 1d.3+1 bodies (or, rather, the remnants of them) in the beds.

(23-24) Nurses' Duty Station (ORANGE KeyCard): This is organized as locations 14-15/19-20, but also contains 6 intensive care beds as well.

(25-26) Intensive Care Wards (ORANGE KeyCard): These are as locations 16-17/21-22, but instead of two storage areas, they have only one (though the same sort of equipment and drugs are stored there).

(27) Widened Corridor (NO KeyCard): In this section of corridor are 2d.6+6 wheelchairs and 4d.6+12 gurneys.

(28) Elevator Lounge (RED KeyCard): This is a standard lounge area though, as is by now normal, showing extensive signs of partying.

(29-30/33-34) Specialist Operating Theaters (YELLOW KeyCards): Each of these is a fully equipped operating theater but is further equipped for some surgical specialty. Thus, location 29 is a microsurgery theater, location 30 is a neurosurgery theater, location 33 is a plastic/reconstructive surgery theater and location 34 is a heart surgery theater. Location a in each theater is used for the storage of similar items to those stored in locations 3/4a and 3/4b.

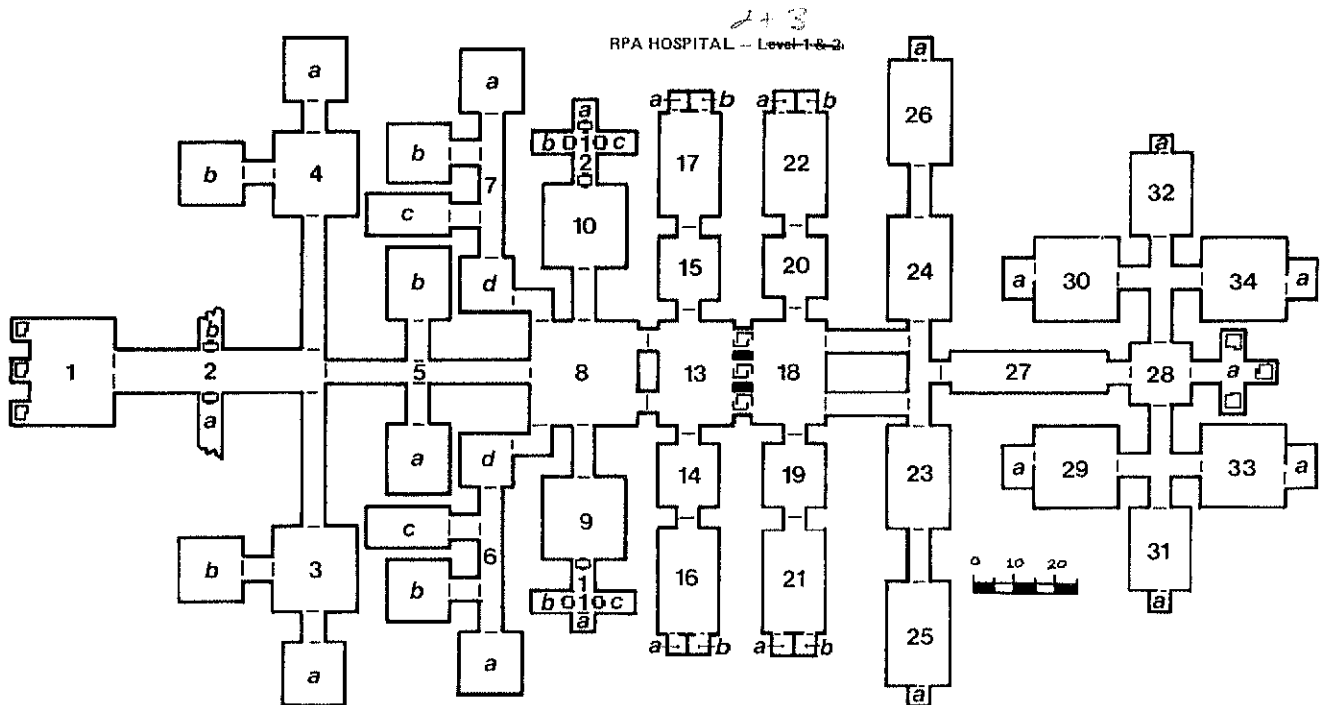
(31-32) Intensive Care Wards (ORANGE KeyCards): Each of these contain 6 beds as well as a nurses' station.

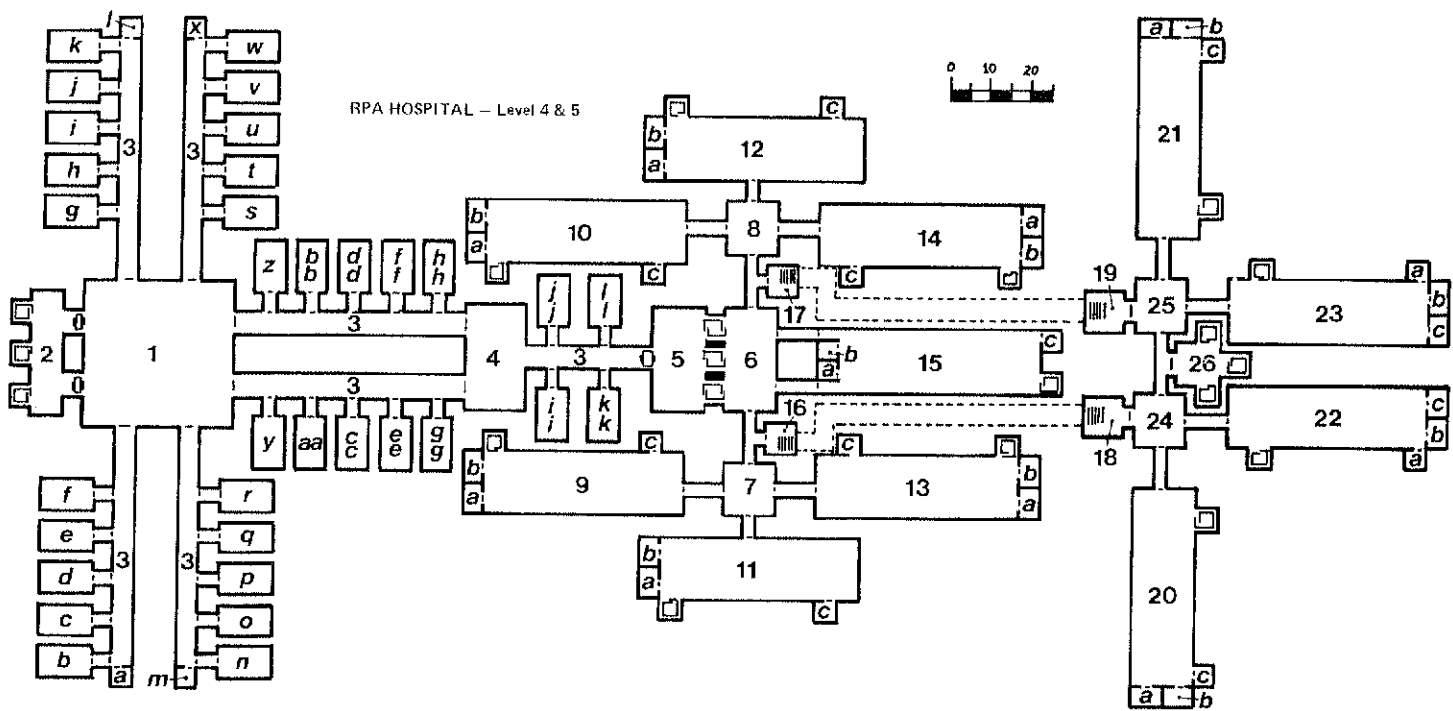
LEVEL FOUR – GENERAL WARDS & ACCOMODATION

(1) Cafeteria/Recreation Area (RED KeyCard): This is a standard area but is, again, suffering from the results of an extremely messy party. There are 6d.6+12 corpses scattered around here to show that this was one of the places where 'The End' occurred.

(2) Elevator Lounge (RED KeyCard): A standard elevator lounge showing signs of the party and containing 2d.3+3 bodies.

(3) Accomodation Modules (RED KeyCard): Except for locations a/l/m/x (which are dealt with below), Locations 6-11 are all standard quad-occupancy accomodation modules. Since this was obviously one





of the levels still occupied immediately before 'The End', each module still contains 2d,2 corpses. There will be four full sets of personal gear no matter how many bodies are present. Of the accommodation modules, the following contain special finds. Location d contains, in one of the storage areas, a complete set of materials for the making of handmade jewellery including a crucible for melting the metals used, a polishing wheel, cans of 'Brasso' and 'Silvo', a hand-held brazer for shaping and soldering material, 2d.6 completed items, as well as 1kg. of silver wire and 200g. of gold wire. Location f contains a sewing machine, several bolts of cloth of various types, and dress patterns to go with them. Location i contains a radio-controlled 3' long model cabin cruiser powered by an E-10 battery, and controllable to a range of 1km., as well as a fully 'operational' submarine. This is a 'hunter-killer' type. It is 6' long and powered by an E-10 and with a Viewscreen/Sonar guidance System. It is controllable out to 5km and capable of diving to 25m. It is armed with 5 working torpedo tubes which launch dummy torpedoes but there's no reason why real ones couldn't be inserted instead. Location o contains a 25x reflector telescope plus an attachment to allow pictures to be taken through it using a standard 35mm SLR Camera. Also contained here on the bookshelves, among more mundane titles, are several complete star maps of the northern and southern hemispheres, as well as a Text (01-50) on Celestial Navigation. Location r contains an R-16 match weapon with hair trigger, a 2x-20x variable-power scopesight (Light Level 3). When using a magnification of +10x, the user must be using a bench rest or some form of bracing for the rifle, otherwise he must make a Will CST to avoid tremble which will reduce his BCS by half the amount by which he failed his Will CST. The gun fires .375 Magnum and also has Tunable/Handed Gun bonuses (it's for a Right hander). Present are 3d.3 boxes (25) of .375 Magnum Ammunition. Location t contains a complete wardrobe full of ballerinas tutus and slippers, Location cc contains an English 'Bobbie's' uniform, c.1880, complete with period pocket watch and baton. Location hh contains a copy of 'Janes Fighting Ships: - 1995' and 'Janes All The World Aircraft: - 1990'.

(4) Lounge Area (RED KeyCard): This is a standard lounge also pretty well messed up by 'the party'.

(5-6) Elevator Lounge (RED KeyCard): These are also 'victims' of 'the party'.

(7-8) Waiting Rooms (RED KeyCard): These are arranged as lounge areas but are NOT affected by the widespread partying that evidently preceded the final collapse of the research program.

(9-15) Standard Wards (ORANGE KeyCard): These wards contain 30 beds (about 25% contain patients currently). They also have a central duty station for the nursing staff, as well as several storerooms. Location a in each area is a linen cupboard. Location b is a drug store including 1d,100x5 units of medical supplies amongst other things. Location c contains miscellaneous medical equipment from bedpans to kidney bowls and from oxygen equipment to defibrillators. These areas also have inter-level elevators between these wards and their duplicates on Level Five.

(16-19) Interconnecting Passageways (RED KeyCard): These two passageways are intended to connect the two areas of the level while making the sealing off of one from the other equally easy. This is intended for both security and potential bunker survival reasons.

(20-23) Standard Wards (ORANGE KeyCards): These are identical in arrangement to locations 9-15.

(24-25) Waiting Rooms (RED KeyCard): These are identical in layout to locations 7-8.

(26) Elevator Area.

LEVEL FIVE

Level Five is a duplicate, as far as layout is concerned, to Level Four. Finds and 'stage dressings' will vary at the GMs discretion.

SYDNEY UNIVERSITY REGIMENT COMPLEX

SUR was the University's attached officer training unit of the CMF (Citizen Military Forces - Army Reserve). It was an organization along the line of the British TA VR and US National Guard and was, theoretically, organized as an infantry battalion. Regiment means something entirely different in the British as opposed to the US tradition. Of course, when it was realized that the Scourge of God plague had reached Australia, the Commonwealth Government made some rather rapid and quite important changes to the Regiment: basically changing it from an Infantry Bn. (-) to a Mechanized Infantry Bn. (+). These changes also involved the construction of a defensive wall/pillbox network around the actual RHQ buildings and the rapid construction of aircraft elevators from the roof of the east wing into the bunkers below where facilities were available (with only minor conversion work) for hanging them. The bunkers themselves had been intended originally for use by detachments from the Regular Army intended to provide the muscle for any surviving administrative personnel from the other bunkers in re-establishing government control over the survivors of the nuclear holocaust. When the need for military protection of the research effort became obvious, these facilities were immediately requisitioned for the quartering of the revamped University Regiment. The bunker computer was wired up as a control center for the automated defenses of the University Defense Perimeter.

SURFACE LEVEL

NOTE: On top of all the information listed in the specific location keys below, the walls and the gates of the RHQ area are guarded day and night not only by the fixed defenses of the Uni-defense perimeter, but by SecRobs and WarRobs on sentry-go. There is, for instance, a squad of 8 SecRobs and 1 WarRob Mk.I at each gate, and a squad similarly organized patrolling each of the three sections of the wall as well as the roof of the RHQ Building.

ENTRY: Entry to the SUR Complex requires a military KeyCard of the 1st-4th rank (Gold, Silver, Iodine, or Cobalt) which will provide immediate access upon insertion of the KeyCard into the slots provided on pylons just outside the activation range of SUR's defenses. Possession of a lower ranking military KeyCard (i.e. 5th-7th rank; Sodium, Nickel, and Copper) still allows access but only when the correct access code for the complex is entered along with the KeyCard. Civ KeyCards will never allow access unless the computer is reprogrammed to allow this. For anyone smart enough to think of attempting to land on the roof in a VTOL aircraft or helicopter, congratulate him – then, if he's in a Civ aircraft/helicopter, tell him that a REDEYE AAM has just been launched from the SUR area – DIRECTLY AT HIM! He must then make a Speed AST to react quickly enough to evade (which requires a Flying Skill BCS) NO WARNING OF ANY SORT IS GIVEN PRIOR TO LAUNCH! If, however, the aircraft, is a military one, the pilot will be hailed by radio (if the radio is dead treat it as a Civ aircraft) and given 60 seconds to give the correct access code. Needless to say, this only applies while the complex is on automatic. If anyone does penetrate the complex, and also finds the main control room, then he can manually override the above functions AS LONG AS AT LEAST ONE PERSON REMAINS ON DUTY. Of course, they may also attempt to reprogram the computer so that it operates in a different manner to that described above.

(1) Helipad: This is a carefully marked (in yellow paint) VTOL landing pad including lights for night landings. Behind the roll-a-door in the RHQ Building next to the pad is a vehicle elevator down to the bunker complex.

(2) Repair Access (SODIUM KeyCard): This provides repair access to elevator mechanisms.

(3) VTOL Pads: These are arranged identically to location 1, but they are also aircraft elevators providing access to the bunker.

(4) Emergency Dressing Station: This area of the building was being used as an emergency aid station. It contains such things as 6d.6 stretchers, as well as (scattered around) 20d.6 units of medical supplies, 3d.6 styrettes of Polycell 3 and 1d.6 of Polycell 4.

(5) Duty Guardroom (NICKEL KeyCard): This area was the guardroom used by the soldiers who were on guard duty but who were not actually patrolling the RHQ area. Because of this it contains several dozen camp-type beds, a great deal of comfortable lounge-style furniture, and a monitoring station where the immediate RHQ area and walls are monitored electronically. Several of the bunks have blanket-covered shapes on them. If anyone pulls away these, they will find the remnants of bodies in military uniform (no weapons and no KeyCards). This area is connected to Level One of the bunker complex by stairs.

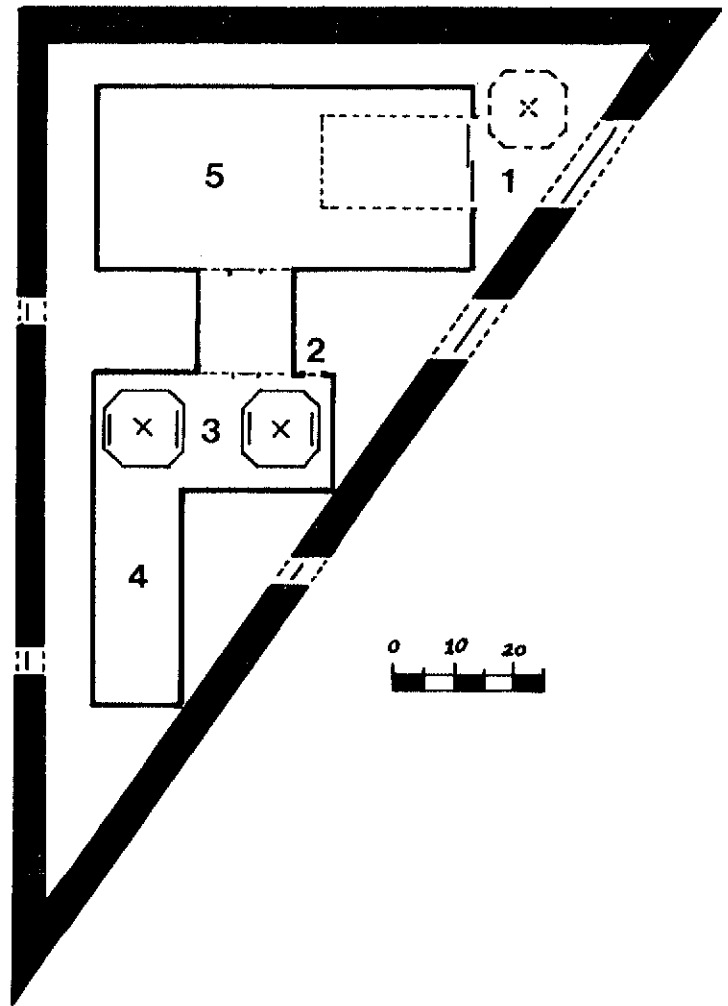
BUNKER LEVEL ONE – GARAGE & HANGAR FACILITIES

(1) Vehicle Elevator (COPPER KeyCard): This elevator connects the bunker garage to Level Two as well as to the surface.

(2) Entry Vestibule: This area was provided to allow easy turning of large vehicles exiting or entering the elevator area. There are 12 bodies (all in military uniform), drawn up in a ragged line, along the west wall. All are stripped of weapons and KeyCards. The stairs here connect with location 5 of the surface level.

(3) Garage Area (NICKEL KeyCard): This area was not intended to provide repair facilities, merely to serve as a sheltered parking bay. Stairs at 3a/b and elevators in the north wall connect it with lower bunker levels. Currently garaged here are: a single SWB landrover and two LWB landrovers (DUR 15-20), all with solid rubber tires and fully fuelled; a 10-ton truck also with solid rubber tires and fully fuelled; a Wombat MICV and an M-113 FSV. The two last have their integral weapons still mounted, but have no ammunition for them. There are four in-ground tanks leading to 4 petrol bowzers. The tanks are each of 5000-gallon capacity, but currently contain only 1d.5x100 gallons each. In the Wombat is a 'Project Lazarus' crate covered in peel-off weatherproof plastic. It is of ¼" steel, welded shut. The crate contains the following items: an FN CAL carbine with 6 Box (30) mags (full) for it and 2 100-round bandoliers of 5.56mm NATO ammunition; a Webley .45 cal revolver (loaded) in a belt with 50 .45 rounds in loops; an army helmet and flak jacket; a military gasmask; camping pack; full military webbing including 2 2-pint water bottles; 144 Super-K rations; 20-charge biodecontam spraycan; calculator (solar-powered); digital wrist-watch (solar-powered); pocket flashlight and camper's flashlight with 2 batteries for each; 20 units of medical supplies; 20 field dressings equivalent to bandages; a Medikit I; a complete survival kit (as in the basic rules); a clockwork-powered shaver; a burning glass; 10 A\$200 gold coins, 10 A\$100 gold coins and 10 A\$50 gold coins; 50 A\$0.50 silver coins; 24 500gram bars of chocolate; and 24 bars of soap. The garage area is guarded by a SecRob squad (8 SecRobs) with 'shoot to kill' orders, unless the correct verbal override code is given.

(4) Aircraft Elevators (COPPER KeyCard): These are to connect the hangar on this level with the roof and with Level Two.

