Scenario Pack A1: OPERATION MORPHEUS
The Ruins of the University
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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. This 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 Gamemaster. 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 AS (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. Gamemasters 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 convince 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 in BS - for those Characters who are under, say, 20 - roll 2d5 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 Attributes 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 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 innovative 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, however, 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 welfare of the 'haves' and 'have-nots' of the world. Many of the citizens of such countries resented the 'Second Class' status which 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 'Wolfed' 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, and 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 Squares, 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 that 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 Presidential 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 should admirably avoided (by the West). They did not follow the Russian version of their own. As Marshal Piotr Milhailslovitch, the Chief 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 reduction in nuclear numbers. They were still 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 reviving 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 reappeared. This time the target was the United Kingdom. The UK government attempted to suppress the news of the outbreak as no longer a matter of public concern but a 'new strain of influenza'. Even by the time it was hoped to be able to find a vaccine before anyone was the worse end, 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. France, 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 conclusive evidence of an IRA-POLO 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 was to inform the whole of the country was that the residents of Irish extraction (those the Mosd didn't dare 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 2 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 the situation. Their intention was to put the country out of existence entirely 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 have missiles landed near the French city of Cannes — causing massive casualties.

The French, hot-headed as usual, reacted with a 'hair trigger' if 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 in the US satellite based 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 Missle penetrated the District of Columbia ABM defenses and impacted on the White House lawn.

Fortunately, due to the Arm reductions resulting from SALT VII, only 25% of the Russian population were irradiated or killed outright. With so much of their Homeland destroyed (and not yet knowing of the spread of the Scourge before the UK) and, thus nothing else to lose, the SovBloc armed forces immediately invaded Western Europe, China (using Tauchuks heavenly 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 Afghanistan 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 looking 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 prevented outbreaks, nothing stopped it. In fact, no effective antitoxin 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 CW warfare capabilities had a definitely higher immunity rate than the general civilian population (For every 10000 Soldiers, there were about 10 Survivors; while for every 10000 Civilians there were only 4-6 Survivors). It is for this reason that the US concentrated 'colonies' or their own "New Pact personal (or, more accurately, their descendants) in many countries to date.

As most people could see that no attempt to stop the spread of the plague were having any real effect, only imposition of martial law and a curfew like measures 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, as a whole effort in the outspread military disappeared. With the 'Resources Boom' of the mid 1880'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 increase 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 hour 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 automatic technologies 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, fearing a backlash from such conflicting 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 endeavors. 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 it was never seemed to have any 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 by those out to get research Scientists who started it all, or to 'get the cure from them Scientists was going to be too easy.' 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 numbers 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 defences 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, the success 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 sphere 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 the militia behind the effect of their remaining air transport assets and loaded up as many 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 commandoed merchantmen as 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 'save 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 which had 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, once 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 'Ruins'. As such, it was chosen by the Commonwealth government as a 'Regional Survival Center' and 'Regional Government HQ' (along with Canberra and Alice Springs) for post-nuclear survival. Thus, under the guise of expansion, many deep underground facilities were built at the University during the '90s'. When the Scourge of God plagued 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 task would provide the University with a great deal of available funds and the inevitable breaking of law and order and that the onset of the plague would cause, they tried to ensure the security of the University by building up the attached Army Reserve unit (similar to the US RTGTC or UK TAVR), Sydney University Regiment for, more commonly 'SUR', from an understrength Light Infantry Battalion to a 'Mechanized battalion'. To this they added detachments of Regular Army trucks — mainly specialists (such as armor artillery, army aviation, RAAF ground support aircraft, and some of the new 'WARBOT' units). A militia was organised 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 computerized 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 Citizens increased, more and more planning was put into them, Military arms (from over-run Army units and/or deserters) increased the effectiveness of these assaults. Several, in fact, managed to break the computerized defense perimeter and surge into the interior of the University, but internal manned defense 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, the CIVS (non-university or non-military personnel) became more and more frazzled, 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 "bounced out" in the face of their assault. This left Sydney University the only 'Uni' left in the Sydney area. As if that wasn't enough, due to the fact that the Russians had found no plague cure at either of the two Universities made them sure that SUf 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.

Thus, this valiant defense enabled the University research teams to work right to the end although (it is presumed) without any success. It also meant that the computerized defenses are still intact and operative. Thus, in the hundred odd years since the Final collapse, the University has remained unfortified. 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 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 an underground bunker complex, 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 suitably stored). 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 areas indicated as ‘rubble’ on the map are just that, mostly covered in dirt and engraving 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 which were originally only tgraded — and 100 years of neglect has made them and 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 appeared, the bunkers’ security system proved to be inadequate, but the time to rectify the situation was already 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 the human operator even more difficult if a bypass to a given bunker complex — but only in that gate 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/sensor scan system consisting of a Mesh Plastered (AV11) 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 SecRobos 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 ‘KeyCards’ which must be inserted in the slot 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 sensing 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 and somewhat 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 glass in the door 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. The ability to invalide 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 problem 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 gatekeepers (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 High 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

COBBER (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.

SILVER (6th 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.

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

SILVER (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 issued is Level four or above. While the alert is in progress, all sensors/magnet-mounted lagers and all SecRobos 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, SecRobos 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 sensoromted-mounted lasers and SecRobS will fire, TO KILL, on all those showing resistance. Firing will continue until all Targets are unmove 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 cosmetically, -- typically having flesh-colored enamel on face and hands and light blue for the rest of the body. This animal coat is both intended to reduce possible negative reactions by the general public as well as to provide extra weatherproofing. 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 3.8 cal Pistol -- a general program 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 = B)**

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

Standard Weapons: Taser Pistol (powered by E-S); 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):** Serve Sev Antimstatics in volume 3. Assume they are third generation for mobility and power but only second generation with regard to "brain".

**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 burned, corrosion-resistant, stainless steel surface or with a green weatherproof 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 = 2** Modern Rifle = 14

**CDA = 4** Brawling = 11

**STR GRP = 4 (2d,6)**

Urban Search = 11


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 (DUGERID): 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 have 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 preassigning 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 orders (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 POU's, then 'No Prisoners!'.

Visual sensors include IR/UV/visible light and Starlight Scop's capabilities with 5x magnification. Audio sensors include ultrasonic and subsonic frequencies.

**BAP = 25**

**STANDARD SKILLS:**

- **MNA = 6** Modern Pistol/Rifle = 20/1
- **PCA = 4** Brawling = 20
- **CDA = 5** Urban/Search = 17

**STR GRP = 6 (2d,10)**

Polearm (Bayonet) = 17

**HEALING RATE = 3**

Knife/Single Weapon = 14

Non-Standard Skills: normally a BCS of 14.