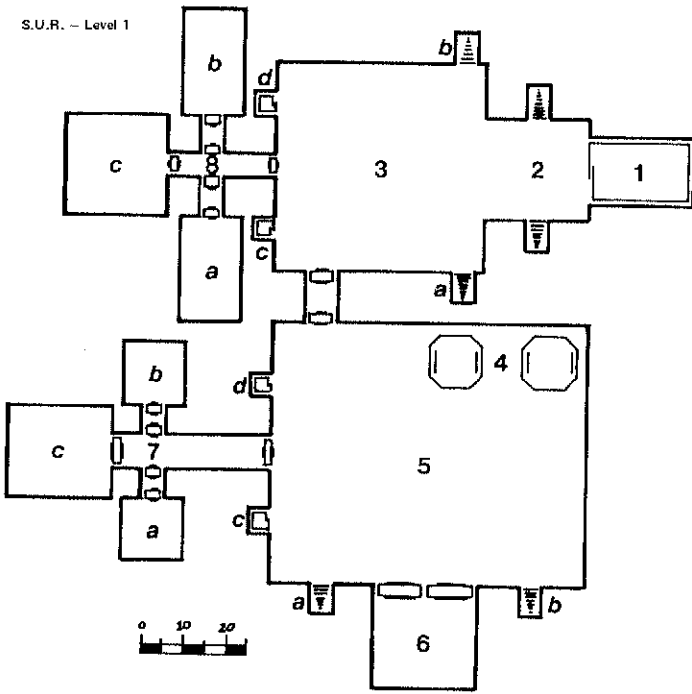


(5) Aircraft Hangar (NICKEL KeyCard): This is not intended to provide repair facilities, merely protected hangar space. Locations a/b are stairs to Level 2. Locations c/d are elevators to Level 2 also. There are four in-ground fuel tanks, each still containing 1d.10x100 gallons of avgas. The hangar currently contains a HAWKER HARRIER jump jet, fully fuelled and armed (DUR = 11-16); 2 attack helicopters (One of DUR = 0, good for spares only; one of DUR 11-16), and a medium transport helicopter (DUR = 15-20). The area is guarded by a squad of SecRobs and a single Didgeridoo Warbot. They have orders not to let anyone take any of the aircraft/helicopters without the correct verbal override. They will only shoot if someone attempts to do so.

(6) Security Hangar (IODINE KeyCard): This hangar area contains the remains of an aircraft of totally unconventional design. It is, in fact, shaped like a flying saucer.

(7) Aircraft Weapons Magazine (COBALT KeyCard): This is a ready-use magazine for the holding of aircraft weapons and ammunition. Location a contains 10d.10x1000 rounds of assorted caliber (mainly 20mm and 30mm) cannon ammunition for aircraft guns (NOTE – Though not entirely accurate, it is assumed that 20mm and 30mm rounds for aircraft cannon are NOT COMPATIBLE with ground versions of these weapons). Location b contains smaller caliber ammunition (mainly for Helicopter-borne weapons) 10d.10x1000 rounds of 7.62mm NATO Link; a similar amount of 5.56mm NATO Link; and 5d.10x100 rounds of 40mm grenade launcher link (for the automatic GLs on attack choppers). Location c contains 20d.20x1000kg of aerial bombs (in 50Kg.; 100Kg.; 250Kg.; 500Kg.; and 1000Kg. sizes). These can include each such things as cluster bombs (5%), napalm bombs (15%), smart bombs (1%), etc.

(8) Ground Vehicle Magazine (COBALT KeyCard): This area is the ready-use magazine for ground vehicles in the adjacent garage area. Location a contains 10d.10+100 boxes (24) of 76mm smoothbore rounds for the FSV Gun, 10d.10x1000 rounds of 20mm Link, and a similar amount of 30mm Link. Location b contains 10d.20+100 boxes (6) of 120mm smoothbore ammunition for the Leopard MBT. Location c is the small arms magazine and contains: 100,000 rounds in 100-round cartridge boxes of 7.62mm NATO ammunition (25% is Link); 100,000

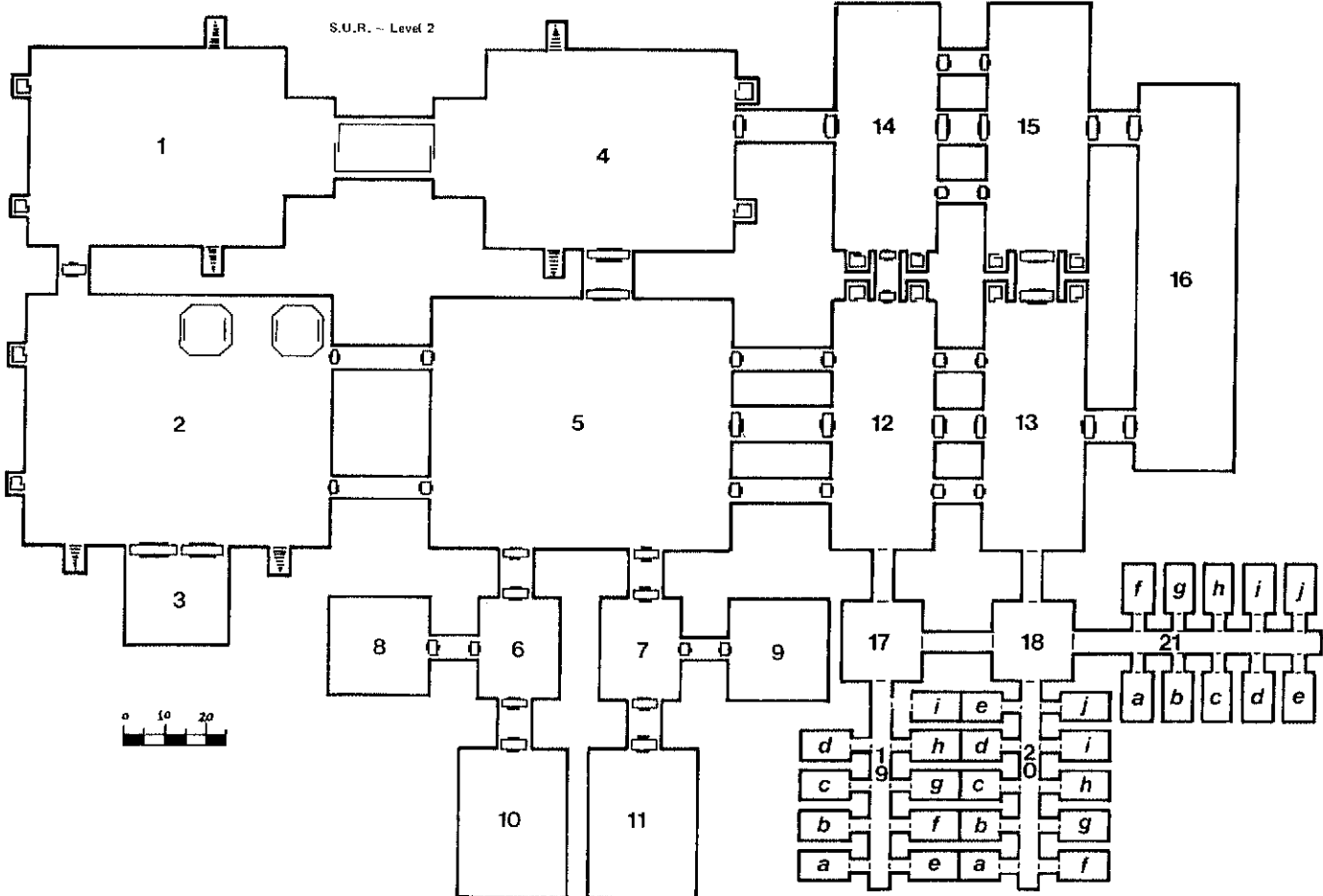


LEVEL TWO - GARAGE, HANGARS, AND BARRACKS ACCOMMODATION

(1) Garage Area (NICKEL KeyCard): This garage area is intended to be used for both parking as well as for the completion of minor repairs. To this end there are the equivalent of several sets of tools scattered around the area. Several of the vehicles parked here were obviously under repair at the time the area was 'abandoned' (or whatever it was that happened). There are 2d.3 Wombat MICVs, 1d.3 M-113 FSVs, and 1d.2 LSVs parked throughout the area. There is a flat 50% chance that each of these was under repair to the extent that they are currently 'out of commission' and will require 6d.10 Task Points to simply get them running again. The vehicles are of DUR 11-16, apart from these problems. Of those which are under repair, there is a further flat 50% chance that all the armament has been removed and is nowhere to be found in this area. In any case, none of the vehicles carry any ammunition for their main or secondary weapons. There are bowzers connected to four in-ground petrol tanks (5000 gal. capacity, each of which still contains 3d.6x100 gallons of petrol). In one of the Wombats is a corpse wearing a majors' uniform (Army Reserve, not Regulars or Militia), and a Sam Browne belt with Browning Hi-Power pistol (full magazine inserted, with 3 full spares in the belt). At its feet is a combat pack, an EM-2, and a bandolier. The combat pack contains A\$5000 in gold and silver coins, 6 styrettes of Polycell 3 and 3 of Polycell 4, 24 Super-K rations, 10 boxes (25) of 5.56mm NATO ammunition, 12 bandages, 2 bottles (24) of water purification tablets, 3 boxes of matches, a flashlight, 2 spare E-1 Eternabatteries, a prismatic compass, a military walkie-talkie and a map of the Sydney area. The Em-2 has a full mag - and the bandolier contains 10 more (all full Box (20's)) for it. In the back of one of the M-113 FSV's are 12 5-gallon jerrycans of petrol. In another LSV, under the driver's seat, is a Manual on the maintenance of the M-113 (BCS = 12). The garage is guarded by 12 Sec-Robs, a Didgeridoo Warbot, and a Wandjina Warbot. All have orders to allow no one to interfere with the vehicles in any way unless they give the correct verbal override code.

(2) Hangar Area (NICKEL KeyCard): This is arranged in much the same manner as the garage above in that it was intended both as a hangar area for the aircraft here as well as for the undertaking of minor repairs. There are several petrol bowzers here. Each is attached to one of four in-ground fuel tanks (10,000 gallons capacity; each still containing

rounds in 100-round cartridge boxes of 5.56mm NATO (25% is Link); 10,000 rounds of .45 ACP in cartridge cases of 4x25-round boxes; 25,000 rounds (in 100-round cartridge boxes) of 9mm Parabellum; 5000 rounds in boxes of 25 Shells of 10g. 00 Buckshot; 5d.10 cases (24) of concussion grenades; 5d.10 cases (24) of smoke grenades; 5d.6 cases (24) of Mk.8 grenades; 2d.3 cases (24) of Mk.7 grenades; 5d.10 cases (12) of 82mm mortar bombs; 10d.10 claymores; 10d.10 land mines; and 50kg. of plastique.



5d.10x100 gallons of avgas). There are several sets of tools scattered around the area. Of the 2d.3 Boomerang VTOL fighters, 1d.3 medium helicopters and 1d.2 Kookaburra VTOL transports, some 60% are currently under repair and thus out of commission. Of these, some 75% have had their weapons removed. Further, 50% have their Combat Avionics removed. These components are not to be found in this area. Those aircraft that are currently out of order will require 10d.10 Task Points each before they can be put back in working order although their DUR will still only be 9-14. In the cockpit of one of the Kookaburras is a corpse wearing a RAAF wing commander's flight suit with flight helmet and armed with a Colt M-1911a1 pistol with a full Mag and 2 spares (also full). Caught in the fabric of the left forearm sleeve is a styrette (empty) labelled 'Cyanide'. In the cargo compartment of that plane is a steel crate, welded shut and covered in Plastic Weatherproofing, with a 'Project Lazarus' stencil on it. The crate contains: a Lee-Enfield Mk. 4 rifle and 10 Box (10) magazines (all full), 2 bandoliers of 100 rounds of 7.62mm NATO each, 144 Super-K rations, a prismatic compass, a pair of 5x binoculars, a shelter half, a sleeping bag, full webbing including 2 water bottles, 4 Packets (24) of water purification tablets, a burning glass, a pocket flashlight with 3 E-1 Eternabatteries, a 1 Watt/hour solar battery charger, a 'hexie' stove and 6 packets (8) of hexamine fuel tablets, a mess kit, 12 styrettes of Polycell 3, 6 styrettes of Polycell 4, 24 units of medical supplies, 24 combat dressings (bandages), a plastic flak jacket, a FedPol helmet, 2 Civ walkie-talkies, a 20-Charge biodecontam spray, small game snares, fishing line and hooks, A\$1000 in gold and silver coins, 36 500gram bars of chocolate and 24 bars of soap. The hangar is guarded by 12 SecRobs and a Wandjina Warbot with orders to 'shoot to kill' anyone attempting to enter the area without offering the correct Verbal Override Code. Verbal warnings will be given first.

(3) High Security Hangar (SILVER KeyCard): This hangar contains a PORPOISE Class Triphibian VTOL Aircraft (DUR 18) -- guarded by both a Didgeridoo and a Wandjina Warbot. They have orders to 'shoot to kill' anyone entering without first giving the correct verbal override code. There are also 6d.10 units of spares for the 'Porpoise' contained in this area.

(4) Garage Area (NICKEL KeyCard): This area is similar in layout to location 1. There are also petrol bowsters here but they are connected to a single 50,000 gallon in-ground tank which still contains (6+2d.6)x 1000 gallons of petrol. The vehicles in this area are also partly under repair. They have the same chances of being so and of having weapons missing as for location 1 except in that the two MBTs will always be found with their main guns mounted. The vehicles parked in this area are a Leopard MBT, a Kangaroo MBT, 1d.6 Wombat MICVs, 2d.3 LWB landrover armored car conversions, and 1d.3 medium trucks. Those vehicles which are 'out of commission' due to being 'under repair' require 10d.10 Task Points of repairs each merely to get them running and are of DUR 9-14 otherwise. The MBTs are of DUR 11-16. The area is guarded by 12 SecRobs and a Didgeridoo Warbot with orders to 'shoot to kill' anyone attempting to interfere with any of the vehicles in here without first giving the correct verbal override code.

(5) Recreation Area and Drill Hall (COPPER KeyCard): This area was obviously a combined gym/recreation hall/drill hall. The area contains a full range of gymnastics and athletics equipment, several dozen interactive computer terminals (for such games as 'Space Opera', 'C&S', 'SPQR', 'RAIDERS OF ATLANTIS', etc.). There are 6d.6 corpses scattered around the area. About 65% are SUR, 30% Militia, and 5% Regs although none have arms or KeyCards.

(6) Armory -- Infantry Body Armor (SILVER KeyCard): This area contains not only infantry armor, but repair facilities also. The following sets of armor are to be found here -- 20d.10+100 army helmets, 20d.10 flak jackets, 20d.10 plastic flak jackets, 2d.20 field infantry Mk. I, and 2d.6 ballistic oversuits in Urban Grey Camouflage, reversible with Green/Sand Camouflage, 2d.6 intruder suits, 2d.20 sprycans of LAZAB, 2d.20 sprycans of Mil Anti-REM, 6d.20 anti-radiation suits, 3d.6 fire protection suits, and 10d.100 units of spares (i.e. -- various types of Plastic sheets) for repair of the above armor. The location is guarded by 12 SecRobs, who have orders to let no-one enter without first having given the correct verbal override code. NOTE: The armor stored here is not necessarily damage free. There is a flat 5% per point of AV of a set of armor that 2d.3 Locations have suffered an Armor Value reduction of 1d.6+1 points.

(7) Armory -- Infantry Body Armor (SILVER KeyCard): This area is more or less a duplicate of location 6, with the major difference being in the types and amounts of the various different armor sets being found here. There are: 10d.10+150 flak jackets and a similar amount of plastic flak jackets, 2d.10 field infantry Mk.I suits, 3d.6 Intruder suits, 2d.3 heavy infantry Mk.III suits (One of these will be a Mk.IIIb suit, and there is a 25% chance that there will be a second Mk.IIIb -- all the others are Mk.IIIa), 6d.6 sets of FedPol heavy patrol gear, 3d.6 sets of FedPol patrolman's issue armor, and 3d.3 sets of FedPol SWAT armor.

This area contains 5d.100 units of spares for the repair of the above units and is guarded by 8 SecRobs. There are the bodies of 4 other obviously inactive SecRobs in the room.

(8) Small Arms Magazine (SILVER KeyCard): This area contains: 120 FN/FAL rifles with 20 spare Box (20) mags (empty) each, 20 Bren LMGs with 20 spare Box (30), 5 Drum (50) and 2 Drum (100) magazines each (all empty), 12 M-60 GPMG with 2 Tripod Mounts, 30 Browning Hi-Power pistols with 12 spare mags (empty) for each, 60 Webley .455 service revolvers, 180 EM-2 rifles with 20 empty Box (20) magazines each, 25 EM-2 support weapons with 10 Box (30) magazines each, 6 M-79 grenade launchers, 5 HK-69A1 GLs, 2 M-202A1 'FLASH' rocket flame throwers, 30 M-16s with 10 Box (20) and 5 Box (30) mags each (empty), and 15 Uzi SMGs with 6 mags for each Uzi (empty). All of the above weapons are still in their packing crates and will require 25 Task Points each to clean off the cosmoline, etc. Also stored in here are the following 'consumables': 100,000+(1d.100x1000) rounds of each 7.62mm and 5.56mm NATO Ball; 100,000+(2d.100x1000) rounds of each 7.62mm and 5.56mm NATO Link (in Belts of 100-rounds each); 50,000+(1d.20x1000) rounds of 9mm Parabellum; 6d.20 LAW; 12 crates (72) 40mm HEAP grenades; 6 crates (72) 40mm canister grenades; 3 crates (72) 40mm WP grenades; 1 Case each (72) 40mm tear gas, CL gas, and CN gas; 8 crates (72) of 22mm HEAT rifle grenades; 4 crates (72) of 22mm HEAP rifle grenades; 2 crates (72) of 22mm WP rifle grenades; 12 crates (72) of Mk.8 grenades; 10 crates (72) of Mk.7 grenades; 8 crates (72) of concussion grenades; and 2 crates (24) of 'FLASH' rockets. While this might seem like a treasure trove, it would be wise to keep in mind that it is guarded by 6 Didgeridoo WarBots and 2 Wandjina Warbots with 'shoot to kill' and 'pursue till dead' orders for anyone attempting to enter the magazine without the correct verbal override. NOTE: If anyone is involved in a firefight into the magazine area, there is a flat 10% chance per shot that misses or 5% if it merely fails to penetrate the Warbots' armor (ricocheting) of an explosion. If a grenade or similar is thrown in there, the chance is (5xFrag Rating)%. If such an explosion is triggered, roll percentile dice -- 01-10 = Robots suffer 10d.10 Damage (ignoring armor); if the Robots are destroyed, they act as a Grenade with a Frag of 2 for purposes of FURTHER explosions, any character in 'line of sight' of doorway suffers up to 6d.6 damage (according to GM determination of degree of PC 'exposure') 10% of all contents will be destroyed; 11-50 = All Robots destroyed (exploding with Frag of 5 each for purposes of further explosions), PCs suffer up to 6d.20 points of damage according to 'degree of exposure', 25% of all contents will be destroyed outright; 51-75 = as 11-50, but 50% of contents destroyed and exposed PCs take up to 10d.20 points of damage; 76-00 = Magazine Explodes: All locations within 10d.10 meters will be totally destroyed. The PCs may ATTEMPT to escape. This requires that the all following Attribute CSTs be made: Wit (to realize what is happening), Will (to avoid Freezing), Deftness (to avoid fumbling or tripping in ones' haste to escape) and Speed (to be fast enough to escape). The moral is: don't firefight in an explosives dump!

(9) Small Arms Magazine (SILVER KeyCard): This area is the same as location 8, even down to contents. Allow a plus or minus 30% difference to exist in each category. It does however, contain the same items NOT found in the above area. These include: 2d.3 laser sights, 2d.6 starlight scopesights, 1d.6+3 infra-red scopesights and 2d.6+3 telescopic sights (2x-6x variable sights) -- all of these being designed to fit ANY military rifle or carbine found in these magazines; 2d.10x1000 rounds of Hi-Power in each of the following Calibers -- 7.62mm and 5.56mm NATO, 9mm Parabellum, and .45 ACP; 2d.5x1000 rounds of Sabot in the same calibers as above EXCEPT .45 ACP; 2d.5x1000 'Explosive' rounds for all above Calibers (inc. .45 ACP); 2d.5x1000 Incendiary rounds in both 7.62mm and 5.56mm ONLY; 2d.10x1000 Hollow Point rounds in each of the calibers above (7.62mm, 5.56mm, 9mm P, and .45 ACP); 2D.10x1000 Jacketed bullets in each of the above calibers; 2d10x1000 rounds in each of the above calibers; 12 flame rifles and 150 napalm canisters for them; and 500,000 rounds of blank ammunition (50% each 7.62mm and 5.56mm NATO).