Standard Weapons:

- FN/M XLW/R-3a Laser Rifle (powered by battery or robot) OR
- LF/ENFIELD MK.12 Gass Rifle OR M-22 Rifle; PLUS Lee Enfield; OR
- AUTOENZLDER OR EN/FN/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 were Wardrobes that were the first 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 obliterates 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 'Digeridoo' 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+4d, (12-20); they are, after all, only early models, though those 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 Wandjinna 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.
ROBOTIC STATISTICS BY MODEL

<table>
<thead>
<tr>
<th>MODEL</th>
<th>DR</th>
<th>SR</th>
<th>AV</th>
<th>MASS</th>
</tr>
</thead>
<tbody>
<tr>
<td>POLROB</td>
<td>20</td>
<td>5</td>
<td>1</td>
<td>8.4</td>
</tr>
<tr>
<td>Body</td>
<td>35</td>
<td>10</td>
<td>1</td>
<td>12.5</td>
</tr>
<tr>
<td>Limb</td>
<td>15</td>
<td>5</td>
<td>1</td>
<td>6.0</td>
</tr>
</tbody>
</table>

| SECOROB   | 30 | 7  | 9  | 9.0  |
| Body      | 50 | 15 | 1  | 15.0 |
| Limb      | 20 | 10 | 1  | 4.0  |

| DIOGERIDOO| 50 | 10 | 15 | 10.0 |
| Body      | 80 | 15 | 1  | 12.0 |
| Limb      | 30 | 10 | 1  | 11.0 |

| WANDJNA   | 75 | 15 | 15 | 12.0 |
| Body      | 75 | 15 | 1  | 12.0 |
| Limb      | 50 | 15 | 1  | 12.0 |

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 Code-numbers, 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 video-screen – 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% per 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 IBM XT MiniComp (286K 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 10-15% chance 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 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% (49+1d, 6x10%) of the time; and, if the powerpoints are non-functional, 50 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 Scurge 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.

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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 reversible 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 wall, 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

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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
PCs.

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 Morphite’. 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 humane-
ty. The occupants are 50/50 male/female and are only released indi-
vidually 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 re-
search effort (the other two being the Biochemistry and Public Health
Building) – as well as the site of the Cryogenic Research Laboratories
of ‘Operation Morphite’. As the course of the plague progressed
through the ranks of the researchers, the staff from the other two loca-
tions 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 provi-
sion for more than one vehicle to be hoisted up to them at the same
time. There are 2d20+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 (1d3 gallons at roll). Also present are
two regular petrol bowser/pumps in the middle of each the north and
south walls. These are connected to 5000 gallon ‘in-ground’ petrol
tanks with only 2d20 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 1d10+20 originally; 1d3+1 Land Rovers: Long
wheel base in Army green. These also have flat tires that will hold no
pressure, and a current DUR of 1d10+10 out of 20. The spare tire on
each is still in inflated condition: an M-113 APC (DUR 1d10+1d6); a
M-113 FSF (Fire Support Vehicle – M-113 with Saladin turret; DUR
of 20 but no tracks on it); 1d8 Motorcycles (DUR of 2d10) and
6x6 totally wrecked and/or cannibalized vehicles. These last are de-
void 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 5 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 through still good for parts, the sec-
ond is out of commission with a ‘shot’ battery, and the third is ready to
be (after recharging, of course). In one corner are three small wooden
crates – they contain 3d6 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 1d6 units (to a maximum of 1d6,6 units of Auto spares)
pert 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-ded-
icated 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 check 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

\[\text{Diagram of Level 1 of the Anderson Stuart Building.} \]
(4) Offices (RED KeyCard): These Offices have a normal layout of furniture and equipment and are, in fact, very similar to Loes 3b/e. 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 with six stations). Both are equipped with televisions and video cassettes relating to the garage. The latter was evidently used as the venue of a fairly wild "fellowship" 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 Savvis has orders to leave the tops of the desks alone).

(5) Movement 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 Movement Officer (i.e., the official in charge of organizing availability of transports, etc.). It is appropriately decorated: carpeted floors, paintings, and hangings on the walls and individualized office furniture (oak desk, lounge seating, silence chair (hidden) behind a desk, etc.).

On the couch are the corpus of what, judging from the IO tags on them, were once the Movement Officer and his secretary (despite their obvious clothing). The room is still very much used, as is obvious from small holes in the ceiling.

(6) Stores Control Office (KeyCards as for location 5): The secretary's office (5a) has obviously been used as an overflow room for the party from Loc 4b and is similarly littered. The Stores Officer's private office is stripped of all personal decoration. Personal furniture is still here, however, in the small storage cupboard, on the top shelf, 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 7a and 7b is really a Transparent Plastic window; 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 'Waldos' 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 (BLUE KeyCard; 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 7a/7b is UPI (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 corpuses for, 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 loop) 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 canisterized electric forklifts (one operative, though one operative forklift could be ebollied together from parts from all of them) and 10d.10 crates strewn randomly about all the sections of the area. Mixed in stores together were the following items: 12 empty, metal 5 g. jars, jerry cans, a water purification unit which purifies 20 gallons per day using activated carbon filter units (1d.614 included; each lasts for 10 complete uses), 7.5 kg. of roofing nails, 20.6 spare land rover wheels, 5 10kg containers of flour, plus 1d.14 GM determined ends.

(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.8 Super K rations, 2d.6 E-1 batteries, 1d.6 E-5 batteries, 1d.3 E-10 batteries, 144 packages 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.614 GM determined items.

(12) Recreation Rooms (RED KeyCard): In these locations are a large number of confortable chairs, cards tables, computer terminals (dedicated to search, in the lab, to an end of terminals 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 stretching chairs 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 this was not the work of the Scourge 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-light 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 bandollers 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.B Grenade and an FN/FAL (SLHY) 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 3x4' canvas set up on it. This is an almost completely worked of a cityscape in flames. A note tacked to the easel gives a title: 'Sydney -- Ragnarok: -- 1992'. Next to the easel is a palette and a complete set of oil paints and brushes (table).

(14) Recreation Areas (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-modulated, real-time Interactive version of 'Space Invaders' for up to 8 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 locked in with the library computer (Fiction Only).

(15a) Furniture Storage (RED KeyCard): This is where excess furniture is stored, as well as storage for un aliases food; the cafeteria is being used in one of its other roles.

(14b) Unisex Toilet (NO KeyCard): This is a single-occupancy 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 corpse's clothing contain an OR- 450 KeyCard. Location c contains a dedicated accomodation 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-f 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 set. 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 c contains, in the large storage area, a 12-speed racing bicycle on a rack. It is complete with bicycle pump, 1d.31 spa inner tubes and 1d.31 spare tires and a tire patching kit good for 2d.6 punctures. Nearby are a cyclist's helmet (Pistachos; A/V B: Lee 1), trouser clips, a battery-powered cycle headlamp (equivalent to a heavy Flashlight) and 1-battery set of oil paints and brushes (table). The advantage 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 keycared items.