The area is guarded by 6 Didgeridoo and 2 Wandjina Warbots with the same orders as for location 8. NOTE: The same rules for conducting a firefight against them also apply.

(10) Special Weapons Armory & Magazine (SILVER KeyCard): This area contains heavy weapons not stored in other locations as well as engineers' supplies. The items stored here include: 2d.3 20mm cannon with 2d.6 field mounts (i.e. towed) for them; 2d.3 30mm cannon with 2d.3 field mounts for them; 2d.3 Browning .50 Cal MG with tripod and vehicle mounts; 2d.2 TOW launchers; 2d.2 Redeye launchers; 2d.3 'Karl Gustav' 82mm AT/RR; 1d.3 60mm mortars; and 1d.2 81mm mortars. Also stored here is the following ammunition -- 10,000+(1d.10x1000) 20 mm AP rounds; 10,000+(1d.10x1000) 30mm AP rounds; 25,000+(2d.10x1000) .50 Cal rounds; 20+6d.6 TOW reloads; 10+3d.6 Redeye reloads; 1000+(1d.10x100) 82mm HEAT rounds; 1000+(1d.10x1000)

60mm mortar rounds, and 500+(1d.5x100) 81mm mortar rounds. The engineers' material stored here: 2d.5x20 claymore mines; 2d.10x20 Bouncing Betty mines; 2d.10x20 anti-vehicle mines; 2d.10x25 land mines (asstd.); 3d.6x10 Kg. of plastique (Blast Rating 30); 6d.6 cartons (24 sticks) of dynamite; 250 meters of cordite/2 fuse; 1000 meters of cordite/5 fuse; 2500 meters of cordite/10 fuse; and 5000 meters of cordite/100 fuse; 2d.3 boxes (24) of 5-minute chemical timers; 2d.3 boxes (12) of electrical timers (12-hour max. setting); and 12d.3 boxes (50) of primers. This location is guarded by 6 Didgeridoo Warbots with the same orders as apply to the locations above. NOTE: The dangers of firefight caused explosions are the same.

(11) Special Weapons Armory & Magazine (SILVER KeyCard): This area is much the same as location 10, above, but the equipment stored here should be 'randomized' by a +/- 30% factor. This magazine also contains: 100 81mm mortar smoke shells; 50 81mm mortar illuminating; 10d.5 81mm mortar teargas shells; 10d.20 kilograms of Plastique (extra on top of whatever is 'standard').

(12-15) Barracks Areas (COPPER KeyCard): Each of these areas contains 60 double-decker bunks, with footlockers and lockers for each. The bunks are lined up along the walls. The center area is taken up by tables, chairs, and a rifle rack. In each area there are the corpses of 12d.10 soldiers (65% SUR; 30% Militia; and 5% Regs). Their personal gear will be in the lockers, as well as scattered over the beds and tables. In the gun racks will be 12d.6 weapons (65% EM-2's; 15% FN/FAL's; 15% M-16's; and 5% Uzis or F-1's). Each weapon will have 5 magazines available for it (all empty).

(16) Mess Hall (COPPER KeyCard): This is a quite normal self-service cafeteria area although there are 12d.5 corpses scattered around here.

(17-18) Officer's Lounges (SODIUM KeyCard): These are lounge areas with bar facilities as well as recreation facilities. There will be 2d.3 corpses in officers' uniforms scattered around here.

(19) Officers' Quarters (SODIUM KeyCard): These are standard accomodation modules except that they have triple tier bunks, so they sleep six. There will be 1d.5 bodies in each. The distribution of uniform types is as above (65% SUR; 30% Militia; and 5% Regular Army). Lockers will contain personal effects and there will be a Sidearm (Browning Hi-Power (Regs/SUR), Colt M-1911A1 (Regs/SUR), or Webley .455 Revolver (Militia only) for each — all loaded to various degrees. Other finds should be GM determined.

(20) Officers' Quarters (SODIUM KeyCard): These are the same as above, except that locations a-e are quad-occupancy only (and contain only 1d.3 bodies).

(21) Senior Officers' Quarters (IODINE KeyCard): These are dual-occupancy accomodation modules with the exception of locations e and j which are single-occupancy (and are labelled 'CO' and '2IC' respectively). All contain 1d.3 corpses — except Locs e and j which have

a 50% chance of having only one corpse (otherwise none) and Loc g. Loc g contains no corpses, and is neatly arranged. Only one bed has any sheets on it, and it is neatly made up. Only the associated locker contains anything: a major's battledress uniform (Militia) with SUR captain's patches, a Militia/SUR ID Card made out to one McGregor, P.I., a Driver's License, and a small plastic case containing foam cushioning with space for 2 styrettes. The case bears the label 'Anti-Agathics — Type Alpha'. Whatever was in this case has been long since removed. Apart from these things, the room is TOO neat — as if someone cleaned it up and removed everything of value or use from it before leaving.

LEVEL THREE — BARRACKS, GARAGE & MAGAZINES

(1) Vehicle Armory & Magazine (IODINE KeyCard): The main area contains 100d.100 units of spares for each of the following weapons: .50 Cal, HMG, 20mm cannon, 30mm cannon, 76mm cannon, and 120mm cannon; plus a further 50d.100 units of spares for the tank laser mounted on the Kangaroo MBT. Location 1a contains 1000+(10d.100) rounds of 120mm (75% HEAT, 25% APDS), 10,000 rounds of 20mm, 8000 rounds of 30mm, 5000 rounds of 76mm (75% APDS, 25% HESH), and 15,000 rounds of .50 Cal ammunition. Location 1b contains a similar amount of ammunition for the same weapons. Location 1c contains 2d.6 20mm cannons, 2d.5 30mm cannons, and 2d.3 .50 Cal HMG as well as laser sights to fit all the above weapons (1d.3 of each type), 3d.6 infra-red driving goggles, 2d.6 infra-red searchlights with mount suitable for Kangaroo MBT, Leopard MBT, FSV and LSV, 2d.3 starlight scopes for vehicle mount suitable for Kangaroo, Leopard, Wombat, FSV, and LSV. The main entry area is guarded by 12 SecRobs and a Didgeridoo Warbot with 'shoot to kill' orders unless given the correct verbal override code.

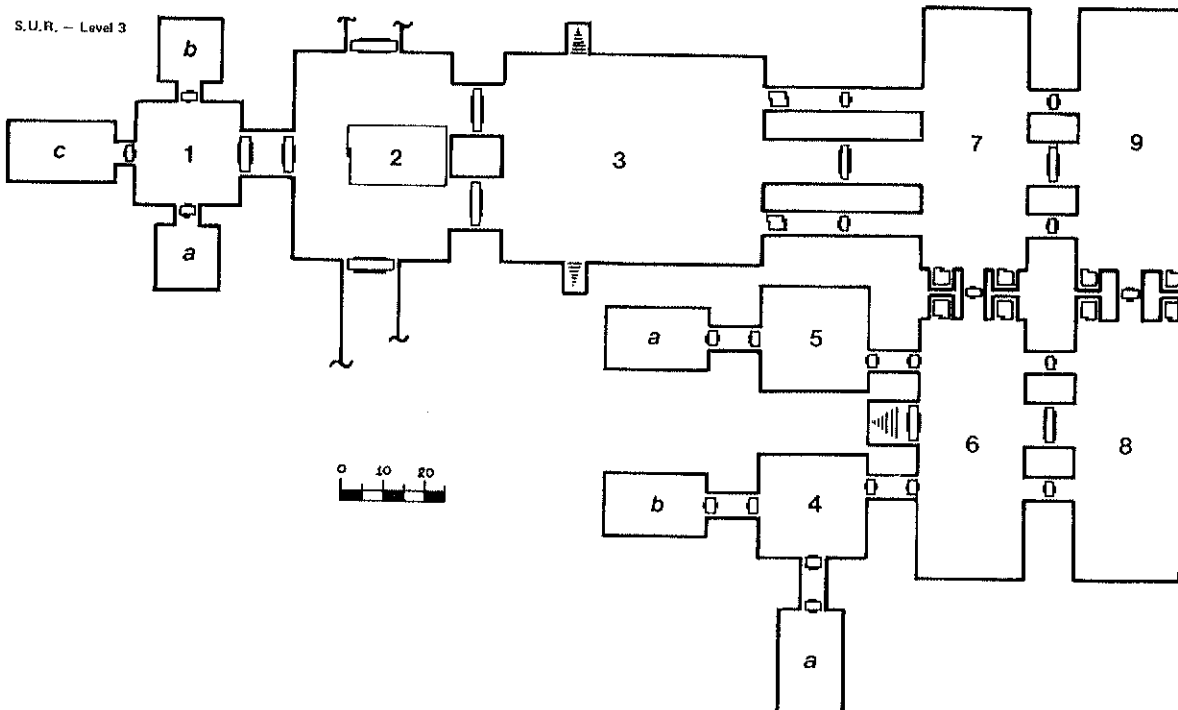
(2) Sally Port Entry (GOLD KeyCard): These passages lead to concealed sally port exits/entrances on the outside of the Uni — and outside Uni Defenses!

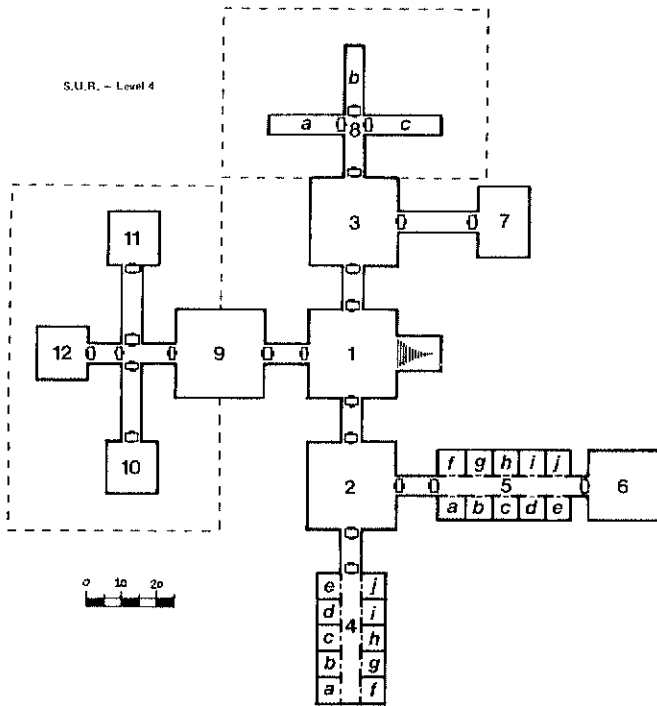
(3) Garage (NICKEL KeyCard): This area contains a Kangaroo MBT with a wrecked laser, and two FSV's with similarly damaged main guns. Apart from the damage to their weapons, the vehicles are in running order and are of DUR 11-20. The garage is served by 4 in-ground petrol tanks (50,000 gallon capacity each) which still contain (5d.10x1000) gallons each.

(4) Armory/Magazine Complex (SILVER KeyCard): This area is the same as the armory on Level 2. Location 4 is the same as location 5, 4a the same as 8, and 4b the same as 10.

(5) Armory/Magazine Complex (SILVER KeyCard): This is as above, but location 5a contains about half of what location 4a/b contains.

(6-9) Barracks Accomodation (COPPER KeyCard): These are identical in arrangement and contents to locations 12-15 on Level 2.





LEVEL FOUR – SECURITY, REACTORS & DEFENSE COMPUTER

(1) Security Ready Room (SODIUM KeyCard): This area was obviously intended as a lounge area but now most of the furniture has been removed, or at least moved to one side. The central area contains 12 camp-style beds. Hung over convenient chairs near these are random items of uniforms, weapons, etc. There are 1d.3 corpses in the room. This was used for emergency accomodation when the numbers of personnel left in SUR made removal of corpses effectively impossible if even a semblance of its normal security duties was to be maintained. This impression is backed up by the fact that there are several dozen military gasmasks around the area, as well as 2d.20+20 empty biode-contam sprycans.

(2) Security Control HQ (IODINE KeyCard): This area is fitted out with scores of video monitors covering every foot of wall space, and console after console of controls. From this area, any surface area within visual range of the University defense perimeter, and any area within the University itself, can be visually monitored. The interiors of all the university bunkers can be similarly monitored. The weapons mounted in the bunkers along the defense perimeter can be manually controlled from here although their normal automatic operation cannot be overridden without reprogramming the defense computer. That requires the insertion of a SILVER KeyCard into the panels to even activate their reprogramming facilities! Similarly, Warbots everywhere, and SecRobs in the SUR area, may be similarly 'manually overridden' on a temporary basis although Wandjina model Warbots MAY choose to disregard these totally, and Didgeridoo Models MAY disregard them partially. Of course, robots may not be permanently controlled unless reprogramed via the use of the facilities here. This requires the correct computer keywords to allow each group to be reprogramed. These are the same as the verbal override codes for them. Even then Wandjina model Warbots MAY ignore such attempts. The area is, however, strangely deserted. There are NO bodies to be found here, even though it shows signs of continuous occupation right to the 'end'. Scattered around the room are several items which indicate that at least one Officer was left alive and kept the Security Complex operating right to the end.

(3) Security Control HQ Duplicate (IODINE KeyCard): This area is a duplicate of the above area, though it shows signs of heavy combat damage. It is about 75% destroyed as a result of small arms fire and some grenade explosions. Hidden behind one of the consoles (barri-caded in) are four bodies. All are armed to the teeth. Scores of empty magazines are scattered around them. Though they were all wounded, they quite obviously did not die from these wounds, which are all of a minor nature.

(4) Security Cells (NO KeyCard – openable only from outside): The cell doors are all open, and the 'normal' interiors have been ripped out and replaced by two cryogenics freezer units in each cell. These are all occupied except for one in Loc j. These differ from those in the Anderson Stuart Bunker in that there are prominently displayed 'Defrost'

buttons affixed to the base of each unit. These units contain hand-picked SAS (Special Air Service) and SUR troops (treat them all as HEROIC Quality Troops) from the last survivors of the Complex. None of them are carriers of the plague which cannot survive long-term cold-sleep. Of course, there is no way that the PCs can know this. The sleepers are fully armed with laser pistols, carbines and rifles. None of them know the access codes to the computers, or any of the verbal override codes FOR THIS BUILDING. They will claim that the codes have all been changed.

(5) Accomodation (SODIUM KeyCard): These are dual-occupancy accomodation modules and there is a 50% chance that any one of them will contain 1d.2 bodies. In any case, they all contain personal effects and sidearms.

(6) Security Lounge & Cafeteria (COPPER KeyCard): This is a standard lounge/cafeteria area, and there are 2d.3+1 bodies scattered around in the chairs in these areas.

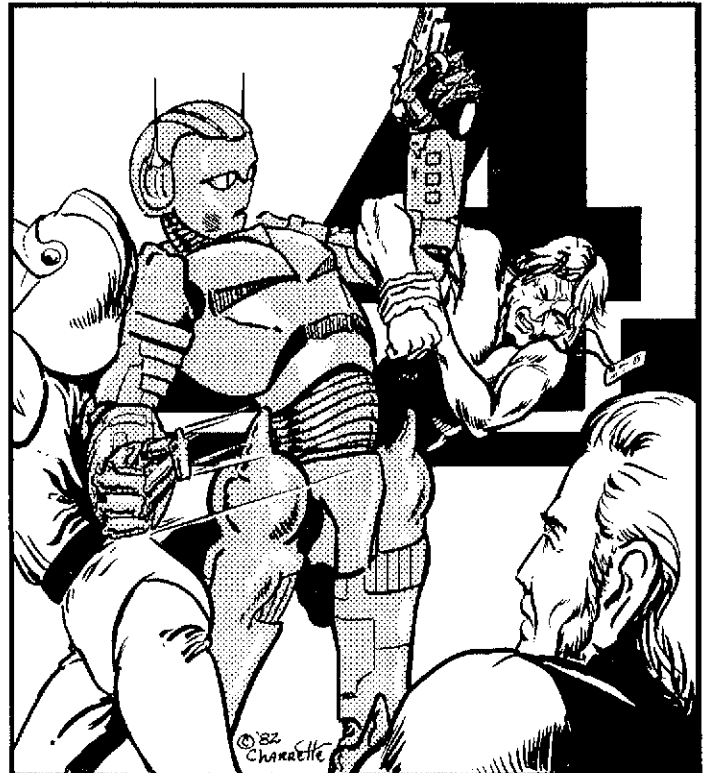
(7) Security Vault (GOLD KeyCard): This area contains a large supply of bullion: 500,000 A\$200 gold coins; 1,000,000 A\$100 gold coins; 2,000,000 A\$50 gold coins; and 5,000,000 A\$10 silver coins. All are in individual sacks containing 1000 coins each. The vault door requires not only a KeyCard, but the correct 10-digit combination before it will open.

(8) Security Computer Repair Access (COBALT KeyCards): Each of these areas contain 100d.20 units of computer spares.

(9) Power Reactor Control Room (COBALT KeyCard): This area is the main reactor control area. At present the reactor is running on automatic and has 20 years supply of fuel left (otherwise as the Reactor in the Anderson-Stuart Bunker).

(10-12) Reactor Repair Access (COBALT KeyCard): These areas contain the only parts of the reactor that can be safely entered by un-protected humans, Each contains 200d.20 units of reactor spares.

NOTE: Though it obviously seems that the goodies inside SUR are excessive one thing must be remembered: to enter the complex requires that the GM running the Campaign allow the Players to find a high enough grade Military KeyCard. This is something which is not included as a find detailed anywhere in these pages. It is therefore obvious that the responsibility for this is on the GM's shoulders – he should only allow his players to find such a Card after a great deal of effort. Even then, merely gaining access to the SUR Complex does not make things all that easy. The Warbots stationed there are MEAN – and someone obviously intended the more obvious assets of the Complex to remain untouched. It will be noted that, especially in the magazines, attempts to foolishly force the issue will be rewarded (if they survive) with little more than smoking ruins and exploded ammunition stores! This Complex is not a pushover; in fact, in 8-10 months of playing practically non-stop here in Sydney, not one of the PC groups (even those inside the Uni) have come anywhere close to getting in SUR. They have wisely avoided attempting to do so by force.



UNIVERSITY SURFACE INSTALLATIONS

This is a gazetteer of all the buildings inside the university perimeter which were not provided with bunker survival complexes. Each building will be given a brief description, with its pre-Ruin function detailed, as well as any significant 'finds' to be discovered in or nearby it. The buildings are:

(1) UNIVERSITY Garage: Externally, this building looks very dilapidated. It seems to be merely another empty stores building, an impression that the fact it is 'blacked out' helps to foster. There are 25 solar power panels on the roof which can be connected with the building's circuitry by simply throwing the appropriate switch in the main fuse box. There are no useable vehicles left here although there are some stripped out shells. However, there are extensive sealed off areas which, when searched, will reveal 1d.100 units of spares for each of the following vehicle types: landrovers (LWB and SWB), 1999 vans, sedan cars, and compact cars. There are also 1d.20x5 spare tires (still good) for each of the above vehicle types.

(2) ST. JOHN'S COLLEGE: This residential college was destroyed during the last fanatical attacks on the University. It is little more than a pile of bricks and rubble. In a few spots parts of the walls and upper floors remain but these are extremely unstable and may be classed as a 'Hazard'.

(3) ROSS STREET BUILDING — AGRICULTURE: This building was also pretty well destroyed in the bitter fighting that accompanied the mob, and later the Russian, attacks on the University. The building suffered more than St. John's, however, and is now nothing more than a pile of rubble covered with scrubby bushes and straggly grass and weeds.

(4) ZOOLOGY: This building is very dilapidated (broken windows, combat damage, partially gutted by fire, etc.) but the structure is relatively sound. Though the building was quite obviously stripped sometime before or during the 'Ruin', in a partially blocked off Basement (requires 100 Task Points to find) are several filing cabinets containing partial notes on the genetic modification program that led to the creation of 'Killer Kangaroos', as well as brief notes on a proposal to revive certain extinct creatures by advanced DNA cloning/replication techniques. See 'Wilderness: the Sydney Campaign'.