(18) Recreation Areas (RED KeyCard): This is similar in layout to Location 14. All the furniture is missing (stored nearby 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 c contains...
the following items in one of the Clothing Lockers: a StreetSuit with Armorian ballistic cloth torso protection, a Plastex Hood in Urban Camouflage Pattern including CBW filters, and a C8 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 Gallows, a silver laurel wreath, two Greek shallow-lobed (ancient Greek style tunic), and Elizabethan court dress costume and a complete theatrical make-up kit. All the clothing is cut for a male.

(20) Accommodation Modules (RED KeyCard): All except Location 1 (which is single-occupancy) are quad-occupancy accommodation modules. In the large 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, and 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 18) and enough developing fluid and photo paper for 144 Individual frames. Location f contains a plastic garbage bin containing 6d.6 Bottles of KGB草案 Beer). The central table has 3d.6 dirty beer glasses on it, plus several opened packages of Beer Nuts, Chips, etc.

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

(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. There is a commercial grade of flattop griddle with a microwave oven, etc. It also contains the heavy-duty automatic dishwashers for the canteen.

(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 porcelain. There are three 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 axles 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 off to it for quick reloading (also full).

On the back of the truck is a large steel trunk (4*2*4') 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 trunk label reads: 'Survival Supplies: 4th of July 1955: 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 fishing jacket and helmet; Civilian CBW mask and suit; gelper counter with battery; pocket flashlight; and heavy flashlight with batteries and 3 spare E-3 batteries; survival Manual (Army issue-BCS 12); standard scientific calculator; pair of walkie-talkies (military); CBW Decontam spray can (20 Charges); 2 Units of medical supplies; 2 MediKit McK; 1: 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 Korea gold coins and 100 $50 silver coins; 10 bars of soap; 24 50g. chocolate bars; a signalling mirror; a wind-up (clockwork) dry shaver; 2-man tent; cooking utensils and mess gear; 2 boxes of waterproof matches; sleeping bag (winter-weight); 5x Binoculars.

(24) Lounge (RED KeyCard): This is not set up as a general lounging area — with settes 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 medical area. The drug boxes are left behind and equivalent of a MediKit II and 3d.6 body bags (all containing the remnants of bodiess). There are two emergency lights set up. These are the equivalent of campers' floodlights but their batteries are at zero charge.

(26) Accommodation Modules (RED KeyCard): These are standard quad-occupancy accommodation 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 for those having the correct security code. All, except for Loc c, are fairly normal. In that module, the large storage area is used for refrigeration and swagboxes for 38 Bullion. He has a 2d.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 the desk is a box (20) of .38 special rounds, while in the side drawer is another desk is a FED/POL-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 fishing line on reels, and 5d.6 pens (50/50 Red/Blue) stamped Commonwealth Government.

(27) 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. Underneath the 250-ton vault door is a 2d-6 bullet resistant steel plate. The vault door is an US 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 ejection 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 b 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. IGN Discretion here: about 20% of the Lockers will contain such items. As for the content of Location c, it is 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 sets 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 1990 value of $8 Million Australian dollars. There is one slight problem, in the vault with all this bullion is a M.I. WarDroid, with orders to 'shoot to kill' any unauthorised intruders (i.e., anyone without the Codeword).

(30) Ready Use Armoury (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 large gas grenades with 1d.3 left. There is a Scared Robot on guard. It is a computer control end requires coded authorization before anything may be removed.

(31) Security Robot ('Stable') (BLUE KeyCard): There are 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 (.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 store; 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 individual robots, there are 2d.3+2 additional robots on racks or workbenches. These robots are available 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 22.

(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 scannerfames. 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.5 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 Elisabethan bedroom. This includes Tudor-style polished oak panelling, Elisabethan-style furniture, and an en-suite (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-S; LOC 1 only), a Civ-issues walkie-talkie, and a RED KeyCard. The latter requires TWO Urban Search BCS rolls to find as 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 bowser (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 1a. Several bodies are still in the workshop. In the central area are 2d.6/5 golf-cart type electric vehicles (1d6x10% chance of still being operable; they have a DUR of only 4d.5 each), and a NSW police patrol car (OUR = 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 flat jacks, 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 1b 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 plastic board 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 equivalent of an Auto Repair Kit Mk. III. Found here is a 1990 model van (light blue with Univ crest on doors) which is up on blocks (no wheels). Its engine is pulled out and is 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, 1996 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: 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

![Diagram](image-url)
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’d engine, no track, several armor-piercing shell penetrations to the passenger area, etc.).

(7) A6c Zoras 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 specialized lab equipment, including 1-0 of all flavors of GF 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 FlashPak gas masks, 2d,3 riot batons, and 2d,2 riot shields (Mk.lI). There are currently 2 PolRotos 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 11.

(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, 3d,6+3 assorted paperback (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 that the elevator doors face 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 x 10x 5.56mm NATO cartridge cases, 1d,20x20 .44 Magnum AMP cartridge cases, and 1d,50x10 7.62mm NATO cartridge cases — as well as 6d,6 magazines (empty) for a P-45, 6d,6 empty magazines each for the EM-2 and FN/FAL Rifles.


(14) Security Accommodation (RED KeyCard): These are standard quad-accommodation modules with 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 16-19 = 9), a ‘Gladius Hispanica’ (a Short Sword — WDM = 1.7), a ‘Pugio’ (Dagger — WDM = 1.4), and a legionary shield 1'/8” Plywood with 3/4” Leather Facing; BV = 30) painted with the symbol of the Legio XX Hispana (armor ENC = 0.74; inherent ENC = 1.81). Hung on the wall is a plague stating that the possessor won the First Annual ScTournA 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 s contains a wall hanging consisting of each pair of production brocades and a Commodiam officer’s cap and 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 stately 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 the seats, have them find a riot shield among the garbage cards. Scattered around the room are 2d,6 copies of Playboy, 1d,6+1 copies of Penthouse, 3d,6+3 assorted paperback (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).

(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 Elevators is limited to ING0 KeyCard. Location a contains spares for any vehicle based on the M-113 chassis, and Location b contains spares for the Wombat’ FSV/LRV/LSV family. Location c contains spares for the Wombat’ FSV/LRV/LSV family.

(17) Laboratories (YELLOW KeyCards): All these Labs have been set up as medical/ biochemistry 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. In Location 17b is a rotating, circular machine with 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 research 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 set up as a storage area for medical supplies. In Location f, 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-Harmon, but nonaddictive), 2d,6 syrettes of Cardiacino, 3d,6 syrettes of Panomycin, 1d,6 syrettes of superior broad- band antibiotics, 2d,6 syrettes of HAP/1, 1 syrette of 8-Gamma-PCP-III, 1d,6 syrettes of Anagoton, 1d,6 syrettes of Ana- red and Anti-REM, 3d,6 syrettes of Polycellulose, 2d,6 syrettes of Polycellulose-2, and 1d,6 syrettes of Polycellulose-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,6x1. electric cautery knives, 2d,20 inflatable splints, 3d,6 5-Charge disinfectant sprays.