(5) UNIVERSITY UNION ('MEN'S UNION'): This building is in generally good condition considering that 100 years or so have passed since the 'Ruin'. It was also not in use at 'the end'. In one of the basement areas are 1d.100x2 days worth of canned foods (still quite safely edible) which were overlooked in a hasty stripping of the place.

(6) OLD GEOLOGY: The University Union's Administrative center. Scattered throughout this badly dilapidated building are file cabinets containing administrative records.

(7) MACLEAY MUSEUM: This is just a burnt-out pile of rubble. In the center of the area are the blackened and twisted remains of a Soviet transport helicopter.

(8) WALLACE THEATER: Quite empty, though still structurally sound. This building was a dual-purpose lecture theater and 'live' theater complex.

(9) WOOLLEY BUILDING: This building is also in fairly good condition, and was in at least partial use right up towards 'the end'. It was the site of offices and research facilities for the engineer faculty (especially aero and hydro-dynamics).

(10) BADHAM BUILDING (ELECTRICAL ENGINEERING OFFICES): Again, this building is in relatively good condition although it was abandoned before 'the end'.

(11) MAIN BUILDING & GREAT HALL: This whole structure is still structurally sound, though stripped of everything moveable. In the great hall are the remnants of a field hospital (only rusted and broken equipment, no bodies). It was evidently overrun, or simply deserted. Amongst the debris here can be found a footlocker containing: 1d.6 styrettes of Cardiacine, 2d.6 styrettes of Antibiotics, 1d.6 styrettes of Broad-Spectrum Antibiotics, 1d.3 styrettes of SARIN antidote, 3d.6 styrettes of Painkill (non-addictive), 1d.6 tubes of burn ointment, 1d.6 styrettes of Polycell/3, 1d.3 styrettes of Polycell/4, 1d.6 styrettes of HDAP, 2d.6 styrettes of Stimulants, and 1d.3 styrettes of Anard.

(12) GRIFFITH TAYLOR-BRENNAN-MACCALLUM BUILDINGS (HISTORY AND LANGUAGES FACULTIES): These 'three' buildings are actually one building and connect directly with some floors of the main building.

(13) SYDNEY TEACHER'S COLLEGE: Again, stripped of anything moveable well before 'the end'. There is one exception — the college library on the 1st Floor. All the books are still here although totally useless, unless one is a practising Teacher!

(14) MANNING HOUSE ('WOMEN'S UNION'): In sound structural condition, and intact in interior fittings as well. In fact, apart from a few areas where broken windows have allowed the entrance of the elements, it is almost in as good condition as it was a hundred years ago. Of course, there is no power available.

(15) K.C. MILLS (EDUCATION FACULTY): In sound structural and interior condition although the interior has been stripped of just about everything. The single exception is the AV (Audio Visual) room on the ground floor where there are 2 cassette recorders, 1d.6 overhead transparency projectors, 2 spirit duplicators, 1 gestetner duplicator, 1d.20x2 reams of spirit duplicator paper, 1d.20 reams of gestetner paper, 1d.6+1 tubes of gestetner ink (black), 2 liters of duplicator fluid (spirit duplicator), 3d.10+10 gestetner stencils and 5d.20+10 spirit stencils.

(16) P.E. CENTER: This building is very dilapidated and contains only a few items of gymnastics equipment in equally poor condition.

(17) QUEEN ELIZABETH BUILDING (MEDICAL FACULTY): Long abandoned before 'the end', but it was only an office facility in any case.

(18) PHYSICS BUILDING: The indicated section towards the Public Health Building is stripped and shows signs of combat damage. The remainder of the building is in relatively good condition although little equipment remains. The area was obviously in use close to the end, as there are signs that the equipment missing was moved out very quickly. There are 12 SecRobs patrolling the building.

(19) EDGEWORTH DAVID BUILDING (GEOLOGY): Still in good structural condition, but stripped clean.

(20) STEPHEN ROBERTS THEATER: This is in a generally dilapidated, all the wooden seats having been ripped out. The interior is full of various types of non-organic rubbish (rusty metal, old bricks, concrete chunks, etc.).

(21) CARSLAW BUILDING (MATHEMATICS FACULTY): Externally, this building seems relatively OK but inside, it is just a hollow shell. Everything, including part of some of the floors, has been stripped out.

(22) BLACKBURN BUILDING (PHARMACY): Set up with pharmacy lecture theaters and teaching labs, the building is structurally sound. It has been stripped clean. Scattered papers show that all the equipment here was transferred to the Anderson-Stuart Building.

(23) BOSCH BUILDING (MEDICAL FACULTY): Office facilities only. The Building is badly dilapidated and can be classed as a 'Hazard'.

(24) ST. PAUL'S COLLEGE, WOMEN'S COLLEGE & HARPER HOUSE: Deserted, and partially ruinous. Obviously deserted for a long time before the 'final collapse'.

(25) WESLEY COLLEGE ST. ANDREW'S COLLEGE, CHILD-CARE CENTER & MOORE THEOLOGICAL COLLEGE: Merely a pile of bush and weed covered rubble.

(26) INTERNATIONAL HOUSE & SEYMOUR CENTER (THEATER): Stripped of its normal contents and suffering from extensive combat damage, this building is filled with sandbagged emplacements and bunkers, protected by concertina wire.

(27) ARCHITECTURE BUILDINGS: Also heavily fortified, and similarly showing heavy combat damage. The one near International House is stripped bare, and was obviously overrun. The two back towards the Wentworth Union Building, however, are still internally intact, and still contain a few items of non-weapon military equipment.

(28) WENTWORTH UNION, MEREWETHER BUILDING (POLITICAL SCIENCE) & INSTITUTE BUILDING (ECONOMICS): Also intact, both exterior and interior, but, again, little of real use (except for furniture and fittings).

(29) SYDNEY UNIVERSITY PRESS: As above, but still contains the presses (which require both maintenance and spares), but no power, paper, or operating instructions!

(30) JOINERY SHOP: Seemingly 'just another building' from the outside, this is a fully-equipped Woodworking Shop (Efficiency Factor 2.75) but, unfortunately, with no Wood and no power!

(31) RECREATION CENTER: The University's swimming pool and squash courts are in relatively good condition.

(32) CHEMICAL & CIVIL ENGINEERING: The facilities in these buildings were transferred to the Chemical Bunker and the Mech & Aero Engineering Building.

CLASS OF FINDS BY SPECIFIC LOCATION

This set of tables is intended to supplement (if not replace entirely), while INSIDE the University Complex, the more general ones given in the original rulebooks. Of course, even these tables are only intended to give the GM ideas to flesh out his ideas of what should be found where. They are NOT intended to be taken as anything more than guidelines he may use or ignore according to the situation and his preferences. If the location being searched already has finds listed in the location description, this does not mean that they are all that is to be found. Similarly, simply because nothing is mentioned in the key, this does not mean that nothing is present.

NOTE: If the location you are searching is not mentioned in the list below, either pick the nearest type or use the general table from the main rulebook.

ACCOMODATION/RECREATION		GARAGE/WORKSHOPS		LABORATORIES		OFFICES	
Type of Find	Die Roll	Type of Find	Die Roll	Type of Find	Die Roll	Type of Find	Die Roll
Food	01-15	Food/Luxuries	01-02	Food/Luxuries	01-02	Food/Luxuries	01-05
Luxuries	16-25	Weapons	03-05	Weapons	03-05	Weapons	06-10
Weapons	26-30	Fuel/Power	06-20	Fuel/Power	06-15	Fuel/Power	11-20
Fuel/Power	31-40	Clothes/Armor	21-25	Clothes/Armor	16-20	Clothes/Armor	21-25
Clothes/Armor	41-45	Tools/Kits	26-50	Tools/Kits	21-25	Tools/Kits	26-30
Tools/Kits	46-50	Data/Comms	51-55	Data/Comms	26-50	Data/Comms	31-50
Data/Comms	51-55	Envir/Surv	56-60	Envir/Surv	51-75	Envir/Surv	51-60
Envir/Surv	56-60	Spares	61-95	Lab Supplies	76-00	Office Supplies	61-00
Personal Effects	61-00	Transport	96-00				

SECURITY

Type of Find	Die Roll
Food	01-10
Luxuries	11-20
Weapons	21-35
Fuel/Power	36-45
Clothes/Armor	46-60
Tools/Kits	61-65
Data/Comms	66-70
Envir/Surv	71-00

STORAGE

Type of Find	Die Roll
Food/Luxuries	01-05
Weapons	06-10
Fuel/Power	11-20
Tools/Kits	21-25
Data/Comms	26-35
Envir/Surv	36-40
General Stores	41-00

DURABILITY OF ITEMS FOUND (Roll d.20)

Die Roll	Result
1	Hazard Located
2	Utility 0
3-4	Utility 1
5-6	Utility 2
7-11	Utility 3
12-15	Utility 4
16-18	Utility 5
19-20	CACHE (Roll again for DUR)

DIE ROLL MODIFIERS

Bunker Interior	=	+2
Bunker Surface	=	+1
Other INTACT Building	=	+0
STRIPPED Building	=	-1
RUBBLED Building	=	-2

If a CACHE is rolled, the GM rolls a d.20 — and adds +3 to the Die Roll — a roll of 19+ is treated as Utility 6.

SPECIAL FINDS

Apart from the 'special' finds detailed in the location keys above, there is always room for more random, but nonetheless still 'special' finds. These Tables may be used as the sketchiest of outlines — and should be used in conjunction with the Tables in the section above. They should be used by the GM whenever he wants something 'different' or 'special' rather than just rolling for the items' Utility and determining what it is himself.

FOOD

Die Roll	Type
01-04	2d.6 Bars (100g.) of chocolate.
05-08	2d.3 Bars (250g.) of chocolate.
09-12	1d.3 1 liter bottles scotch whiskey (1930)
13-16	Box (24) cans of luxury foods (caviar, etc.)
17-20	2d.6 1 liter bottles of tooheys LA beer
21-24	2d.3 1 liter bottles of chateau tanunda riesling (1997)
25-28	6d.6 Heinz 'Minit Meals' cans
29-32	2d.6 2 liter soft drink bottles (Shelleys)
33-36	1 Flagon (5 liter) australian port (1989)
37-40	2d.6 Cans (370 ml) Resch's beer
41-44	1d.3 1 liter bottles Australian Brandy (1968)
45-48	Bag containing: 1 tin, hummingbirds' tongues; 1 tin, ants in chocolate; 3 tins, truffles.
49-52	1d.6 cans asstd. soft drinks (370ml).
53-56	1kg. Jamaican Blue Leaf coffee beans
57-60	1d.3 bottles Beefeater gin
61-64	1d.6+2 500g. jars VEGEMITE
65-68	2d.3 500g. packets Arnotts' biscuits
69-72	1d.3 250g. packets Westons' biscuits
73-76	1d.3 cans (370ml) KB 'Cold Gold' Beer
77-80	1d.3+1 tins Russian caviar
81-84	2d.2 tins birdsnest soup
85-88	2d.3 Cans (370ml) Swebbes Soft Drinks
89-92	1 tin, jellied sheep's testicles (Product of Saudi Arabia)
93-96	1 tin, jugged hare
97-00	1 tin, bees in chocolate

LUXURIES

Die Roll	Type
01-04	3d.6 pr. nylon stockings
05-08	1d.6 copies 'Playboy' (1999)
09-12	1d.6 packets (vac-sealed) Benson & Hedges cigarettes

13-16	1d.3 10-pack cartons 'Acapulco Gold' marijuana cigarettes
17-20	2 packs playing cards
21-24	Full-size roulette wheel, chips, and misc. gambling equipment
25-28	Cassette recorder plus 1d.6 blank C-60 cassettes
29-32	25+1d.10 Elvis Presley cassettes
33-36	Digital watch (1-3 — solar-powered, 0% charge; 4-7 — self-wind; 8-0 — isotope-powered)
37-40	1d.6 music cassettes
41-44	Videotape portapak (size of 8mm movie camera; tape size of audio cassette)
45-48	Pocket portable color TV (1' ' screen — accepts VC's from above)
49-52	Digital stopwatch
53-56	Electric toothbrush & 2 tubes Ipana toothpaste
57-60	2d.6 packets (12) water purification pills
61-64	1d.6 blank VC-120 video tapes
65-68	1 'Walkman' stereo cassette/FM-AM radio
69-72	Chest hairpiece (male) and false teeth
73-76	Oilskin pouch containing 6d.6 A\$200 gold coins
77-80	Chamois pouch containing 12 diamonds (each with valuation slip for 1d.6xAS\$1000)
81-84	1d.3 items male/female toiletries
85-88	Portable color TV (6' ' screen)
89-92	Gold ID wristlet (name 'John W. Scott' in solitaire diamonds)
93-96	2d.6+2 bottles 1880 Napoleon Brandy
97-00	Cavalry bugle

FUEL/POWER

Die Roll	Type
01-10	2d.6 Everready E-1 Eternabatteries
11-20	1d.6 Everready E-5 Eternabatteries
21-25	1d.3 Everready E-10 Eternabatteries
26-28	Marshall EV-25 Eternabattery
29-30	Marshall EV-50 Eternabattery
31-35	1d.6 boxes (45) Federal-brand matches
36-40	1d.6 boxes (45) Redhead-brand matches
41-43	1 carton (10 boxes) matches
44-48	1d.3 BIC disposable butane cigarette lighters
49-50	1d.6+1 candles (burn for 30+3d.10 minutes each)
51-52	Gold Ronson cigarette lighter
53-55	1d.3 Butane lighter refills

56-60	Solid fuel (hexie) stove (Army-issue) & box (8) of fuel tablets	37-40
61-70	1d.3 boxes (8) of hexie fuel tablets (1/meal)	41-44
71-72	1d.3 5-gallon jerrycans (each contains 1d.5 gallons petrol/alcohol)	45-48
73-75	1d.6 'cold light' sticks	49-52
76-80	Wind-powered generator (Max. 1d.10 Watts/hr.)	53-56
81-85	Suzuki petrol generator (500 Watt/hr.)	57-60
86-95	Blueprint for conversion of petrol engines to methane gas operation	61-64
96-00	Five gallon jerrycan containing 1d.3 gallons Avgas	65-68

CLOTHES

Die Roll	Type	
01-04	SU Volunteer police jacket (blue)	69-72
05-08	Leather motorcycle jacket with silver studs forming skull shape on back	73-76
09-12	SU Militia camouflage jacket	77-80
13-16	Streetsuit w/hood (psychedelic/paisley)	81-84
17-20	Streetsuit (urban camouflage)	85-88
21-24	SUR camouflage jacket	89-90
25-28	NSW Police jacket	91-93
29-32	Full dress (c.1864) confederate colonel's uniform w/cavalry sabre and boots	94-95
33-36	Wetsuit, flippers, and face mask	96-97
37-40	Tennis shoes	98-00
41-44	Top hat & tails	
45-48	Navy blue (Navy-issue) jumper	
49-52	Highland kilt, inc. Sgian Dubh (knife), Claymore, Sam-Browne belt, etc.	
53-56	Thermal diving suit (dry suit)	
57-60	Fur-lined flying boots	
61-64	Aviators gold-rimmed polaroid sunglasses	
65-68	Camouflaged jumpsuit	
69-72	Bush Hat	
73-76	Complete Horse Guards parade uniform (inc. sabre & breastplate/helmet)	
77-80	Eskimo Anorak	
81-84	Balaclava (australian army green)	
85-88	Wool gloves (army green)	
89-92	1812 'Black Watch' (42nd Highlanders') dress uniform	
93-96	Brigadier's uniform (Royal Australian Army)	
97-00	Rollerskates	

ARMOR

Die Roll	Type	
01-10	FedPol riot shield Mk.IV	37-40
11-20	Webbing belt & pistol holster	41-44
21-30	US Army-style helmet	45-46
31-40	Plastic flak jacket	47-48
41-50	FedPol riot shield Mk.II	49-50
51-60	Bullet bandolier (leather) with 100 loops	51-52
61-62	Empilon flak jacket	53-54
63-67	Miner's helmet (and lamp)	55-56
68-70	NSW Police (full-face) motorcycle helmet	57-58
71-75	Western riding boots & spurs	59-60
76-78	Hercuweave flak jacket	61-62
79-85	Full-face motorcycle helmet	63-64
86-90	FedPol light patrol gear	65-66
91-93	FedPol heavy patrol gear	
94-95	FedPol SWAT armor	
96	Intruder armor	67-68
97	Mk.I infantry armor	69-70
98	Mk.IIIa infantry armor	71-72
99	Mk.IIIb infantry armor	73-74
00	Complete mail suit (hauberk — AV6/Loc 3-14; greaves — AV6/Loc 15-18; helmet — AV8/Loc 1-2; shield — Type 4/BV 30; Total ENC — 6.336) with longsword & mace	75-76
		77-78
		79-80
		81-82
		83-84
		85-86

TOOLS/KITS

Die Roll	Type	
01-04	Mechanical Repair Kit Mk.I	87-88
05-08	Auto Repair Kit Mk.I	89-90
09-12	Drafting Kit	91-92
13-16	Electrical Repair Kit Mk.I	93-94
17-20	Plastics Repair Kit Mk.I	
21-24	Complete set philips head screwdrivers	
25-28	Micrometer (Metric) in case	95-96
29-32	Portable jeweller's scales (weights to 1kg)	97-98
33-36	Chemistry Kit Mk.I	99-00

37-40
41-44
45-48
49-52
53-56
57-60
61-64
65-68
69-72
73-76
77-80
81-84
85-88
89-90
91-93
94-95
96-97

FIREARMS

Die Roll

01-02
03-04
05-06
07-08
09-10
11-12
13-14
15-16
17-18
19-20
21-22
23-24
25-26
27-28
29-30
31-32
33-34
35-36
37-38
39-40
41-42

Sewing Kit Mk.I
Burning glass (magnifying glass)
Battery-powered variable-speed drill
Diamond-tipped glass cutter
Crowbar, short
Lockpick set
Magnatuner
Polygraph (lie detector)
Plastics Forming Kit Mk.I
Prybar
Ripsaw
Hand-Drill
Complete Oxy-welding set
Carpentry Kit Mk.I
Pneumatic jack (2.5 Ton test)
Manual jack (1 Ton test)
Handloading Kit (9mm Parabellum; Swage Efficiency = 25)
Handloading Kit (.38 Special; Swage Efficiency = 35)

Type

Browning Hi-Power (2 full clips)
12 9mm Parabellum rounds
US Mk.7 Grenade
Bullet bandolier (w. 10d.10 rounds 7.62mm NATO)
Bullet bandolier (w. 10d.10 rounds 5.56mm NATO)
Bullet belt (5d.10 rounds .45ACP)
.308 Cal rifle (GM's choice — non-SS)
Box (25) 9mm Parabellum ammunition
1d.6x6 boxes (25) of 5mm Rimfire Magnum
R-32 (with 5 empty mags)
Colt M-1911A1 clip (full mag)
2d.2 boxes (25) .22 Stinger ammunition
SG-10 (12g.) w/10 12g. 8-9 Buckshot rounds
Silencer for American 180 (designed for FA use)
1 box (25) .22 Long Rifle
1 box (25) .38 Special
SG-16 (10g.) with 10d.3 shells (GM's choice)
American 180 SMG (1 full, 1 empty clip)
Box (25) 10g. 00 Buckshot
Box (25) 12g. 00 Buckshot
M-22 rifle (with 4 full Box (30) mags); with bipod, scopesights (4x; light level 1), and BROKEN FIRING PIN w/note attached telling this!
R-44 Match Weapon (2x scopesights), .222 cal., 2 empty mags.
1 box (25) .222 ammunition
1d.6x2 .38 Special shells
Pistol scopesights
Empty Colt M-1911A1 mag
Empty Browning Hi-Power mag
Silencer for .38 cal pistol
Speedloader for .38 cal revolver
4x scopesights (light level 1) for EM-2
2d.20 7.62mm NATO rounds
1 Box (25) 5.56mm NATO High-Power rounds
Lee Enfield Mk.4 Rifle (4 full box (10) mags) and bayonet
Gauss Electroneedler Mk.1a (2 full mags)
C-8 (disassembled) with 1d.5+1 full Box (20) mags
P-46 (Hair Trigger) with 1d.6+1 full mags
Tranq. Dartgun (compressed air, SS) with 10+ 2d.10 darts
1 box (25) .38 Special hollow-points
1 box (25) 7.62mm NATO discarding sabot
6d.6 .223 rounds
1 box (25) 7.62mm NATO explosive heads
P-7 (1 full mag)
R-11 (.300 Magnum) with 1 full mag and 3d.6+6 loose rounds
12 .458 cal rounds
1 box (25) .22 Long Rifle ammunition
1d.3+1 box 20 mags (empty) for EM-2
20mm autocannon (designed for vehicle mount) — still in cosmoline
6d.6 rounds 20mm AP Link
10d.10 rounds 7.62mm NATO Link
AK-47 and 3 full Box (30) clips

MELEE/MISSILE WEAPONS

Die Roll	Type
01-04	Leather stockwhip
05-08	Brass knuckles
09-12	Reproduction spiked mace
13-16	Bayonet for EM-2
17-20	Karatands
21-24	Battery-powered carving knife
25-28	Swiss Army-style pocketknife
29-32	Bowie knife in boot sheath
33-36	Switchblade in wrist sheath
37-40	Bowie knife
41-44	Crossbow (60lb. pull) and 1d.6+6 bolts
45-48	1 can 'Mace' (10d.10 charges)
49-52	Butcher's meat cleaver
53-56	Reproduction broadsword
57-60	Trench knife
61-64	WWI sword bayonet
65-68	Pulley bow (160lb pull for range; acts as 80lb pull for firer) and 6d.6 arrows
69-72	Bayonet for M-16/M-22
73-76	War boomerang (does NOT return)
77-80	Master katana (WDM = 3)
81-84	Boar spear
85-88	Police riot baton
89-92	Fibreglass bow (80lb pull) with 1d.6 dacron bow-strings
93-96	Commando knife
97-00	War flail



DATA/COMMUNICATIONS

Die Roll	Type
01-04	Map of City Center (Sydney) c. 1990
05-08	Polaroid Instapix camera & 2x24 exposure films
09-12	TRS-90 PocketComp (8k Memory)
13-16	FedPol walkie-talkie (10-60% charge)
17-20	Military walkie-talkie (10-60% charge)
21-24	Civ walkie-talkie (10-60% charge)
25-28	Scientific Calculator
29-32	2d.6 SF novels
33-36	1d.3+1 sheets of paper covered with complex maths symbols
37-40	1 Box HB pencils (24) and sharpener
41-44	1 Box colored pencils
45-48	2d.6 biros (50:50 Red/Blue)
49-52	1d.3+1 erasers
53-56	Alarm clock (1920's style)
57-60	35mm SLR camera, telephoto lenses, light meter, camera bag, etc.
61-64	'Demolition Made Simple' — Australian Army Pamphlet (Text — 01-30)
65-68	'Improvised Explosives' — Australian Army Pamphlet (Text — 01-30)
69-72	'Practical Medieval Armoring Techniques' — Duchy of the Southern Cross (SCA; Text — 01-40)
73-76	Sydney University Gazette — Dec. 1999
77-80	Handwritten 'History of the Last Days'
81-84	Complete set (Hardcover) of J.R.R. Tolkien's works — fiction, non-fiction & letters
85-88	1d.6 rolls of 35mm Film (24 Exposure — 1-5 = Color; 6-9 = BW; 0 = Infra-Red)
89-92	Starlight scope lens for 35mm camera
93-96	Encyclopedia Britannica — 1982 edition — with yearbooks to 1993
97-98	History Texts — '5th Arab-Israeli War: On to Baghdad'; 'Afghanistan — Russia's Vietnam'; 'Red Star Falling — the fall of the CPR'; 'Warsaw 1985'
99-00	'The Drop Bear — Fact or Fiction' — US Army pamphlet, 1996

33-36
37-40
41-44
45-48
49-52
53-56

57-60
61-64

65-68
69-72
73-76
77-80
81-84
85-88
89-92
93-96
97-00

MEDICAL

Die Roll

01-04
05-08
09-12
13-16

17-20
21-24
25-28
29-32
33-36
37-40
41-44
45-48
49-52
53-56
57-60
61-64
65-68
69-72
73-76
77-80
81-84
85-88
89-92
93-96
97-00

Kerosine storm lantern & 1 liter kerosine
Space blanket-lined sleeping bag
1 whetstone
Heavy flashlight
1d.6 thermos flasks
50+5d.10 meters of rope (1-6 = 500kg test; 7-8 = 1000kg test; 9-0 = 2000kg test)
Pocket 2x telescope
Battery-powered (1-6) or clockwork-powered (7-0) dry shaver
Biodecontam spraycan with 2d.20 Charges
2d.3 lockwood padlocks (with keys)
Safety razor & 2d.6 blades
1 Box Kleenex tissues
Straight razor & strop
Hudson Bay blanket (6 Point)
Leather belt with Navajo silver belt-buckle
CBW detector — audio alarm only
C 8 Carbine

Type

Medikit (1-7 = Mk.I; 8-0 = Mk.II)
Medicomp (portable)
1 gross disposable surgical gloves
Field Medikit (contains 20 styrettes of all drugs listed in Book III)
1d.10x10 bandages
1d.3 styrettes broad-spectrum antibiotics
1d.3 styrettes antibiotics
6d.6 aspirin
Battery-powered 100x microscope
11. Dettol antiseptic
1d.6 styrettes Polycell 3
1d.6 styrettes Polycell 4
1d.6 styrettes Polycell 4/E
1d.3 styrettes Polycell 5
1d.3 styrettes Cardiacine
1d.6+1 Styrettes Panomycin
1d.2 Anagathon Kits
1d.3+1 styrettes Anarad
1d.3+1 styrettes Anti-REM
1d.6+1 styrettes Painkill
1d.3 styrettes stimulants
1d.6 tubes burn ointment
1d.3 styrettes anti-polio serum
1d.3 styrettes of Polycell (Regen)
1d.3 styrettes of Memory RNA (skill score 01-50 in a skill needed by the PCs)

ENVIRONMENT/SURVIVAL

Die Roll	Type
01-04	Civ CBW Suit (re-useable)
05-08	Gasmask & 3 spare filters
09-12	Sleeping bag (arctic weight)
13-16	IR goggles & IR pocket flashlight
17-20	Geiger counter
21-24	Prismatic compass
25-28	SCUBA tank & regulator
29-32	Inflatable rubber dinghy (1-6 = 2-man; 7-9 = 4-man; 0 = 6-man)

1

THE VAMPYRS

The Vampyr found in the Fisher Stacks are the result of experiments conducted by James Van Helsing Jr. and the onset of the Scourge. Van Helsing, a descendant of the legendary vampyr hunter, was involved in research on possible means of life extension for use in conjunction with or to replace the cryogenics/hibernation procedures of 'Operation Morpheus'. The intention here was to make feasible 'Operation Pleiades' — Australia's first Starship program.

However, as the spread of the Scourge to Australia became obvious, Van Helsing was transferred to research on a plague serum although he was allowed to pursue his own independent, and radically different, line of research. These efforts of his were based on his chance discovery of old diaries evidently belonging to his Great-Great-Great-Grandfather, the Dr. Van Helsing referred to in Bram Stoker's classic novel 'Count Dracula'. Up to that point, James had, like the rest of the world, believed that the story told by Stoker was pure fiction and that the similarity in his and that other Van Helsing's names were merely coincidence. However, a reading of these soon convinced him that the events related by Stoker were, in fact, based on actual events although the truth of them was somewhat distorted. Van Helsing Jr. soon realized, from the tone of the diaries, that his ancestor had been, to put it mildly, a paranoid schizophrenic with episodes of homicidal mania. In fact, on the information provided by the diaries, he came to the conclusion that Count Dracula had been more sinned against than a sinner, the victim of the crudest and most baseless superstitions of the barbarous area in which he had lived (Transylvania) and of the original Van Helsing's paranoid delusions.

With evidence of their existence in hand, Van Helsing Jr. went about attempting to contact them. He found this extremely difficult, due both to their association of him with their legendary arch-enemy, and to their natural secretiveness in modern society. Eventually, he was approached by one of their number a 'John Anthony' (really 'Julius Antonius') an ex-Centurion in the Imperial Roman Army and a vampyr since 187 AD. Anthony had decided to risk contact with Van Helsing Jr. in the hope that he would be able to build up a scientific case for Vampirism that would overwhelm the arguments passed down over the centuries by superstition mongers which were accepted by an unthinking populace even in modern society.

Using samples of John's blood and tissues, Van Helsing discovered the facts about vampyrs given in the section on the 'Vampyr Disease'. He also learned that vampyrs were, on the whole (excepting a few rogues), as law-abiding as any normal citizen. When the Scourge was first reported in Melbourne, Van Helsing immediately began experimenting to determine whether, as he theorized, vampyrs were as immune to it as they were to all other human diseases. With the help of several vampyr volunteers he found that, even when injected with a pure culture of the disease, not one of the vampyr volunteers contracted the disease.

Soon after this experiment, Van Helsing himself contracted the Scourge. Realizing that he had hours or, at most, days left to live, he initiated the last, and probably the most important, in the line of his experiments. This was to 'infect' himself with the vampyr disease and observe its effects on the course of the Scourge. Only minutes after having drunk the blood of one of his vampyr assistants, he was feelingly significantly better. The plague was in obvious remission. Within a few hours he was fully recovered, though, of course, irreversibly a vampyr as well! Despite having discovered a cure, Van Helsing's research had shown that the disadvantages involved in the vampyric condition (not to mention the myths and superstitions surrounding it) would make it seem worse than the disease it was curing!

While these events were taking place, the peculiarities of Van Helsing's assistants (never eating in public, disappearing, etc.) had come to the attention of the head of university security. He was interested enough to do some digging — and made several interesting discoveries. He found that the assistants, and their families for generations, could only be traced by official documents. There were few eye-witness accounts of their lives, and these only after they had reached full maturity! Further research found that in any given generation there was a continuous recurrence of the same doctors signing both birth and death certificates for the majority of them! Disturbed by this information, though unsure as to what it might mean, he bugged their rooms and labs.

Imagine his shock and surprise when he discovered the truth of the situation! Though not a stupid man, and not really superstitious in the accepted sense, he did base his actions on the horror story school of vampyrs. He was in an invidious position. He realized that, under the chaotic circumstances of the time, he could not simply come out and

say 'Van Helsing is a vampyr'. He would have been locked away in a padded cell at worst, and, at best, ignored by people with greater problems than his supposed delusions. Because of this, he set into motion a plan to lure the professor and his helpers to a spot where he could trap them and leave them to starve to death. The spot he chose was location 8 (Level 4) of the Fisher Stacks. The vampyrs, whatever the story used to lure them there, came with a great deal of equipment and supplies, including 'food'. Despite being trapped in the library for about a century, they have managed to survive by hibernating for long periods and stretching their food supplies as far as possible.

THE VAMPYR DISEASE

(NOTE — The following information may be gleaned from the thesis found in location 7, Level 4, of Fisher Stacks)

Contrary to popular belief, the vampyr disease is not the result of a single bite by a vampyr, not even if such a bite results in the death of the victim. The research Dr. Van Helsing did shows that the vampyr virus is caused by an organism which resides in the bloodstream of the carriers and is only at its most effective in a plasma solution. It does also exist, but in a very attenuated form, in their saliva. Hence the 'method of choice' to become a vampyr is to drink the blood of one — infection being quite certain in this case. There is, however, evidence that there is a relatively small, but cumulative, chance of contracting the disease from the attenuated virus transmitted by a vampyr's bite. The data on the two forms of the disease is thus —

Blood Based — G/(—)/SPCL/1d.3 Hours/10/1 Month (Special)

Saliva Based — S/(—)/SPCL/1d.3 Days/0, +1 per 'Bite'/1 Month (Special)

The course of the vampyr disease is quite unusual. The 'Incubation Period' listed is actually the period in which the virus is gaining a firm foothold in the body. It is only during this period that it may be treated. It should be noted that in this stage it is especially sensitive to antibiotics. Hence the garlic association since garlic is a mild antibiotic. These have double the normal effect during this period. Once incubated, there is no currently known way of throwing the disease off. The Cycle Time represents the time the disease takes to actually change the genetic code and physical structure of the body. These changes take a period of months equal to the Character's Health AST at the time the disease was contracted. During this period, at the beginning of each new month, the new vampyr rolls the 'Effect Die' of the disease (2d.10+5) and adds the resultant total to any combination of his six Attributes as long as at least ONE point goes to each. This will usually mean that vampyrs will soon EXCEED the human Maximum of 40 in a given area. In fact, vampyrs have a much higher possible rating due to the genetic and physical changes they are undergoing. The MAXIMUM is 60 for each of the four Physical Attributes. INITIALLY, the Maximum Score is 50 for Will and of 40 for Wit (though the latter may be raised by the normal means later on to the Maximum of 60)! It should be noted, however, that Skill Scores are NOT automatically increased by these changes. They must be learned in the normal manner.

On top of these general changes, there are several other equally notable changes which occur, and which are important in Game terms:

- The DENSITY of the Body increases greatly (as one would expect, as muscles become stronger for the same bulk — thus reducing the vampyr's SWIMMING Skill by -75%. This gives a MAXIMUM possible BCS of 5 but this requires a SCORE of 100%! Of course, artificial buoyancy aids make a great difference.
- MESMERISM: The vampyr gains the ability to mesmerize his victims or anyone else (regardless of whether they are animal or human) by simply staring into their eyes and dominating their Will with his. Animals are mesmerized automatically; humans are allowed to subtract their Will CST from the vampyr's AST. The vampyr then has to roll less than this to succeed. When attempting to use this power on other vampyrs (this is a common way of duelling amongst them), both sides keep rolling against their ASTs. The first to fail when the other succeeds, is mesmerized. When so mesmerized, victims can be directed to do simple things, such as donating blood and then forgetting it. They CANNOT be forced to anything obviously suicidal.
- Vampyrs have a 'sixth sense' equal to the average of their Wit and Will CSTs which enables them to see in the dark (including in the TOTAL absence of light), detect ambushes and traps (or, more accurately, their triggers since they won't necessarily know what a trigger will set off), and read the minds of ordinary mortals by reading their muscles and listening to their subvocalized surface thoughts.

- They can voluntarily hibernate for a number of months equal to their full Health Attribute! They will, however, require the equivalent of 6d.6 days food on awakening and will take it from any source handy. This can result in nasty accidents. One is advised to steer well clear of a hibernating vampyr unless one is a vampyr oneself!
- 'INVISIBILITY': This is, of course, not true Invisibility but, rather, the vampyr's ability to move with such incredible speed that they appear to disappear. The ability is to move at twice the normal BAP (with twice normal MNA as well). If this BAP is higher than the Speed AST of the observers, the vampyr disappears! There is, however, a limitation on how often this ability may be used. It may only be used a number of times daily equal to the vampyr's Speed Group. Each time they use this ability, it adds 1 liter of blood to their daily requirements for food.
- REGENERATION & IMMUNITY TO DISEASE: Vampyrs do take damage as do normal humans but heal at a rate equal to their Healing Rate every MINUTE for normal damage or every HOUR for critical damage, EVEN WHEN DEAD! The only damage a vampyr cannot Regenerate in this fashion is critical damage to Locs 1 & 2, critical damage, a 'SEVER' to Loc 3, or a critical 'IMPALE' to Loc 6 (the heart) by some type of weapon which remains in the wound (in which case death becomes irreversible in Health AST HOURS) Massive and irreversible trauma — such as fire (which always causes Critical damage to a vampyr), an explosion, etc. — will cause death, which is permanent! If the critical damage is not enough to kill the vampyr outright, there is a chance equal to (damage done/2) or less rolled on a d.20 that it was enough to cause instant death. This determination is made for each hit, and is not cumulative from hit to hit. Of course, the running total of critical damage may kill before these rolls do. Critical damage to Locs 1-3 and 5 heals at normal human rates. Related to this is the total immunity vampyrs display to all diseases that affect humans (and any other animal) AND the fact that, once they have contracted the vampyr disease, they do not age (though they do not get any younger, either). Of course, along with all these quite obvious benefits, there are also some drawbacks to balance them:
- Inability to use Normal food: as the disease progresses, the vampyr's digestive tract undergoes some drastic physical changes. It becomes more and more specialized in the handling of liquid foods, and the parts designed for the digestion and absorption of nutrients from solid foods gradually atrophy. In time, it actually becomes excruciatingly painful for a vampyr's body to handle solid foods as they are simply passed through the body undigested! The only food which gives full nutritive value to a vampyr is, of course, blood. Most liquid foods do pass on a small amount of nutrition to the vampyr. Despite superstitious rumors, there is no marked difference in either taste or nutritional value between value of human blood when compared to animal blood. There is, however, a definite order of preference from the K-rations of sheeps Blood; through the meat and potatoes of cattle, horse, and kangaroo blood; to the dessert of human blood and the caviar of vampyr blood. However, few vampyrs seek human victims except where they intend to give them the gift eventually, and where the human is a willing partner. There are, of course, a certain number of rogues who do, but they are hunted down methodically by the vampyrs themselves! Vampyrs require about 3 pints of blood per day to be well fed.
- Immunity to Drugs: this might seem a great thing, making the vampyrs immune to knockout drops and chemical warfare agents (up to and including nerve agents), but it has its drawbacks. For example, if the vampyr is wounded, he suffers from pain just as does a human but no human painkiller can give him relief. Similarly, on the extremely rare occasions a vampyr gets ill, no human antibiotics can help him. Vampyr blood, however, does act as a +2 antibiotic for vampyrs.
- The smell of garlic has an extremely nauseating effect on vampyrs. Treat them as suffering from the effects of both mace gas and retch gas.



THE LEADERS OF THE VAMPYRS OF FISCHER STACKS DR JAMES VAN HELSING JR.

WT	30	BAP	13
WL	22	MNA	3
STR	28	PCA	4
DFT	26	DRT	52
SPD	25		
HLH	27		

SKILLS — Unarmed Combat (20/1): Pistol, Modern (14); Rifle, Modern (8); Autoweapon (5); Urban Survival (17); Swimming (1); Urban Stealth (17); Pre-Ruin Culture (20); Literacy (20); Auto Driving (19); Basic Research (18); Lab Technique (18); Tech Use (20); Advanced Medical (18); Chemistry (18); Bio Decontamination (9); First Aid (20); Pathology (16); Pharmacy (15); High Tech Use (18); Pilot, Fixed Wing (12)

ARMOR — Streetsuit (reversible Urban/Rural Camouflage) with built in Fabulan ballistic cloth torso protection; FEDPOL Helmet (with FedPol Radio built in).

WEAPONS — Karatands; Lee-Enfield Electronedler (with 10 'Box' 20 clips); R-44 (.223 — Scopesights with Cross-Hairs; specially fitted sling) with full mag and a Belt with 25 rounds in loops.

OTHER EQUIPMENT — Scientific Pocket Computer (TKS-90 8k version); Prismatic Compass; 2 x 10 Charge Biodecontam Spraycans; Pocket Flashlight; Medikit Mk. II (containing the following extra supplies — 10 Badages, 10 units Medical Supplies, 10 Styrettes Polycell 3, 5 Styrettes Polycell 4, 5 Styrettes Painkill, 10 Styrettes Panomycin, and 2 Infaltable Splints); Remote KeyCard (a unit about the size of a Pocket calculator — with alphanumeric Keyboard and Aerial; it can open/operate any unit operated normally by a KeyCard REMOTELY from up to 1000 meters — if the correct KeyCode is entered).

NOTES — Van Helsing is normally quite peaceful, as befits his profession, but will not hesitate to fight, and, if necessary, kill. He is currently awaiting freedom and, once released, plans to head towards the Woomera Spaceport, where the 'Operation Pleiades' Starship is still waiting — with a full (hibernating) crew and a full cargo of supplies. He intends to use this to travel to the lunar colonies (abandoned in mid-1999 as the plague spread) and salvage all sorts of goodies that were left behind. Dr. Van Helsing is a Judo/Karate Black Belt — a sport he took up for both its philosophical and physical benefits, and is also checked out on single and twin-engined prop driven light planes (BCS reduced by HALF on anything else).