(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 1c,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 1d+1). 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 m, hidden under the pillows 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-accommodation modules as in Location 20. In Location 4, there are mobiles, 4d,6 $5 000, 1d,6 $2000, 1d,6 $1000 and 1d,6 $5 (all brand new and still in the Treasury wrappers). Location h, has, in one of the desk drawers, a slip of paper with the words “SC” — “Villain Whites” on it; this is the code word which will allow passage through or into areas guarded by SecRob and PolRob on THIS LEVEL ONLY.

LEVEL THREE — MEDICAL AND CYROGENICS RESEARCH AND ACCOMMODATION

(1) Laboratory/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 a. In a there are dining facilities, as well as facilities for making small quantities of hand-prepared foods. (i.e., microwave ovens, workbenches, freezers etc). Location b is a large Freezer area (with an elevator) containing it to Level Two) which contains several ice chests. 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 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 MIC-7 grenade 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 OAPT CST, or to tie the rope to the corpse and detonate the grenade with 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 1d+1 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 1d+1 inclusive and are set up with 6d,6+6 boxes of all the necessary equipment 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. Deal with routine administrative matters.

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

(6) Accommodation Modules (RED KeyCard): These are standard quad-occupancy accommodation 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 (15g.), 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 4-8.6 buckshot, two boxes (25) of 15g. Slug, 3 boxes (25) of 16g. 8-8 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) Accommodation Modules (RED KeyCard): These are standard quad-occupancy accommodation 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 Grushchin 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钡loads. In the room, on the lower left bank is a military shortwave radio (60% charged) in a man-portable backpack model. In Location b, 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 markings.

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

(10) Accommodation 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 sprayer (Medium = 20 charges). Location d contains a length (30m.) of 1500 kg, test rope, a miner's helmet (Plastex; AV = 6; Loc 1) with integral heavy flashlight, a satchel containing 20 Super-K rations, a temporary waterproof jacket (Locs 4-12; 21-28; Plasticloth AV = 3), and a fireman’s flashlight.

- Locations a-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 syringes of Cardio, 2d.6x2 syringes of Antibiotics and 2d.6 syringes of non-addictive Pain Kill 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' (INDI-GO 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 GOW's desk, in a quick-release clip, is a 10-Charge can of MACE. In one
of the jackets 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 gritty 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 LIV” 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 Special kit.

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 Chamber - OPERATIONS MORPHOSES: (VIOLLET's) The description of these areas in the 'Standard Rooms' section. These are the areas where the PCs in the campaign will awaken. 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, blank C-60 cassettes, 16d.6 items of clothing, 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.I, 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, etc. and EM-2 wrapped set of fl fibre (whisky, 'strict blue', and two (dusty) glasses, an army-issue canteen 1 litre 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 CRYOGENIC RESEARCH AND ACCOMMODATION

NOTE - This Level is a duplicate (lessoff as the layout is concerned) level to Level Three. Therefore, only those areas which are significantly different are described. 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 plate/shield boxes containing various special chemicals (e.g., adrenalin, morphia, etc.; etc.; etc. and EM-2 wrapped set of fl fibre (whisky, 'strict blue', and two (dusty) glasses, an army-issue canteen 1 litre 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 FIVE - MEDICAL RESEARCH & ACCOMMODATION

(11) Offices (RED KeyCard): These have standard office layout and furniture, nothing more.

(11c) 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 any one waiting for word processor. The two side cabinets are used for storing research files. One is exclusively female apparel; the other male apparel. On the Secretary of God. All are encouraging, but bow down to the fact that 'we need more time than is likely to be available'. To deduce this
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 2d3 E-1 batteries, 2d3 E-2 batteries, and
1d3 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 corri-
dor requires a GREEN KeyCard.
Location a is a dual-occupancy accommodation module for the Ad-
ministrative Assistants of the Bunker Co-Ordinator; they have been
stripped, except for a nunchaku under one of the mattresses and a pair
of karate-gis in the rear storage area. Location b is the Bunker Co-Ord-
nator's Office. It is set up as a private office with pine paneling and
yellow leather upholstery. Its walls are lined with various items of nauti-
cal 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 lat-
ter. Location c is the bedroom of the Co-Ordinator and requires a VIO-
LET KeyCard to enter. On a rack near the entraneway are a Lee-En
field Mk.1 ElectroNeedler and Mk.1a AutoNeedler — with a full box
'30' magazine in each and 6 (full) spares, as well as concussion and 6
CS gas grenades. In a footlocker under the bed are a further 2d3-3 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 mainten-
ance supplies (paint, replacement fluorescent and ordinary light fix-
tures, 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 relax-
ation and recreation area with such items as table-tennis tables, pool
tables, card tables and computer game terminals.
(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 15 Task Points worth of Urban Scourge
would be required to uncover this. The labs themselves were evidently
abandoned in toto during the evacuation. They are thus relatively in-
tact. 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 Loca-
tions 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 pro-
duction of some of the Scourge retardants. The whole unit is basically
intact but would require the correct raw materials and several hundred
eaes for production to be re-started for ANY sort of Serum. Due to its
importance, it is guarded by 3 ScreeRob (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 humans 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 over-
ride 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 K-17.
(23) Recreation (RED KeyCard): Standard Recreation area.
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 SecRobots (EM-2 and 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 its own successful Power Generation BCS chart 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 30% ('full'. This is enough at the current rate of 600 m³/day, for 5-10 years. A further Nuclear Power Generation BCS chart will allow the PC 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) Power Generator (VIOLET KeyCard): These areas contain the accessible, non-Radioactive parts of the bunkers' generating equipment.

(3) 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, plasma 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' operational requirements.

(4) Main Programing Facilities (NO KeyCard): This area has suffered from extensive combat infestation. There are 2d6 body parts balanced in an arc around the elevator doors. All are in Uni Security and State/Federal Police uniforms. Scattered near them are 2d6 assorted weapons (mostly M-16s, EM-2s, P-17s, and P-45s) None of the magazines are full and there are 1d6 empty mags per weapon scattered around the bodies. Barricaded behind some of the corpses are 4 bodies, 2 STF in uniforms (one sergeant and a major), and two in Cryolabs. 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 emtotes). The CIs 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.

(5) 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 unlock the doors. 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.