JULIUS ANTONIUS A. K. A. 'JOHN ANTHONY'

WT	45	BAP	19
WL	33	MNA	4
STR	50	PCA	4
DFT	38	DRT	80
SPD	38		
HLH	38		

SKILLS — Brawling (20); Single Weapon (20/5); Weapon & Shield (20/5); Knife (20/5); Throwing (20/5); Pistol, Primitive & Modern (16); Rifle, Primitive & Modern (18); Autoweapon (12); Direct Fire Cannon (12); Breech Loading Artillery (8); Muzzle Loading Artillery (10); Primitive Siege Engines (20); Beast Riding (20); Gambling (18); Urban & Rural Survival (20); Swimming (2); Hunting — Trap (20); Search, Urban & Rural (18); Stealth, Urban & Rural (18); Pre-Ruin Culture (18); Foreign Languages (Read & Write) — Latin (20), Italian (19), French (16), Spanish (12), German (10), English (20); Tactics (20); Auto Driving (8); Tech Use (18); Armorer (14); Blacksmith (14); First Aid (18); Operational Command (20); Strategic Command (10); Weaponsmithing (12); High Tech Use (12); Safecracking (16).

ARMOR — Field Infantry Mk. I with reversible Grey/Green Ballistic Cloth oversuit.

WEAPONS — Gladius Hispanica (as 'Sword, Ceremonial'); 2 Throwing Knives in Boot tops, 2 in wrist sheaths; Police Shield, Mk. II; HK-11 Caseless Rifle (2x50 Box mags inserted); Webley Mk. VI Revolver and 2 Speedloaders.

OTHER EQUIPMENT — Pocket Flashlight, Survival Kit, Isotope-powered LCD watch; Centurion's Vine Staff (as Club), and Discharge Bracelet (Brass).

NOTES — Julius was originally a Centurion in the VI Victrix Legion of the Imperial Roman Army — and has, up till the last century or so, followed his chosen profession on a fairly regular basis. This was not because he has any great liking for war and fighting, but simply because the world situation was usually such that his best choice for an unobtrusive career was in the armed forces of whatever country he was living in at the time. The last major action he fought in was the Gallipoli Campaign of WWI (whence the Webley & Scott Revolver). He has steered clear of such fracas since, mainly because he had at least found himself in a period of relative stability during which he could live comfortable on the savings of a millenia of life.

Although not interested in violence for its own sake, Julius is not someone you want to cross, as you may have guessed from his impressive array of Combat skills. It was partly due to this, and partly due to his sense of adventure, that he first made contact with Van Helsing Jr. As it was, it turned out to be a wise decision. Julius has become a firm friend of Van Helsing Jr. He suffers from an incurable case of wanderlust. He is determined to go with Van Helsing and finally, after almost 2 millenia, leave the planet of his birth — and get into space!

JANA JENNINGS

WT	36	BAP	30
WL	38	MNA	4
STR	32	PCA	7
DFT	43	DRT	72
SPD	60		
HLH	37		

SKILLS — Unarmed Combat (18); Knife (15); Modern Pistol (20/5); Urban Survival (20); Urban Stealth (20); Swimming (5); Urban Search (16); Pre-Ruin Culture (20); Foreign Languages (Read/Write) — French (16), German (12), English (20); Auto Driving (20); Motorcycle Driving (20); Auto Mechanic (8); First Aid (12); Tech Use (20); Radio Communication (6); Pilot, Fixed Wing (20); Pilot, Rotary Wing (20); Pilot, Variable Wing (16); Pilot, Spacecraft (15); Zero-G Training (12); SCUBA Diving (5); Aviation Mechanic (8); Power Generation, Electrical (6); Power Generation, Nuclear (12).

ARMOR — Patrolman's Issue Armor.

WEAPONS — P-54 (.44 Magnum; 3x Pistol sights with Cross-Hairs) in Shoulder Holster — with 5 Speedloaders; P-57 (.38 Special) in Boot top and 12 rounds in belt.; Commando Knife in Boot top, and Throwing Knife in Wrist sheath.

OTHER EQUIPMENT — Pocket Flashlight; Survival Kit; Isotope-powered LCD Watch.

NOTES — Jana was born c. 1837 (she's not telling the exact date). She has always been fascinated by flying machines. In fact, she was, at one stage of her life, a famous female flyer who disappeared on a flight over the Pacific. The publicity was getting harder to avoid and making it difficult to conceal her secret. She is carrying a torch for Van Helsing — though he does not know it.

GROUP EQUIPMENT

The equipment listed above are the items that the three vampyrs keep close to their persons at all times. They have more equipment concealed throughout the room (and only several hundred Task Points worth of concerted searching will result in its discovery). It consists of the following items:

3 Large Lightweight Packs; 6 1 liter Water bottles; 1 Bullet Bandolier (100 rounds .44 Magnum: 25 Explosive Heads, 25 Hollowpoints, and 50 Jacketed); 1 Bullet Bandolier (100 rounds .455 S&W: 25 Explosive Heads, 25 Incendiary and 50 Jacketed); 1 Bullet Bandolier (100 rounds .223: 25 Explosive Heads, 25 Hollowpoints, and 50 Jacketed); 4xBox 50 HK-11 Mags; 10 Lee Enfield Electronedler Mags; 24 E-1 Batteries; 12 E-5 Batteries; 6 E-10 Batteries; 3 Changes of Clothing each; Military-style portable Shortwave Radio; 2 Heavy Flashlights; 1 Camper's Floodlight; 25 Units Medical Supplies; 2 Plastics Repair Kits (Mk.I); 12 Teargas Grenades; 3 Sleeping Bags (Winter Weight); 35mm SLR Camera with Telephoto lenses and 6x24 exposure self-developing films; 1 pair Starlight Scope Binoculars (5x); 2 pairs standard Binoculars (5x).

On top of these items, the Vampyrs know the location of a number of 'Operation Lazarus' caches, both inside and outside the University. This gives them access to all sorts of goodies!



2

MODIFICATIONS TO THE VEHICLE RULES

The rules presented in Book 2 of *Aftermath!* were designed to make vehicles as 'heroic' as player characters to enhance the survivability of those player characters. Thus, they do not reflect some of the realities of modern armored warfare. Suggested here are some modifications to those rules to more closely simulate actual vehicular combat and the potential effects both on characters and machinery. Where not specifically changed, the rules in Book 2 still apply.

There will now be three target types — SOFT targets (which include unarmored civilian and military vehicles), INTERMEDIATE targets (military vehicles whose armor is only intended to protect against small arms fire — APCs, Armored Cars, Light Tanks, etc.); and HARD targets (military vehicles whose armor is intended to give partial protection against penetration by AP rounds).

Any weapon rated with a VDG which successfully hits a SOFT target has a percentage chance equal to $\{2x(VDG-2)\}$ that the Vehicle is totally destroyed (i.e. Its DUR is instantly reduced to the point where the vehicle is reduced to a pile of twisted wreckage useful only for scrap). If the vehicle is so destroyed, there is a percentage chance equal to twice the VDG of the weapon that the occupants (each rolls separately) will be killed outright. Allow a PC to escape but, only with the 'clothes on his back' (everything else having been left behind in his hurry to 'bail out'). He will have taken an amount of Lethal damage equal to the weapon's unmodified VDG as a percentage of his remaining DRT! If the occupant is not killed outright in this manner, then he takes a number of damage points equal to the VDG of the weapon which caused the destruction, unless he makes a Speed CST (in which case he takes only half damage). If the vehicle is not destroyed outright, then it takes an immediate DUR loss equal to the $VDG/2$ and each occupant is attacked by 2 fragments (BCS 17) which will have a BDG equal to the VDG of the round! (NOTE: a roll of 96-00 always fails. For example, a TOW has a $\{2x(90-2)\}$, or 176% chance of destroying a Soft target but the target will avoid outright destruction on a roll of 96-00.

Any weapon rated with a VDG which succeeds in hitting an INTERMEDIATE Target has an percentage chance equal to $\{1.5x(VDG-2)\}$ of totally destroying the Vehicle. If this is the case, there is a percentage chance equal to the VDG of the weapon that the occupants will be killed outright; if they are not, they take an amount of damage points equal to the VDG of the weapon. The same notation for PCs as was mentioned for Soft Targets applies here, with the exception that the percentage of their remaining DRT that they take as damage is reduced by half the Barrier Value of the vehicle in question. If the vehicle is not destroyed outright, then it takes an immediate DUR loss equal to $(VDG/5, \text{round up})$ and the occupants will each be attacked by 2 fragments (BCS 14) with a BDG equal to the VDG of the round. Small arms firing at an INTERMEDIATE Target at Point Blank range need only penetrate half the normal Barrier Value of the vehicle. Small arms which score a Critical Hit on an INTERMEDIATE target at any range up to and including Long Range automatically penetrate at half their standard BDG.

Any weapon rated with a VDG which successfully attacks a HARD target has a percentage chance equal to the $(VDG-AV)$ that it will destroy it outright. If this is the case, there is a similar percentage chance that each occupant will be killed outright (PCs escape with no damage); if they are not so killed, then they take an amount of damage equal to $\{(VDG-AV)/2\}$ in points. If the Vehicle is not destroyed outright, it takes a DUR loss equal to $\{(VDG/10)UP\}$ automatically and a further amount of damage equal to $(VDG/10 \text{ round up})$ in D10's and a number of extra points equal to $(VDG/10, \text{round down})$. These points are subtracted from the vehicles' Damage Resistance, as per the standard rules. The occupants also take an amount of damage equal to 1d10 points of 'C' Damage for each point of DUR the vehicle has lost.

Depending on Target type, and depending on whether or not there is anything left to worry about in this respect, there are the normal chances for a 'Critical Hit' or 'Special Effect' occurring — with rolls on the appropriate table (Book 2, pg. 62) being made and their results being applied. For this purpose only, treat INTERMEDIATE targets as HARD targets.

CHOBHAM ARMOR Rating (if a vehicle has such Armor) is used against ATGMs, HESH, and HEAT rounds. For APDS, APFSDS, and standard AP, use the NORMAL ARMOR value.

ANTI-VEHICLE AMMUNITION

This section includes additional US/NATO and RUSSIAN/WP Tank and AP rounds (inc. ATGMs). It also includes rules for 'Dud' rounds and ATGM malfunctions — just to keep the players on their toes.

ANTI-TANK GUIDED MISSILES

Type	VDG	Range		BCS Mods at Ranges up to				
		Min.	Max.	300m	500m	1000m	1500m	Max.
SWATTER	80	60	2200	-2/-4	-1/-2	+0	+0	-1
SAGGER	75	300	3000	-	-2/-3	+0	+0	+0
SPIGOT	50	75	2000	-5	+0	+0	+0	-1
SPANDREL	60	75	2500	-4	-1	+0	+0	-1

INFANTRY WEAPONS

Type	VDG	Range
RPG-7	38	500m
RPG-8	40	600m

TANK OR APC ROUNDS

ROUND	VDG	MAX RANGE
125mm Soviet APFSDS	58	3000m +
125mm Soviet HEAT	54	3000m +
115mm Soviet APFSDS	49	3000m +
115mm Soviet HEAT	46	3000m +
100mm Soviet APDS	40	2500m +
100mm Soviet HEAT	36	2500m +
73mm Soviet AP	36	1500m
76mm Soviet AP	32	1500m +
76mm NATO HESH	30	2000m +
76mm NATO AP	36	2000m +
30mm Soviet Naval SEMI/AP	10	2000m +
30mm NATO APNC	25	2000m +
20mm NATO APNC	20	1500m +

NOTE: Where Ranges have a '+' after them, this is the accuracy limit of the rangefinding/acquisition normally used. If they do not have this, then that is their Maximum Effective range, regardless of rangefinder/acquisition systems. APNC rounds that hit (regardless of whether they penetrate or not) may produce enough REM to harm any crew of passengers. They produce an amount of REM equal to (VDG-AV)D10. Thus, a 30mm APNC round hitting a M-113 would generate 23D10 REM's (you always treat vehicles without a Vehicle Armor Value as having one of 2) or 23-230. This is on top of the normal effects, of course.

'DUD' ROUNDS

There is the possibility that a round will be a 'Dud', or will otherwise malfunction. However, the chances differ for the tank/unguided missile rounds and the ATGM rounds. These chances, the procedures followed to determine a malfunction, and the results of same, are thus detailed below:

TANK/UNGUIDED ROCKET ROUNDS — These only have a 'Critical Miss' on the roll of a '20' if so roll on the table below.

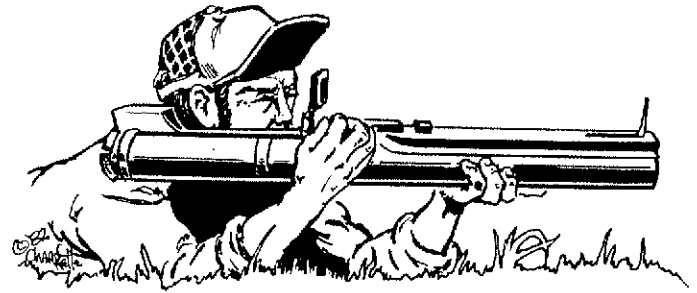
Die Roll	Result
01-10	No effect. Dud Warhead, Round fails to explode.
11-40	Dud propellant charge. Round must be cleared.
41-70	Round jammed. Requires 2 actions to clear manually.
71-85	'Cook Off'. Appears to be a dud. Will explode 50% of time if removed before Phase 0. If it does explode on removal it does damage equal to VDG in points; otherwise treat as 86-95.
86-95	Chamber explosion. Burst effect is VDG as BDG. Does 1D.3 points DUR damage to gun.
96-00	Chamber explosion. Burst effect is 2xVDG as BDG. Does 1D.6 points DUR damage to gun.

ATGMs — All ATGMs have a DUR rating. This is 20 when new. Since, in a campaign, many years have passed since the ATGM was 'new', it has almost certainly suffered some DUR reduction due to the effects of age on its guidance, warhead, or propellant. It is thus suggested that the DUR of an ATGM be decided according to the following Table:

Site Found	DUR Range
'Mothballed' in major military base	14+2D3
Found in cache in military base	14+1D6
Found in cache elsewhere	12+1D8
Found in non-cache, but sheltered	2D10
Found in semi-sheltered non-cache	2D8
Found in unsheltered non-cache	2D6
Found in exposed position	1D6

NOTE — If the ATGM is in the armory of a settlement, the DUR will vary according to the technology level of the settlement and/or the availability of electronic spares and skilled maintenance (use Electrician for electronic systems, and Firearms Repair, Modern for propulsion systems and warhead).

Once the DUR of the ATGM is known, we can proceed to see how well it works. When it is fired, roll 1D20. If the roll is equal to or lower than the ATGMs current DUR, then it is OK. Whether it hits or not is up to the 'gunner'. If the roll is higher than the current DUR, then roll on the table below.



Die Roll	Effect
01-10	Warhead effectiveness reduced by 5% per DUR point under 20.
11-20	Warhead effectiveness reduced by 10% per DUR point under 20.
21-40	Warhead fails to explode.
41-50	Propellant failure. Max. range reduced by 5% per DUR point under 20, OR ignition delayed by a number of Phases equal to the amount by which the DUR is under 20.
51-60	Propellant failure. Max. range reduced by 10% per DUR point under 20, OR ignition delayed by a number of minutes equal to the amount by which the DUR is under 20.
61-80	Total propellant failure.
81-90	Warhead activated. Seems to be as 41-50, but will explode on AP 0. Explodes with reduced force as 11-20.
91-95	Warhead activated. Seems as 41-50, but will explode on AP 0. Explodes with reduced force as 01-10.
96-00	Warhead explodes instantly with full force.

ANTI-AIRCRAFT GUNS & MISSILES

Even though it is not likely that there will be frequent use made of these rules, there still exists the possibility that PCs will find themselves in a situation where they need to shoot down an 'enemy' plane or are in a plane themselves and are attempting to avoid the effects of ground fire. In general, the damage done to the aircraft is determined by the methods described previously for ground vehicles. Also, the notes regarding 'Dud' warheads, their effects, and other related sections are in full effect.

To fire on an aircraft from the ground several things must be known about it first. These include its altitude, whether it is civil or military, what target type it is, and whether it is evading or not.

MILITARY AIRCRAFT may be at one of five possible altitudes: NAP OF THE EARTH (NOE), LOW, MEDIUM, HIGH and EXTREME. Normally, only combat aircraft be used safely in NOE flight, and only they may reach EXTREME Altitude.

CIVILIAN JET AIRCRAFT may reach only LOW, MEDIUM, and HIGH altitudes. They may fly at NOE, but check for an Accident once every minute of flight at that level.

OTHER CIVILIAN AIRCRAFT may reach only LOW and MEDIUM altitudes. Some of them may reach HIGH altitude if the cabin is pressurized and if superchargers are fitted to the engines, but the exact models that can are up to the GM. They may also fly at NOE but under a similar penalty to Civilian jets.

HELICOPTERS, whether Civ or Military, may fly only at NOE, LOW or MEDIUM altitudes.

MILITARY VTOL/STOL aircraft are treated in all ways as other military aircraft, but may HOVER only at altitudes below EXTREME (the air is too thin there).

MILITARY AIRCRAFT may evade at any altitude, except that only combat Aircraft may evade at NOE and EXTREME altitudes.

CIVILIAN AIRCRAFT may evade safely only at MEDIUM and HIGH altitudes.

HELICOPTERS and VTOL/STOL AIRCRAFT may evade at any Altitude.

MILITARY AIRCRAFT are almost always INTERMEDIATE targets.

CIVILIAN AIRCRAFT are almost always SOFT targets.

HELICOPTERS are treated as either Civil or Military aircraft to determine target type.

AA GUNS & MISSILES

The following AAMs and AA Gun systems are offered for use.

Weapon	VDG	Range		Target is . . .		
		Hor	Vert	Moving	Evading	Hovering
US/Australian						
0.50 Cal HMG	--	400	Low	-17	-19	-10
20mm Autocannon	--	750	Low	+1	-6	+6
Vulcan 20mm	--	1000	Low	+4	+2	+20
Chapparal AAM	80	1000	Med	+4	+1	+3
Hawk AAM	400	U	Hi	+6	+1	+5
Redeye AAM	20	500	Med	+2	-3	+1
Imp Redeye	25	500	Med	+2	+0	+1
30mm Autocannon	--	1500	Med	+2	+1	+12
Stinger AAM	30	375	Med	+2	+1	+2
Roland AAM	100	2000	Med	+6	+1	+5
1st Gen ATGM	Var	500	Low	-18	nil	-16
2nd Gen ATGM	Var	500	Low	-15	-19	+1
Russian						
Sov HMG	--	400	Low	-19	nil	-14
SAM-2 AAM	1200	U	Hi	+2	-17	nil
SAM-3 AAM	400	U	Med	+3	-14	+2
SAM-4 AAM	600	U	Hi	+4	-14	nil
SAM-6 AAM	800	U	Med	+6	+1	+5
SAM-7 AAM	20	375	Med	+2	-17	+1
SAM-8 AAM	200	U	Med	+8	+1	+7
SAM-9	60	750	Med	+4	-14	+2
1st Gen ATGM	Var	500	Low	-18	nil	-16

NOTE: Those weapons with a '- -' for VDG are listed in the vehicle section of Book 2 as having their VDG affected by their Rate Factor. To determine it, use the formula given there. 20mm and 30mm Autocannons have an RF of 1d.6x.5. The Vulcan Cannon has an RF of either 2d.5x.5 OR 2d.10x.5; treat the Soviet HMG as the US .50 Cal HMG. -

Other Modifiers

The following modifiers are added to the AAM or AA gun firers' BCS to hit:

- When firing AAMs, BCS is based on the firer's Missile Launcher Skill BCS.
- When firing AA guns, it is based on either Autoweapon or Direct Fire Cannon Skill, according to weapon used.
- WHEN EVADING: Each 4 points of Pilot Skill (when flying Civilian aircraft) = -1 to BCS.
- WHEN EVADING: Each 3 points of Pilot Skill (when flying Military non-combat aircraft) = -1 to BCS.
- WHEN EVADING: Each 2 points of Pilot Skill (when flying Military combat aircraft) = -1 to BCS.
- RUSSIAN MISSILES ONLY: If aircraft ECM is non-functional, 'EVADE' becomes '+1' to BCS rather than the Book 2 values.
- WHEN EVADING (VTOL aircraft) Each 1 point of Skill = -1 to BCS.
- IF the weapon fired is an AAM with a VDG of greater than 100, and misses, it may STILL 'hit' with a near miss. For each point the BCS roll was over that required for a hit, (10+1D.10)% of the VDG is 'lost'. This means that some of the larger missiles may still wipe you out! The missiles with VDGs of greater than 100 are ALL large vehicularly mounted ones. They are not 'man portable'!