(6) Security Armoiry (INO/GO KeyCard): The armory is relatively intact: it contains the following items: Bins of 1d6x6 units of spares for each of the following types — EM-2, SG-10, M-16, P-17, P-45, M-16; 1d6+3 Light Patrol Suits (blue plastic streetstats with 'SU Security' patches); 1d6+1 suits of patrolman's issue gear ('SU Security' patches); 1d2+1: Heavy .45, 9mm Parabellum 'armored' pistols (with 3d6+3 rounds each); 1d3+1 sets of patrolman's issue armor (with NSW Police Patches); 4d6+2 dockets Mi. 2 and 12 riot batons.

(7) Offils (RED KeyCard): General offices for the use of security personnel.

(8) Lounge, Recreation and Cafeteria (RED KeyCard): A standard layout except for 6d.6 Body Bags scattered around the room. All are occupied. Locations 8-9 are security vaults with 10-digit combination locks.

Location 8 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, and 1 cent Silver — really Nickel).

Location 9 contains top secret government documents. Determining exactly what they're about and if any are of any interest to the PCs, should require SEVERAL THUNDRA Task Points worth of reading. These contents can be the lead-in to the GM's own adventure scenarios.

(9) Security Accommodation Modules (RED KeyCard): These are standard quad-occupancy accommodation modules. Location 1 contains an overnight bag with pajamas, a change of underwear, toothbrush/paste, safety razor (Eversharp blade), and some male toiletries. Draped over the bed are a pair of NSW police jacke, location 2 contains a black Machine Pistol (XLNG Barrel version with full Drum 177 Mag of .22 Stinger — every one being Trace/Incedari) and two spare Mags (empty). A boottrapped grenade is under the mattress (a US Mk.7). Attached to it is an Urban Search BCS at-2 to detect the fine wire trigger) there are THREE trigger wires. Two are attached to the gun. one is attached to the lower receiver to detect the intruder. To the third. To get at the grenade without a third Urban Search BCS roll will still detonate it. The fact is that it is under the mattress will reduce the effect by 50% Location 1 contains a complete women's wardrobe. All are Paris fashions and from famous Name Designers. There are 2d6+6 complete outfits hene of styles ranging from casual to very dressy.
round mag extenders (to give 5 round capacity); 1d.6 meters Prima-cord; 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 bowsers in each area (all four tanks are bone dry). In Location a are 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 SecRobs with orders to shoot to kill unless the correct verbal override is given.
(2) Distillation Plant (GREEN KeyCard): This lab has been outfit ted 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. A RED KeyCard (12,100 gallons of pure grain alcohol (in 5 gal. jerrycans) and 50 units of the makeings.

(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 integration is required). Each Location 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. Organic Chemistry Laboratory (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.

(6) Laboratory 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. Organic Chemistry Laboratory (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.

(7) General Chemistry Laboratory (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, stibnite, ferrous oxide, acetone, grain alcohol, sodium chloride, sodium hydroxide, ammonia, mercury, ammonium, 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 compound (2D6+1d.6 to correctly identify the compound and the luck of the researcher). Note: One of the electronic scales in Location 11 is a booby trap. 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 trip-wire operated Vietnamese war-type Swingling Mine designed to hit chest high (BS: 10; effect: die; 2D6; blast 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 of the following metals: iron, brass, tin, copper, magnesium, and aluminum. These Kilos are in various forms: bars, ingots, 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.5+1 SecRob with orders to shoot to kill unless given the correct verbal override.

(16) Garage (RED KeyCard): In the workshop area there is the 1d.3-tenton Australian Army trucks here. They have obviously been cannibalized for spares (current DUR = 0). The room is booby trapped with 1d.3+1 claymore mines (20% chance per turn of setting one off). The garage also contains 19 desks, 35 chairs, and 20 computer consoles.

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

(18) Security Offices (BLUE to enter Security area — YELLOW KeyCard): Old RED and blue patrol offices for the security complement of the bunker. There are 2d.6 filing cabinets around the room and there is a 60% chance that one given will be booby trapped 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 the following items: a secure depository with a combination lock in the Treasury wrappers: 1d.100x20 A3200 gold coins, 1d.100x10 A5100 gold coins, and 1d.100x8 A850 gold coins. There is a SecRob guarding this area. 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 Security Staff are present.

(20) SecRob Stable & Amory (BLUE KeyCard): Stokaged here are four SecRob 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-1D-EM2 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.20110 loose rounds may be found. Coach of the following Calibres: 9mm, .762mm 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 the 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 booby trapped with MK 8 grenades so that if the zipper is opened, they will explode. None contain corpses, just wadded up various of waste types.

LEVEL TWO — ACCOMMODATION & 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 SecRob (from location 3a/b) who have orders to shoot to kill anyone attempting to enter. 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, .762mm NATO, and 9mm Parabellum.

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

(3a-b) SecRob Stable (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 to patrol the area regularly, this SecRob will be a possible random encounter. Location b is manned by 12 SecRob, of which 2d.6 will be present at any given time. Take careful note of any casualties from random encounters on 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 Accommodation (RED KeyCard): Each area contains 20 double-decker bunks, as well as freshers facilities and some tables and chairs for the use of the occupants. Many of the footlockers and lockers in these areas still contain the 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 not always professionally done, there were originally barracks. Guarding this important installation are 4 PolRob and 2 SecRob, 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 live flight with them is probably going to have some embarrassing explosive results.

(10-11) Accommodation Modules (RED KeyCard): See notes for locations 7 and 12.


(13) Security Duty Station (BLUE KeyCard): Though this area is still set up for human security officers, it is currently the stable for
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 programers working in a-c.

(1a-c) Computer Programing Facilities (BLUE KeyCard): These areas contain the main programing 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, 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 VIOLET 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 KeyCard): These areas contain the parts of the fusion generators accessible to humans, including the controls for the ServoBots inside the dangerous areas.

(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 on emergency armory (BLUE KeyCard) containing a rack with 6 P-17s chained to it, 4 gas masks (FedPol issue), 3 taser grenades, and 2 concussion grenades.

(4) Accommodation Modules (RED KeyCard): Locations a-b are actually emergency supply storerooms but were mostly cleaned out prior to the Bunker's evacuation. They still contain the following specific items (between the two areas) 10.3 medium fire extinguishers, 14.3 survival kits (as normal PCs), 10.3 pocket flashlights, 23.3 E-1 batteries. Locations c-d are standard quad-occupancy accommodation modules. The table in d is set up for a miniature battle with a 2000 figure Trajanic Roman 15mm and a 1900 figure Hunnic 18mm army still in their containers, two sets of the 15th edition WRG "Ancients" rules (c.1998) and several pairs of average and normal dice.

(5) ‘Head of Bunker Security’ – Private Office (YELLOW KeyCard): 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 Zelis 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 .76 "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 officer's Sword/Scabbard/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 bed instead of two single ones. Hanging in one of the lockers is an officer's 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 .76 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 station containing 5 SecRobots and 10d.6 units of robotic spares. The SecRobots have orders to shoot to kill anyone entering without the correct verbal override. Location 7 itself contains a complete armory (i.e. gunsmith) workshop and is guarded by a further 2 SecRobots. Location a was the ammunition and explosives store. Though mostly stripped before or during the evacuation, it still contains 2d.100 10oz rounds of each of the following: .38 Special, .44 Magnum AMP-5, .50mm 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.5 P-45 magazines, and 2d.6 FN/FAL magazines scattered around (all empty). Finally, Location c contains 1d.3 units of Patrolians' Issue Armour.
MADSSEN BUILDING – CSIRO BUNKER

The CSIRO (Commonwealth Scientific & Industrial Research Organization) intended to play a major role in the reconstruction period after the 'Ruins.' This ended, 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 morbid 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 boxes (one in each corner but the tanks feeding them are dry). The entire area is set up for heavy maintenance work and can take vehicles up to tank size. It includes two overhead travelling cranes. One travels from 1a 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 6; good only for spares): 1d.3 1966 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.4 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 (OUR 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) Accommodation Modules (RED KeyCard): These are standard quad-occupancy accommodation modules.

(5) Accommodation Modules (RED KeyCard): These are standard quad-occupancy accommodation modules. Location c contains a large number of canvases 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) Accommodation Modules (RED KeyCard): These are standard quad-occupancy accommodation modules. Location b contains a bar with 1d.3 bottles of port - 1960; 2d.3 bottles of genuine 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 4l.6 12 freeze dried ration packs. Location f contains an Empion flank vest and an R-11 (300 Magnum) with 1 full and 3 empty Mags (3 Round) and 3d.6 16 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 garrotted. 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, to take care of 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 2x.6.3 spare 100-round belts inside. 1d.3+1 full 5-gallon jerries 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 (OUR 2d.10),

MADSSEN 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.

(14-18) Storage Areas (ORANGE KeyCards): These areas contain a small amount of general supplies for the bucker’s 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 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 16-18 (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 Synthesization 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 Accomodation (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 accomodation for 20 persons each. They contain 10 double-bunker 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 bowsers. Each of the in-ground tanks that 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 Highway Patrol bikes (OUR = 2d.6), 1d.3 1999 modral vans (OUR = 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 2d.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 (8%); 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 (01-80 = 5.56mm NATO; 61-95 = 7.62mm NATO; 96-99 = 9mm Pabellum; 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.5 units of generalised 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 Squall station. Location c contains (hiddem under several trunks of junk in the main storage area) an ornately carved, and highly polished, wooden chest. A Wt 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 inkly black on the inside. There are two pairs of matching soft shoes. However, this is not all the chest contains. A Wt 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-
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 1d.10 Ids, a ninjato sword (with a WDM of 18), a shikoro (in a collapsible short bow with a 40 pound pull) with 3d.6 arrows, a pair of nukedo (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 var (spear) designed to be disguised as a quarterstaff and a pouch of 1d.10 tetsubishi (caltrops); and, finally, in the compartment section, 3d.6 torinko (Flame 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 parts; it is 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 SecRobbs armed with silenced EM-2's, these have orders to pick off intruders who are alerted to by a security alert. If this location is entered, they will open fire. In the shower to kill mode, unless the evaders used override is obtained.

3) Accommodation Modules (RED KeyCard): These are standard quad-occupancy accommodation modules except for 3f, which is a duplicate of 2f. Location e 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, a mantel clock, and 2 dozen candles.

4) 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.

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

6) 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.

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

8) 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 wood turning facilities. Facilities containing 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).

9) Elevator Lounge (RED KeyCard): This area has a standard layout designed with a desk under a window for comfortable furniture for the personnel of the only notable thing is that one of the geteess is burnt out and the whole room shows sign of water and smoke damage.

10) 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.

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

12) Elevator Lounge (GREEN KeyCard): This has a standard layout with a desk under a window for comfortable furniture for the personnel of the only notable thing is that one of the geteess is burnt out and the whole room shows sign of water and smoke damage.

13) Elevator Lounge (GREEN KeyCard): This has a standard layout with a desk under a window for comfortable furniture for the personnel of the only notable thing is that one of the geteess is burnt out and the whole room shows sign of water and smoke damage.

14) Elevator Lounge (GREEN KeyCard): This has a standard layout with a desk under a window for comfortable furniture for the personnel of the only notable thing is that one of the geteess is burnt out and the whole room shows sign of water and smoke damage.
en time. The rest will be on random patrol. Remember to allow for SecRob's 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 SecRobis 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 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.


(9) Chief Security Officer (GREEN KeyCard): This is a personalized office with pine-pannelled 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 RMS'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 SecRobis, 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.8 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 9g. 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) Videotapes 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) Accommodation Modules (RED KeyCard): These are standard quad-occupancy accommodation 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 Accommodation (INDIGO KeyCard): The central location is a private lounge/recreation area for the use of the command staff quartered in the surrounding accommodation modules. Locations a-c are designed as either single or double-occupancy accommodation 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) Accommodation Modules (RED KeyCard): These are standard quad-occupancy accommodation 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 BOOKSTOCKS

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 ‘Ruins’, they had already been stripped of their books. These had been placed on microfilm 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 emergency cases. Levels 4-8 are actually underground and the KeyCard system does operate on these 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 individ-. Bunker reactors) shut down due to lack of fuel. The elevators operate on emergency power which will provide enough for 104.10 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 hollow-hilt lock (Bar 20 and has a Complexing of 5). Inside the first room are tanks 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 here, 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 for the cupboard). Location b is a storeroom/teacher facility and still contains 6d.6 frozen TV dinner-type meals as well as 6d.10 cans of food.

2) Faculty Office (wooden wamor door Bar = 5; Lock Bar = 10; Complexity 3): Standard office gear only. Several vertical files containing all Uni staff paper work.

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. One of the desks is a full fifth of bourbon and a P-17 (9mm Par.) 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 door is barricaded shut from the inside (as well as being locked). This adds 2d.6 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 Militiam 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 cans and spirits bottles. This is a half case of napoleon brandy (1935 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 .555mm ammunition; next to the body of the Policeman is a holstered P-17 (.38 Special, fully loaded); each of the Clans 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 monitors 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-22, a .22 caliber of that model, and a CS gas grenade.

11) Cargo Unloading Area (metal roll-a-door Bar = 30; Lock = Bar 20, Complexity = 6): The door is WELED shut, almost invisibly, from the inside. A clean 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 are actually very useful items as blank borrowers cards, 100 boxes of .44 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, manned simply from an inwall with a crowbar in the mechanism room). In this area are several cargo trolleys as well as 2d.6 empty 5-gal. Jerry cans. Location 13a (a small office. But no doors 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 (20) mags. Location 13c is another storage area containing 2d.20 wooden and cardboard crates/cistons. 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 of the books are actually microfiche cards. The library contains all the latest critical works (for the period 1960-1999) 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 5): 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 2d.5 camp beds. Various footlockers still contain blank uniform trousers.