3

VEHICLES

KANGAROO MBT/L

Classification: Heavy Combat; Hard Target

Base Safe Speed: 120kph

Fuel System: Military Multi-Fuel

Mileage: .5km/liter

Fuel Capacity: 2000 liters

Structure: 6

Area: 4x6 = 24

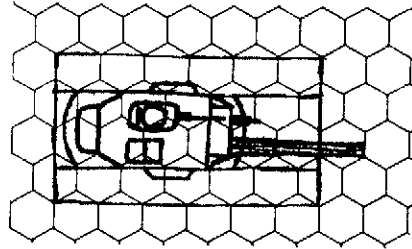
Damage Resistance: 72

Maximum Speed: 80kph

Vehicle AV: 20 (NORMAL ARMOR)/45 (CHOBHAM ARMOR)/impervious to small arms fire

Special Features: Crew of 4 (Driver, Gunner, Laser Engineer, Commander); Military Radio; can be sealed vs. CBW agents; Air-conditioned interior; Turret turns at 120 Degrees/turn; engine mounted in front - has rear doors like APC (and space for 4 Infantry!)

Armament: 12 MegaWatt CAC Gatling Laser (VDG = 1 per charge; each charge uses 1 liter of fuel and is stored in a Capacitor with a 100 charge capacity); co-ax 20mm Cannon (2000 rounds); .50 cal MG in (powered) Commanders' turret (5000 rounds). Laser Sights - accurate to 3000m.



LEOPARD 3 MBT

Classification: Heavy Combat; Hard Target

Base Safe Speed: 120kph

Fuel System: Military Multi-Fuel

Mileage: 0.3km/liter

Fuel Capacity: 1500 liters

Structure: 6

Area: 4x7 = 28

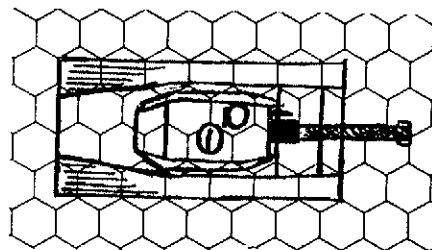
Damage Resistance: 84

Maximum Speed: 60kph

Vehicle AV: 15 (NORMAL ARMOR)/30 (CHOBHAM ARMOR)/impervious to small arms fire

Special Features: Crew of 4 (Driver, Gunner, Loader, and Commander); Military Radio; can be sealed against CBW agents; Turret turns at 120 degrees/combat turn.

Armament: 120mm Hypervelocity Smoothbore (42 rounds); co-ax 7.62mm MG (5200 rounds); 7.62mm MG for Commander (2000 rounds); Laser Sights - accurate to 3000m.



M-113/FSV (Fire Support Vehicle)

Classification: Heavy Combat; Intermediate Target

Base Safe Speed: 120kph

Fuel System: Military Multi-Fuel

Mileage: 0.5km/liter

Fuel Capacity: 9601.

Structure: 4

Area: 3x4 = 12

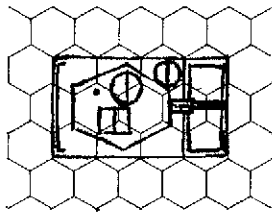
Damage Resistance: 24

Maximum Speed: 65kph

Barrier Value: 70

Special Features: Crew of 3 (Driver, Gunner/Loader, Commander); Military Radio; can be sealed against CBW agents; 4-6 Infantry MAY be carried, but at reduction of ammunition space.

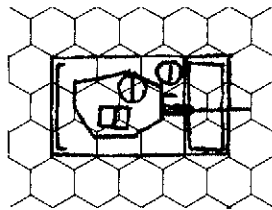
Armament: 76mm Cannon (50 rounds); Co-ax .50 cal MG (2000 rounds); .30 or .50 cal Commanders' MG (2000 rounds); accurate to 2000m.



M-113 LSV (Light Support Vehicle)

Details as above, except as noted herein.

Armament: 30mm Autocannon (2000 rounds); Co-ax .50 cal MG (2000 rounds); Commanders' .30 or .50 cal MG (2000 rounds); accurate to 2000m.



WOMBAT MICV (Mechanized Infantry Combat Vehicle)

Classification: Heavy Combat; Intermediate Target

Base Safe Speed: 120kph

Fuel System: Military Multi-Fuel

Mileage: 0.6km/liter

Fuel Capacity: 1000 liters

Structure: 4

Area: 3x4 = 12

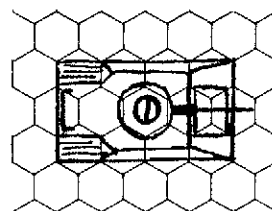
Damage Resistance: 26

Maximum Speed: 80kph

Barrier Value: 70

Special Features: Crew of 2 (Driver and Commander/Gunner) plus 12 Infantry; Military Radio; can be sealed against CBW agents; Gun Ports enable 3 Infantry from the inside on either side and 2 from rear.

Armament: 20mm Autocannon (2000 rounds), Co-ax 7.62mm MG (2000 rounds), Commander's MG - 7.62mm (2000 rounds); accurate to 2000m.



TEN TON TRUCK

Classification: Off-road Medium Truck; Soft Target

Base Safe Speed: 90kph

Fuel System: Military Multi-Fuel

Mileage: 15km/liter

Fuel Capacity: 250 liters

Structure: 2

Area: 3x5 = 15

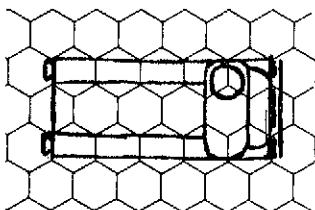
Damage Resistance: 15

Maximum Speed: 80kph

Barrier Value: Windows = 10; Body = 25

Special Features: Crew of 2 (Driver and Co-Driver/Gunner) plus up to 24 Passengers or Cargo.

Armament: Optional Ring-mount for M-60 or Bren LMG over Co-Driver's seat.



LWB LANDROVER (Long Wheelbase)

Classification: Off-road Light Truck; Soft Target

Base Safe Speed: 80kph

Fuel System: Military Multi-Fuel

Mileage: 15-20km/liter

Fuel Capacity: 100 liters

Structure: 2

Area: 2x4 = 8

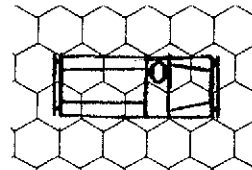
Damage Resistance = 8

Maximum Speed: 100kph

Barrier Value: Windows = 10; Body = 25

Special Features: Crew of 2 (Driver and Co-Driver/Gunner) and up to 8 Passengers or Cargo.

Armament: As for Truck.



SWB LANDROVER (Short Wheelbase)

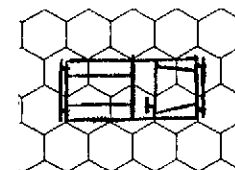
As above, except where noted below.

Fuel Capacity: 60 liters

Area: 2x3 = 6

Damage Resistance: 6

Special Features: Crew of 2 and up to 6 Passengers or Cargo.



SHORLAND ARMORED CAR

This is a conversion based on a LWB Landrover, it has an armored body (INTERMEDIATE Target; BARRIER VALUE = 70) and carries a powered MG Turret over the back compartment. This Turret carries two 7.62mm NATO or one .50 Cal MGs. Otherwise as per LWB Landrover.

SEDAN CAR/SECURITY-POLICE PATROL CAR

Classification: On-Road Car; Soft Target

Base Safe Speed: 80kph

Fuel System: Petrol/Alcohol

Mileage: 20-30km/liter

Fuel Capacity: 80 liters

Structure: 1.5

Area: 2x4 = 8

Damage Resistance: 6

Maximum Speed: 160kph

Barrier Value: Window = 10; Body = 20

Special Features: Seatbelts; Crash Bags; seats Driver and 4 Passengers; Police/Security version carries Civ/FedPol Radio and Siren/Light-bar as well as PA System.



POLICE MOTORCYCLE (HONDA)

Classification: On-Road Motorcycle; Soft Target

Base Safe Speed: 160kph

Fuel System: Petrol/Alcohol

Mileage: 25-35km/liter

Fuel Capacity: 20 liters

Structure: 2.5

Area: 1x4 = 4

Damage Resistance: 5

Maximum Speed: 200kph

Barrier Value: Body = 15

Special Features: FedPol Radio; side panniers.



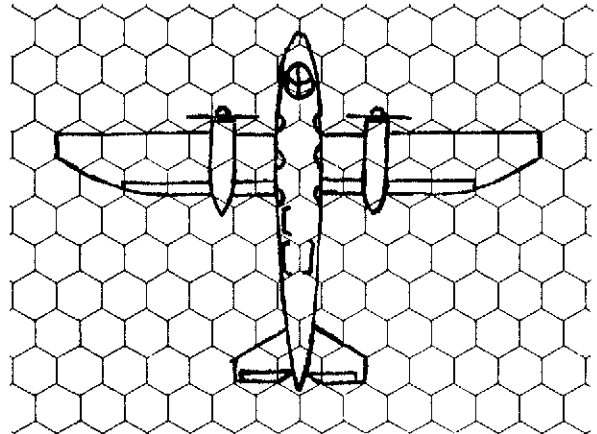
TRAILBIKE

Classification: Off-road Motorcycle Soft Target
 Base Safe Speed: 80kph
 Fuel System: Gas
 Mileage: 22km/liter
 Capacity: 10liters
 Structure: 2
 Area: 1x1 = 1
 Damage Resistance: 1
 Maximum Speed: 45kph
 Safety Devices: None
 Notes on Barrier Effects: None
 Special Features: Carries driver only.



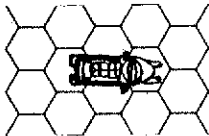
TWIN ENGINE LIGHT PLANE

Classification: Aircraft; Soft Target
 Base Safe Speed (Taxi): 100kph
 Fuel System: AvGas
 Mileage: 3km/liter
 Fuel Capacity: 1500 liters
 Structure: 4
 Area: (1x10) + (1x11) = 21
 Damage Resistance: 42
 Maximum Speed (Air): 400ph
 Minimum Speed (Air): 100kph
 Barrier Value: Window = 12; Fuselage = 18
 Special Features: Pilot, Co-Pilot, and up to 8 Passengers; Seat Belts; Crash Bags; Baggage Capacity of up to 60 (LARGE) with Passengers, or 120 (LARGE) without them; Civ Radio.
 Armament (OPTIONAL): COIN (COunter INsurgency) Package – 2x36 Rocket Pods and 2 Minigun Pods; OR 2x250kg Cluster Bomb Racks and 2 Minigun Pods; OR 4x250kg Cluster Bomb Racks.



SNOWMOBILE

Classification: Off-road 'Motorcycle' Soft Target
 Base Safe Speed: 90kph
 Fuel System: Gas
 Mileage: 8km/liter
 Capacity: 30liters
 Structure: 2
 Area: 1x2 = 2
 Damage Resistance: 1
 Maximum Speed: 45kph
 Safety Devices: None
 Notes on Barrier Effects: Windscreen = 7; Body = 15
 Special Features: Carries driver and 1 passenger seated in tandem. Designed for use on snow-covered surfaces, if used under other circumstances use only 1/4 Base Safe Speed, Mileage, and Maximum Speed.

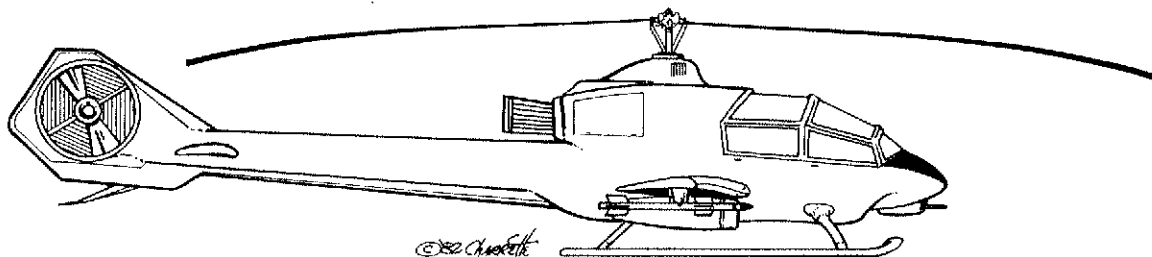
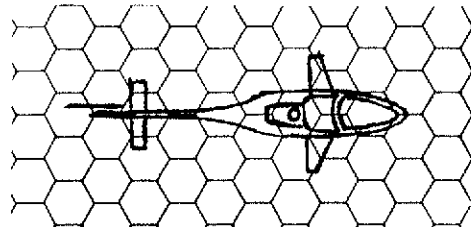
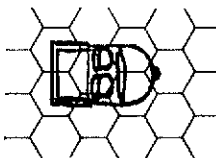


ATTACK HELICOPTER

Classification: VTOL Aircraft; Intermediate Target
 Fuel System: AvGas
 Mileage: 0.5km/liter
 Takeoff/Hover Consumption: 51./minute
 Fuel Capacity: 400 liters
 Structure: 4
 Area: (1x10) + (1x3) = 13
 Damage Resistance: 26
 Maximum Speed: 300kph
 Barrier Value: Window = 15; Fuselage = 20
 Special Features: Crew of 2 (Pilot and Co-Pilot/Gunner); Military Radio; can be sealed vs. CBW agents
 Armament: Chin Mount 40mm Auto-loading GL (36 rounds); under-belly 30mm Autocannon (250 rounds AP or APNC); plus the following options – 2x3 TOW Launchers; OR FOUR 2x36 Rocket Pods; OR TWO 2x36 Rocket Pods AND 2 Minigun Pods.

'GOLF CART'

Classification: On-road 'Car' Soft Target
 Base Safe Speed: 10kph
 Fuel System: Elec.
 Mileage: 2km/Charge
 Capacity: Ev-10
 Structure: 1
 Area: 2x2 = 4
 Damage Resistance: 2
 Maximum Speed: 15kph
 Safety Devices: None
 Notes on Barrier Effects: Body = 10
 Special Features: Carries 2 passengers (inc. driver); has a cargo space (holds up to Enc Cap 20)



MEDIUM HELICOPTER

Classification: Aircraft; Soft Target

Fuel System: Aviation Fuel

Mileage: 1 km/liter at full load

Capacity: 1000liters

Structure: 3

Area: $14 \times 2 = 28$

Damage Resistance: 42

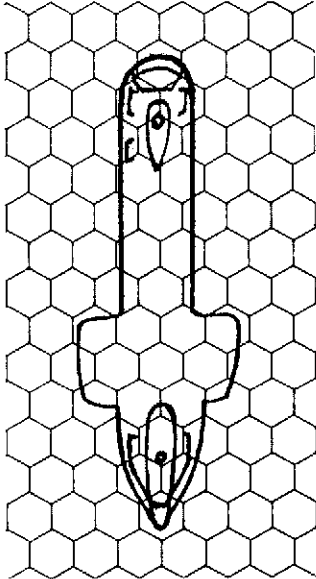
Cruise Speed: 193kph

Maximum Speed: 260kph

Safety Devices: Seat Belts

Notes on Barrier Effects:

Special Features: Crew of 2; can carry 25 troops or 1800kg of cargo.



KOOKABURRA V/STOL TRANSPORT

Classification: VTOL Aircraft; Intermediate Target

Fuel System: AvGas

Mileage: 0.5km/liter

Fuel Capacity: 8000 liters

Fuel Consumption (VTOL): 15001 (EACH)

Fuel Consumption (STOL): 3501 (EACH)

Structure: 3,5

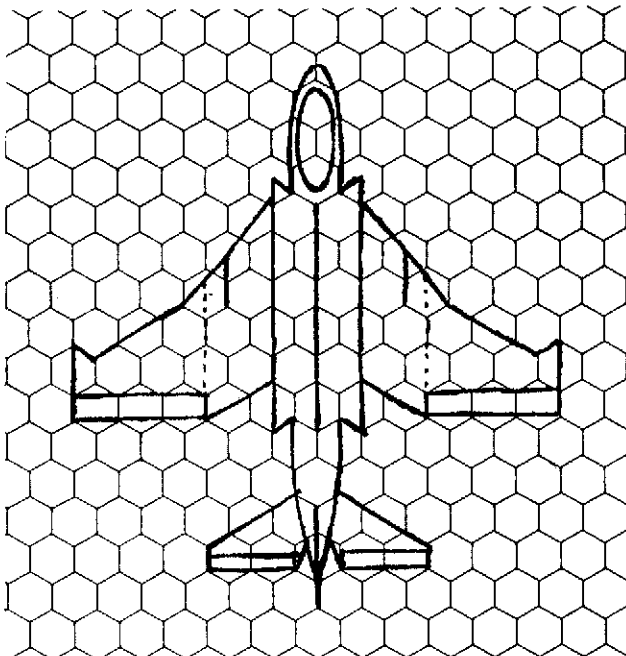
Area: $(2 \times 15) + (2 \times 10) = 50$

Damage Resistance: 88

Maximum Speed (Clean): 750kph

Barrier Value: Window = 16; Fuselage = 20

Special Features: Crew of 2 (Pilot and Co-Pilot/Navigator) plus 8 Passengers OR 8000kg of Cargo (ENC 800); Military Radio; can be sealed against CBW agents; Radar.



HARRIER V/STOL FIGHTER

Classification: VTOL Aircraft; Intermediate Target

Base Safe Speed (Taxi): 100kph

Fuel System: AvGas

Mileage: 0.5km/liter

Fuel Capacity: 2500liters

VTOL Fuel Consumption: 750 liters (EACH)

STOL Fuel Consumption: 175 liters (EACH)

Structure: 4

Area: $(1 \times 10) + (7 \times 3) = 31$

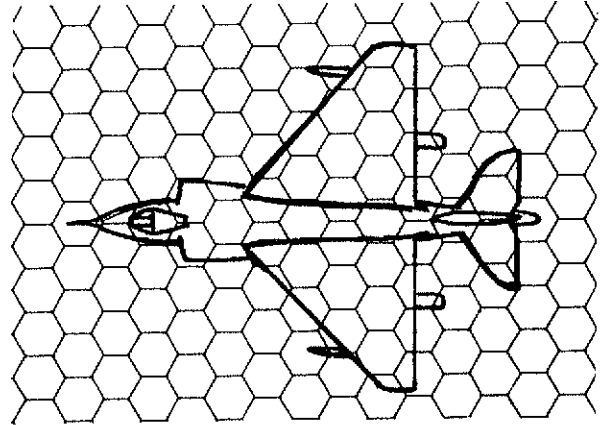
Damage Resistance: 62

Maximum Speed (Clean): 1000kph

Barrier Value: Window = 20; Fuselage = 35

Special Features: Crew of 1; Military Radio; can be sealed against CBW agents; Target Acquisition good to 10,000m; Radar.

Armament: 2x30mm Cannon (250 rounds each) PLUS 4000kg of Ordnance OR Fuel.



PORPOISE TRIPHIBIAN

Classification: VSTOL Submersible/Hovercraft/Aircraft; Intermediate Target

Base Safe Speed: Surface (Water/Land) = 180kph; Submerged = 30kph

Fuel System: AvGas/Electric

Mileage: 0.5km/liter; 1km/charge

Fuel Capacity: 3500 liters AvGas/EV-100

VTOL Fuel Consumption: 1000liters (EACH)

STOL Fuel Consumption: 225liters (EACH)

Structure: 2

Area: $(4 \times 12) + (8 \times 4) = 80$

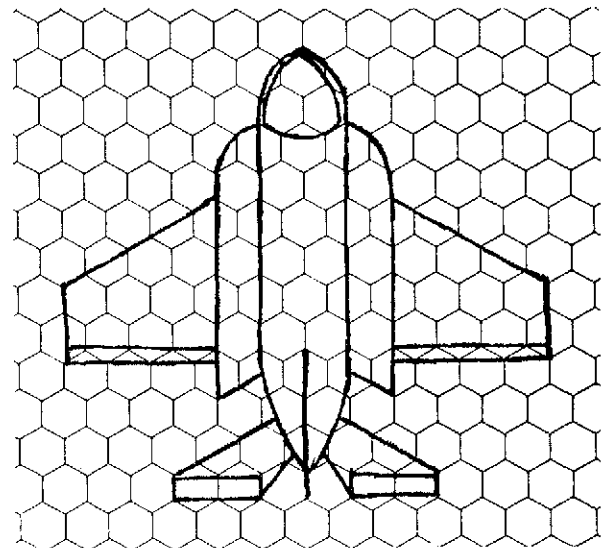
Damage Resistance: 80

Maximum Speed: 600kph (Air); 30kph (Submerged); 120kph (Surface/Land)

Barrier Values: Window = 20; Fuselage = 25

Special Features: Crew of 3 (Pilot; Co-Pilot; Navigator); Military Radio; Sonar; Radar; can be sealed vs. CBW Agents; Takes off on wheels, can operate on ACV effect while on surface of water or on land through use of retractable skirts – can also dive to a depth of 30m.