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

8) 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 1d.5 2-days worth of freeze-dried rations.

10) Professor's Office (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) Storage room (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 entrance doors and behind it are 2d.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 naturally still operable on emergency power. See note at the beginning of Level One for further details.

1) Reader Services Desk: Has 2d.6 20 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 each card reader, blank card readers 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 Oases: 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 Prquis gas cylinders (all full), The last contains 3 Prquis lanterns (campers' floodlight equivalent) and a Prquis 2-burner stove.

3) Two Bodies: Both are in SUR uniforms. They are unaired except for 3-4 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 Militiam uniform. Each wears full webbing, but carry no weapons. On the SUR uniform are 3 Havanna cigars (one 2020s, in individual vacuum sealed aluminum containers); on the Militiam body is a box (25) of .45 ACP ammunition. Inside the boxes there are two ещё of paper for each one. 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). It is here where the various books currently (i.e. pre-plague) in high demand are kept in insulated cases placed to ensure that no one could manipulate 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).
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, the doors will lock automatically. The elevators are open on 5 or 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 Lobby (solid wood door/heavy key lock): This is a standard layout, except for 6d.6 cardboard malleting tubes in one corner. These contain glossy movie posters for such Movies as: Star Wars VI– VII: ‘Raiders of Lost Atlantis’, ‘Airport ’92’, ‘Rocky XII’, ‘Call of Cthulu’, ‘76 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 linear 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, 1x5+ boxes (26) of .38 Special cartridges, a silencer, a shoulder holster, 3 vortices of Polycell (5), and 5 AS200 gold coins.

(3) General Offices (lock/door as above): These two locations (3a & 3b) 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 papyrus 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 ‘Gulliver’s 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 desk 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 flip by string (this IS the correct key). On opening it, it will be seen to be a privately printed volume entitled ‘Vampyre: Immortality for Mankind?’ by 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 Test Points worth) will reveal some of the information from the ‘Vampire Encounter’ at the rear of this book. Such information will usually relate the physical and psychic characteristics of the Vampyrs and Homo Vampyr. The rest of the large area in this room is devoted to shelves containing vast amounts of microfiche books on every subject mentioned in the Dewey Decimal classification system. No Manuals, but some Texts (those usually ASSUME an Initial Skill of 50+ being possible) can be located here.

(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, which stands nearby. The freezers contain 1d.6 1 liter glass blood donor jars (full). Spread evenly 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, 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-lined with gold (lined with gold as well as an ornately carved 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 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 is accomplished by the use of a jujube. 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.

LEVEL FIVE – COMPUTER LEVELS

NOTE – This level is in darkness. Location 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 secondary lines to the 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 & Programming Controls (BLUE KeyCard): This is full of computer terminals. It is where all data input and programming is done. If access to this area is gained and the PCs ever restore power to the computer banks then the programming 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 & Programming 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 trusted 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 campaign.

(7) SU Volunteer Police Body: With P.17 (3 rounds left) in hand, pockets full of SP (20%) chance of being an agent of the enemy, and 2d.6, 10d.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 .55mm NATO cartridges may be salvaged from the bodies and their weapons.

(9) Single Body in Gv Cloths: 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, 1/2 batteries. She also carries 3 spare (full) Box (50) mags for the rifle and 2 spare (full) Box (20) mags for the pistol. The body suffered multiple chest wounds consistent with a burst of auto-fire.

(10) Body in SU Uniform: He was armed with an FN/FAL and two Box (20) mags (1 full, 1 with 2d.6 rounds). The unfortunate died of shot through forehead.
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 80 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 7a 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.
Level Two - Research Laboratories


(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). The chambers of research labs (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 thus a combination office and accommodation for four people.

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

(20-23) Storage Areas (YELLOW KeyCard): These areas are all laid out on the same plan. Locations a-c are small office facilities. Location d 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.


Level Three - Computer & Reactor Units

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

(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 1.26).

(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. 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-f 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 IND/GO KeyCard and a 10-digit combination. In location a there is a large number of floor to ceiling vertical file cabinets, opened, containing 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 50-10s and have the standard '51 Picture' on his Lab Coat) a 'Dr. William Joseph Smithsonian'. Around the wrist is a Medical 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 styrettes) which are all labelled "Experimental Batch 168875/b - 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 snare; fishing line and tackle; flint & steel; space blanket; large lightweight pack; machete; and a plastic flask jacket.

(10) SecRob Station (BLUE KeyCard): There are 20 SecRob stations stationed here of which 3d.6g2 will be present at any given time. The rest will be on random patrols. If there have been previous encounters with SecRob in this area of this level, take any outcome affecting the SecRob encountered here.

(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 do them before entering the lab. Entry to the lab is via an 'airlock' arrangement which contains chemical decontamination sprays to ensure that no bug will escape the lab. The airlock is an outer layer of CBW suits and place 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 door. They are secure 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, beddings/blankets, medical supplies (12 styrettes of Polycell 3, 6 styrettes of Polycell 4/6, 200 styrettes of Antibiotics, 400 units of medicinal syringes, a defibrillator, medikit 2, Medcomp 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 KeyCard): A duplicate of location 14 with the main lab which the main lab is wrecked and locations 14a/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 SecRob are stationed here at all times. They have the usual 'shoot to kill' orders if not given the correct verbal override code.

(2) 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 notice on the Reactors in the Anderson-Stuart Building for details of their fuel state.

(3) Computer Input Facilities (BLUE KeyCard): These are the input 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 'Agent'). 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) Hangar 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 SecRob and a Mk.1 Warbot! Of the SecRob, 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) Stores Storage (ORANGE KeyCard): This area contains various general aeronautical supplies (10d.10 units of them) plus 6d.6 units of Harrier spares, and 12d.6 units of helicopter spares.

(4) Washroom/Toilet (NO KeyCard)
(6) Spares Storage (ORANGE KeyCard): This area contains 15d.6 units of helicopter spares.

(7) Emergency Accommodation (RED KeyCard): There 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.

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

(9) Lounge/Emergency Cafeteria (NO KeyCard): Emergency food preparation facilities such as portable microwave ovens, dishwashers, freezers, fridges, etc. are here. The freezers/fridges contain 14d.100 units of rations (canned foods).

(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 new 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-135 FSV with the turret removed and on the ground next to it. OUR of the latest report when repaired (a process requiring about 500 Task Points) is only 7-12.

(4) Store Rooms (ORANGE KeyCard): Location contains 10d.20 units of spares for medium and heavy trucks. Location b contains a similar amount of spares for landrovers (SWB & LWB). Location c contains spares for the M-113 family of vehicles (amount as above). Location d contains spares for the Harrier (not shown). Ambulance.