Armament: 2x20mm Cannon (125 rounds each) plus 2x21 Torpedoes and a further 2000kg of Fuel OR Ordnance.



TECHNOLOGY

MEDICAL DEVELOPMENTS

The Australian and European medical research programs took the US-developed Polycell drug family and ran it through a hoop, so to speak — refining and developing the original drugs. Some of these developments include —

POLYCELLULAC 5(E) — Similar to Polycell 4 in many ways, this drug is an improvement in that it has the capability to heal critical as well as lethal Damage! This property only comes into play once all lethal damage a character is currently suffering from is healed (by whatever means). To this end, it might be noted that Polycell 5(E) heals 4d.5 points of lethal damage rather than the 2d.10 of Polycell 3 and 4. Once this is done, a dose of Polycell 5(E) will heal 1d.6 points of critical Damage. It should be noted that it cannot heal dead characters, and cannot regenerate severed body parts. It can, of course, heal the critical damage involved with a sever. It can heal broken bones — but the healing time is in hours, rather than the minutes for normal critical damage. The healing of sever critical damage is, however, not instantaneous as with the healing of mere lethal damage; it takes 1d.6 minutes per point of critical damage to heal it.

POLYCELLULAC 6(E) — This is a further refined version of 5(E). It heals 4d.6 points of lethal damage normally, and, when all lethal damage is healed, it then heals 2d.5 points of critical damage. It still takes 1d.5 minutes to heal each point of such damage, and the restrictions of its effectiveness are the same as for 5(E).

POLYCELLULAC 'REGEN' — The ultimate development of the Polycell drug group. It works as Polycell 4 in all ways except when it is injected into a character with critical sever. In this case, it heals damage as Polycell 4, but also institutes regeneration. Regeneration takes time according to the location and number of Locs to be regenerated. If they are all on the same limb, the first Loc will take 1d.6 weeks, the second 2d.6 weeks and so on; if they are on DIFFERENT Limbs, they cost an extra +1 week for each extra limb. It might be noted that limb regeneration occurs as the gradual development of a whole Loc from an embryonic form and gradually maturing.

WEAPONS

The weapons listed here are not all new in the sense that they are only just entering service now, or just before the Ruin although, of course, some of them ARE new in this sense. They are simply weapons not previously listed in AFTERMATH! They may be divided into three groups — OBSOLETE weapons of which there are stocks (and would thus be pressed into service in such a disaster as is projected here); MODERN weapons entering service at the present (or which are already in service, but were not previously mentioned) and which are likely to be available for use by the army reserve AND the regulars in 1999; and ULTRA-MODERN weapons which are not in service now and, if they are ever invented, are only likely to just be entering service with select units of the regular army in 1999.

OBSOLETE WEAPONS

OWEN MACHINE CARBINE

Action: FA Mag: Box 33
Cal: 9mm Parabellum Dur: 4 Enc: 1,12

Features: Painted in Jungle Camouflage all over (withdrawn 1966); top mounted Magazine resists jamming.

WEBLEY & SCOTT Mk.VI REVOLVER

BBL: XLNG Action: DA Dur: 4
Mag: Swing-Cyl 6 Cal: .455 SAA Enc: .609

Features: Will accept .45 Long Colt ammunition.

MODERN WEAPONS

FN CAL

Action: FA/AL Mag: Box 30
Cal: 5.56mm NATO Dur: 5 Enc: 1,38

Features: Folding Stock is standard, Auto extractor, Bayonet Lug.

FN MAG

Action: AL/FA Mag: Belt Rate Factor: 1d.10x.5
Cal: 7.62mm NATO Dur: 5 Enc: 4,01

Features: none

FN 'MINIMI'

Action: AL/FA Mag: Belt, or Box 30
Rate Factor: 1d.10x.5 OR 2d.5x.5
Cal: 5.56mm NATO Dur: 5 Enc: 3,65

Features: Rate Factor is changeable, takes 1 Action; Box 30 is from FN CAL.

EM-2 LIGHT SUPPORT WEAPON

Action: AL/FA Mag: Box 30 Rate Factor: 2d.3x.5
Cal: 5.56mm NATO Dur: 4 Enc: 3,49

Features: This is simply a heavy barreled version of the EM-2 with a Bipod mount (NB — 'EM-2' is INCORRECT — these weapons are really the NEW British 'Individual Weapons' originally chambered for 4.85mm; the 'real' EM-2 was experimental ONLY, not enough were produced to be realistically available in AFTERMATH). Bayonet Lug, Auto Extractor.

HECKLER & KOCH 6-11 CASELESS RIFLE

Action: AL/FA/AB Mag: 2xBox 50
Cal: 4.7mm Dur: 4 Enc: 1,36

Features: Autoburst ROF is MUCH higher than AL/FA and thus the three rounds are fired BEFORE the recoil penalty begins to affect aim. The Rifle takes TWO Box 50 disposable Magazines at once. Bayonet Lug, Auto Extractor.

HK-69 A1 GRENADE LAUNCHER

BBL: — Action: SS Dur: 4
Mag: Break 1 Cal: 40mm Enc: .5

Features: This is a pistol-grenade Launcher and follows the rules for such on page 41 of Book 2. It is designed to fit the H&K Assault Rifle but adapters have been developed for other front-line NATO weapons.

ATCHISSON ASSAULT SHOTGUN

Action: AL/FA Mag: Drum 20
Cal: 12g. Magnum Dur: 3 Enc: 1,9

Features: A fully automatic shotgun — normally fires 12g. 00 Buckshot.

NOTE — FN/FAL Rifles and FN/FAR Assault Carbines used by the Australian & British Armies are locally produced using NON-METRIC measurements. While this has no effect on size of ammunition used, it means that spares designed for the STANDARD FN rifles are NOT interchangeable with those used by Australia and Britain (different Screw Threads, for instance)

ULTRA MODERN WEAPONS

FABRIQUE NATIONALE/MAUSER LASER WEAPONS

The US Government was not the only one involved in the development of advanced Personal Weapons Systems — and, in fact, lagged behind in R&D compared to some of her European allies. In fact, the West European Companies of Mauser and Fabrique Nationale were world leaders in the design and construction of Laser weaponry — and the 'FM' Model Lasers were entering TRIAL service with elements of the Royal Australian Army just prior to the 'Ruin'.

FM XLW-1a

MCS: 1 Dur: 2
Collimation: 1.5 Enc: 0,5
Action: SS

Features: The XLW (EXperimental Laser Pistol) Mk.1a is powered by ONE E-5 Eternabattery in the Pistol handgrip; it is a Police version of the Military Mk.1b.

FM XLW-1b

MCS: 2 Dur: 3
Collimation: 2 Enc: 0,7
Action: SS

Features: The Military Pistol — contains TWO E-5 Batteries in the Pistol Handgrip.

FM XLW-2a

MCS: 3 Dur: 3
Collimation: 2 Enc: 1,6
Action: SS

Features: A Carbine — has either solid (Wood or Plastic) Stock OR Folding Stock and a longer 'Barrel' with better optics. Power is provided by THREE E-5 Batteries in a Tubular Magazine beneath the Barrel.

FM XLW-2b
 MCS: 3 Dur: 2
 Collimation: 2 Enc: 1.8
 Action: DA

Features: An improved version of the 2a, this model carries an extra Capacitor — allowing TWO shots per Action.

FM XLW-2c
 MCS: 2 Dur: 2
 Collimation: 1.5 Enc: 2.5
 Action: AL/AB

Features: This is an AUTOMATIC version of the above weapons. It has a gatling arrangement of three barrels EACH of which may be fired and recharged in a given Action. Power is from a Beltpack or Backpack containing 3 E-10 Batteries. The Backpack/Beltpack has an Enc by itself of 1.25.

FM XLW-3a
 MCS: 4 Dur: 3
 Collimation: 3 Enc: 2.75
 Action: AL/AB

Features: This is the Rifle version of the Laser. It also has THREE barrels in a gatling arrangement. The actual Rifle weighs in at 1.5, with the EV-50 Backpack Power Unit weighing in at 1.25.

FM XLW-3b
 MCS: 5 Dur: 2
 Collimation: 3 Enc: 2.8
 Action: AL/AB

Features: The Snipers' version of the above. Enc of Rifle is 1.55.

FM XLAR-4
 MCS: 5 Dur: 2
 Collimation: 2 Enc: 7
 Action: AL/AB/FA Rate Factor: 2d.3x.5

Features: This is a Tripod mounted, 6 barreled Support version of the Model 3. The Weapon weighs 4, the Power Backpack 3 (contains an EV-100, 2 EV-50s, or 10 E-10s).

LEE ENFIELD GAUSS WEAPONS

Another development in immediate pre-'Ruin' weapons technology was closely linked with the development of a reliable, lightweight, highly energy-efficient power storage system — the Eternabattery; this was the introduction of 'Gauss' weapons, which used electromagnetic Linear acceleration to achieve very high 'muzzle velocities'. The leader in this field was the British firm of Lee-Enfield, and, in the immediate pre-ruin period the Australian Army was changing over from conventional weapons (mainly EM-2s) to the new Gauss weapons, which were intended to become 'standard issue' until Laser weaponry became less bulky, more reliable, and generally more effective.

LEE ENFIELD ELECTRONEEDLER Mk.I
 BBL: STD Action: AL Dur: 3
 Mag: Box '10' Cal: 0.01mm Enc: 0.5

Features: A Gauss Pistol — fires a continuous burst Gatling style — with an effect like a Shotgun. BDG of a round from this weapon equals 30, and has a pattern as a Riot Gun.

LEE ENFIELD AUTONEEDLER Mk.IA
 BBL: Pistol Carbine Action: AL/FA Dur: 3
 Mag: Box '30' Cal: 0.01mm Enc: 0.7

Features: Folding stock standard, fires three rounds per minute on Full Auto. BDG is as for the Electroneedler, above, though ranges are increased by 10%. NOTE — The Magazines on both these models are interchangeable.

LEE ENFIELD Mk.12 GAUSS RIFLE
 Action: AL/AB Mag: Box 25 or 50
 Cal: 2mm NATO Dur: 4 Enc: 1.5

Features: Bayonet Lug; integral Laser Sights; can take Starlight Scope. All STANDARD ammunition is treated as 'Discarding Sabot' (there are also Explosive and Incendiary rounds). BDG is 21.

LEE ENFIELD Mk.15 DEFEATER
 Action: AL Mag: Box 10 or 20
 Cal: 5mm NATO Dur: 3 Enc: 2.25

Features: Bayonet Lug; integral Laser Sights; Starlight Scope can be mounted. Normal rounds are of Jacketed Steel, and have a BDG of 31; AP rounds with a Depleted Uranium Core are available, and have a BDG of 41 and a VDG of 1d.6 (roll for each shot).

LEE ENFIELD Mk.20 SUPPORT WEAPON
 Action: AL/FA Mag: Box 50 or Belt Rate Factor: 1d.10x.5
 Cal: 2mm NATO Dur: 3 Enc: 3.8

Features: Fires identical ammunition the Mk.12 — normally found with integral Bipod mount (a Tripod mount is available — and adds +1 to BCS). Integral Laser Sights, Starlight Scope can be fitted.

NOTE — ALL Gauss weapons have SUPERMACHINEGUN RDF.

POWER REQUIREMENTS — As all these weapons fire their rounds by the use of Magnetic Linear Accelerators, they require a Power unit to operate. The Mk.1-1A are powered by an E-1 for a WEEK; the Mk. 12/15 are powered by an E-5 for the same period, and the Mk.20 is powered by an E-10 for a WEEK.

MAKING GAUSS AMMUNITION — Anyone with 'Machining' Skill can produce Gauss rounds either from scratch, or by simply cutting off standard lengths from the appropriate type of Wire. To make 1 round costs 1 Task Point (High Tolerances are needed). Needless to say, making the Depleted Uranium rounds requires special equipment which probably no longer exists.

M-202A1 FLASH ROCKET FLAMER
 Action: SS Mag: NA
 Cal: Special Dur: 3 Enc: 2.7

Features: Recoil suppressor (2); Iron sights, Indirect fire sights, good to 150 meters; will accept IR nightsights, Shells spread napalm for 2D3 meter radius from impact.

SOVIET WEAPONS

OBSOLETE WEAPONS

PISTOLET TOKAREV
 BBL: STD Action: AL Dur: 4
 Mag: Box 8 Cal: 7.62mm M30 Enc: 0.38

Features: The 7.62mm M-1930 round is non-compatible with standard Soviet and NATO ammunition. The Tokarev can take 7.63mm Mauser rounds.

AUTOMATICHEVSKY PISTOLET STECHKIN
 BBL: LNG Action: AL/FA Dur: 4
 Mag: Box 20 Cal: 9mm SSP Enc: 0.376

Features: Fires 9mm Soviet Special Pistol — non-compatible with Western 9mm rounds. Has optional wooden Shoulder Stock for use with FA mode.

PISTOLET PULEMYOT DEGTARYOVA 40 (PPD/40)
 Action: FA Mag: Box 25; Drum 71
 Cal: 7.62mm M30 Dur: 4 Enc: 1.07

Features: Soviet WW2 SMG — fires Soviet M-1930 Pistol ammunition; Box 25 Mag is relatively uncommon.

PISTOLET PULEMYOT SHPAGINA (PPSh-41)
 Action: FA Mag: Box 35; Drum 71
 Cal: 7.62mm M30 Dur: 4 Enc: 1.06

Features: Fires Soviet M-1930 ammunition; Box 35 Mag is relatively rare.

MODERN WEAPONS

AUTOMAT KALASHNIKOVA (AK/AKM/AKMS) 47
 Action: AL/FA Mag: Box 30
 Cal: 7.62mm M43 Dur: 5 Enc: 1.43

Features: Optional Folding Stock; Bayonet Lug (some have permanently attached Bayonet); some models have GL attachment; will accept IR Nightsights.

SNAYPERSKAYA VINTOVKA DRAGUNOVA (SVD)

Action: AL Mag: Box 10
Cal: 7.62mm 54R Dur: 4 Enc: 1.43

Features: Standard Soviet Sniper rifle. Integral 4x Scopesights (with Rangefinder & Battery powered Target Reticle — +2); Recoil Compensator (+1); Flash Suppressor; Iron Sights; Bayonet Lug. Will accept IR Nightsights, Note — 7.62mm 54R is NOT compatible with 7.62 M43!

AUTOMAT KALASHNIKOVA — 74 (AK/AKS-74)

Action: AL/FA Mag: Box 40
Cal: 5.45mm M74 Dur: 4 Enc: 1.43

Features: Folding Stock is standard; Bayonet Lug; some Models have GL attachment; will accept IR Nightsights; Recoil Compensator (+1).

RUCHNOY PULEMYOT KALASHNIKOVA (RPK)

Action: AL/FA Mag: Box, 30, 40, or Drum 75
Cal: 7.62mm M43 Dur: 5 Rate Factor: 2d.3x.5
Enc: 3.2

Features: This is a heavy barreled version of the AK-47 optimized for FA fire; accepts AK-47 mags; Integral Bipod mount; takes AK Nightsights.

PULEMYOT KALASHNIKOVA (PKS)

Action: AL/FA Mag: Belt Rate Factor: 2d.3x.5
Cal: 7.62mm 54R Dur: 4 Enc: 3.8 (Bipod); 5.3 (Tripod)

Features: A true GPMG (*General Purpose Machine Gun*).

RUCHNOY PULEMYOT KALASHNIKOVA-74 (RPK-74)

Action: AL/FA Mag: Box 40, 60 or Drum 100
Cal: 5.45mm M74 Dur: 5 Rate Factor: 2d.3x.5
Enc: 3.2

Features: A heavy barreled version of the AK-74; accepts AK-74 mags; integral Bipod; accepts AK Nightsights.

PISTOLET MAKAROVA

BBL: STD Action: AL Dur: 4
Cal: 9mm SSP Mag: Box 8 Enc: 0.38

Features: 9mm SSP is incompatible with Western 9mm rounds.

ULTRA-MODERN WEAPONS

AKGM-93

Action: AL/AB Mag: Box 50 or 75
Cal: 3mm M91 Dur: 4 Enc: 1.55

Features: Auto Extractor; Bayonet Lug; Bipod option; GL attachment on some models; LED Sights; can take IR or Laser Sights; Folding Stock option; powered by a NON-STANDARD E-1 for 1 day.

RPKG-93

Action: AL/FA/AB Mag: Box 75 or 125 Rate Factor: 2d.3x.5
Cal: 3mm M91 Dur: 3 Enc: 3.5

Features: A heavier version of the AKGM-93 optimized for Full Automatic fire; integral Bipod; no Folding Stock; requires NON-STANDARD E-5 for 1 Days' operation, otherwise as above.

AUTOMATICHEVSKY PISTOLET -- VOLGA (APG)

BBL: STD Action: AL/AB Mag: Box 20
Cal: 3mm M91 Dur: 4 Enc: 0.5

Features: Wire folding stock available (but rare); Autoburst ROF is at SUPERMACHINEGUN ROF — and ROF is so high that there is NO Recoil penalty; Powered by a NON-STANDARD E-1 for a day.

AMMUNITION DATA

AMMUNITION	BDG
4.7mm H&K	20
0.455 Webley	12
0.01mm Gauss	30
2mm NATO	20
5mm NATO	30
5mm NATO APNC	41
7.62mm M43 (*)	19
7.62mm 54R (*)	35
7.62mm M30 (*)	5
9mm SSP (**)	3
5.45mm M74	21
3mm M-93 Gauss	19

NOTE — The 7.62mm Rounds asterisked (*) are for SOVIET weapons ONLY — they are incompatible with NATO 7.62mm — and, indeed, even with each other. The 9mm SSP round is also Soviet — and is similarly incompatible with Western 9mm rounds.

MISCELLANEOUS ITEMS

PETROL GENERATOR — This ENC 10 device will generate a current equivalent to Heavy Household Current for 1 hour on 1 liter of petrol. The tank will hold 10 liters. The generator is started by yanking on a ripcord (Strength AST).

SLEEP GAS — This potent chemical functions, in the game, in a fashion similar to tear gas. The difference is that when the accumulated distractions exceed a victim's Will, he will fall asleep where he stands. The chemical-induced sleep will last for 4D6 hours minus the character's Health Group. If he is forced awake, without the proper antidote, before the mandated time, he will function with all Attributes and Skill scores at half value until the time when he would have woken normally.

POLICE RIOT SHIELDS — These are made of high impact plastic which incorporates the colors of the unit to which they were issued into the very fabric of their construction. The Mark 2 is totally opaque. The Mark 4 is transparent on its upper half. See Appendix 5 in Book 2 for their statistics.

POLICE RIOT BATON — This weapon functions a cudgel (see Appendix 4, Book 2). It also is an electroweapon. Two E-5 batteries are held in the handle. A capacitor limits the weapon to discharging only 1 Charge in a given contact.

BANANA VI+ MINICOMP — This marvelous machine has a 256K memory, standard typewriter keyboard, digital touchpad, integral printer (3' ' wide paper tape); and sixteen character LCD display. It has ports for up to 6 peripheral devices. It can handle 50 Task Points of simulated work per hour. It can operate off a standard Light Household Current or be attached to an E-10 with a built in adaptor. An interior compartment holds an E-1 to compensate for power fluctuations and to prevent memory loss. The MiniComp has a ENC of 6.3.

OPERATION MORPHEUS

OPERATION MORPHEUS is designed as a campaign introduction to an AFTERMATH![™] world. Although originally part of a campaign set in Australia the information and ideas herein can easily be used with any campaign.

The setting is a major university in an important city. The time is approximately one hundred years after the collapse of civilization. The players take the parts of people who, having volunteered to take part in a 'short-term' experiment in cryogenic suspension, awaken many long years after the planned time. They find the world in ruins and have no idea of the cause of, reasons for or history of this disaster. Naked and unarmed they must face a strange new world. Cleverness and quick-thinking are the first steps to survival.

OPERATION MORPHEUS is not a complete game but a background package for use with the AFTERMATH![™] game system. AFTERMATH! is required for play.