(5) Offices (RED KeyCard): Both locations a and 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 & d 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 RAF flight suit & helmet. Under the pilots' seat is an oxidized aluminum briefcase. It contains 12 freeze-dried ration packs, a P-45 and four full maps, and 3 boxes (255). of .44 Magnum AMM ammunition.

(8) Refuelling & Servicing Area (YELLOW KeyCard): This area contains two petrol bowser. Each is connected to a 5000 gal. underground tank. Each tank still contains 2d.10x100 gallons of avgas. Also here is the equipment necessary to allow the quick rearming of any aircraft parked here. Currently, a Hawker Harrier is occupying this area. It is fully armed, fuelled, and ready to go (OUR – 11-16). It is guarded by 6 SecRob 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 motorcycles (OUR of 40.3 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) Harrier Bay (YELLOW KeyCard): Parked here is a medium helicopter (DUR of 2d.6; engine pulled and in location 3 above), and an attack helicopter (OUR of 1d.6; all weapons and combat avionics including IFF have been removed).

(5) Harrier 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+6.1d.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 SecRob 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 26.8 spare P-45 magazines (empty). Location 2b was the magazine and contains 26.8 cases (100) of 5.56mm NATO, as well as 2d.5 cartridges (25) of .44 Magnum AMM.

(3) Cells & Accommodation (YELLOW KeyCard for 3b): Location 3a is a cell with bunk 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 electrical and electronic devices. However, just as the mech & aero facility was abandoned as the plague research program began to run down, so was the ele-engineering building. Also as with the M&A Building, it was left heavily guarded for a possible return.

LEVEL ONE – REPAIR FACILITIES & ACCOMMODATION

(1) Garage (INDIGO KeyCard from outside, ORANGE from inside): There are the usual wall-mounted transformers; 2d.20x20 44-gallon drums contain petrol; 1d.10 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 contain orders, all of which are slightly out of date. The area is arranged as a standard lounge facility with small arcade-like 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-d were intended as offices for the use of the security personnel stationed in the building. Location c is a bunk area with 6 double-decker bunks, also intended for use by security personnel. Location d is a lounge/area similarly intended.

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

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

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

(4) Accommodation Modules (RED KeyCard): Location a is a single-occupancy accommodation 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) Accommodation Modules (RED KeyCard): These are standard quad-occupancy accommodation modules.

(11) Component Assembly Area (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 12,6,6 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 Unit 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/b 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 32,6 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.


(6) Accommodation (RED KeyCard): Location a is a standard twin-occupancy accommodation module. Location b is an accommodation 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) Accommodation Modules (RED KeyCard): These are standard quad-occupancy accommodation modules. They have been obviously converted from some other use.

(9) Accommodation Modules (RED KeyCard): These are office areas which have been converted into accommodation 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 clearing out repairs on video related equipment, and Location c for radio equipment. The Efficiency Factor is 2.0.

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

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

(16) Accommodation Modules (RED KeyCard): All these are dual-occupancy accommodation modules.

(17) Storage Areas (ORANGE KeyCard): Locations a/b contain general building maintenance supplies. Location c contains 6d,8 units of electronic spares. Locations d/e contain 6d,10 units of electronic spares each. Location f contains cleaning supplies.

LEVEL ONE - GARAGE, ACCOMMODATION & TURLET 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. There is also a 7 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): Some arrangement as location 2, but has 3d.6 44-gallon drums (all empty) of petrol. There is also a 1999 model van (DUR 10+Id.3), but the tires are worthless.

(4-5) Accommodation Modules (RED KeyCard): These are standard quad-occupancy accommodation modules. In location 4 there is a knapsack on one of the upper bunks. This contains 10+Id.10 Super-K rations, a CIV walkie-talkie, 1d.3 wire snare, 10 meters of 50lb. Fishing line, 2d.3 fishhooks, a spring-operated flint & steel lighter, a burning glass, a space blanket and shelter kit, 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) Accommodation Modules (RED KeyCard): These are standard double-occupancy accommodation 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 12g. 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 bunker's 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 SekRob station here of whom 2d.3 will be present at any one time. The rest will be randomly patrolling this level. These here require the correct verbal override code or they will 'shoot to kill' anyone entering. Note: the SekRob will NOT enter accommodation modules.

(3-6/7) Accommodation Modules (RED KeyCard): These are standard quad-occupancy accommodation modules. Location 3 was 'Female Officers Quarters' and contains random finds: appropriate to its former role. Location 6 contains a civilian's Tockkit (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.613 crates which contain the following items: 144 hassan bags ('sandbags'), 6 solar screens in Foam Plastic padding, 144 freeze-dried rations, 12 24-Loc sheets of Mesh Macroplast plus other random items.

(6) 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 SekRob stationed here. 1d.3 will be present at any given time. The rest will be patrolling this level.

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

(4-7) Security Programming 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 any of the security or defense systems of the University. These are the province of the central security computer. There are 12 SekRob 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.5 cases (1000) of 7.62mm NATO; 1d.6 cases (1000) of 5.56mm NATO; 2d.3 cases (1000) of 5.56mm NATO (2 of Link); 2+1d.3 cases (500) of 12g. 00 Buckshot; 1d.6 cases (24) of 11x77 grenades; 1d.3 cases (24) of 40mm grenade launcher grenades; 12 LAW; 2 RED EYE 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.5 Heckler & Koch HK-11 Casedless Rifles with 64.6 100-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 spare, 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 declining ranks of the Unit staff fell back in the aftermath of the Scourge of God. The above ground levels were abandoned due to their dangerous proximity to the Unit 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 of their personal belongings and will have a much higher chance of containing bodies.

LEVEL ONE - GARAGES, ACCOMODATION, & MEDICAL SERVICES

(11) 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 8, 27.1) but has solid rubber tires. It is a DUR 60, 'DUR 10+' (DUR 4.5, but would be displayed.) There are the following vehicles:

2d.20+10 Landrover ambulances & 2d.10+5 SWB landrovers
1d.6+3 police cars; and 2d.6+2 motorcycle. Of these 90% are DUR 0, suitable for spares only; 5% are DUR 1.3; and 5% are DUR 2.3. Scattered among these vehicles will be the following: special finds and over whatever else is found there: a small tank containing a Medikit 1, 10 units of medical supplies, 3 styrettes of Panikiller; and 2 styrettes of a Pola box of weapons (2 grenades, a Mk.7 grenade, 2 boxes (25) of 9mm Parabellum ammunition, a trench knife, and a box (25) of .39 Special ammunition); and, under one of the vehicles' dashboards, in quick release clips a 4.45 with a full mag inserted. Apart from the clunkers in location 2, there are several vehicles in reasonable condition including a few used in the ambulance (DUR 2-3, otherwise the tailpipes are DUR 2-3, but useless trays) and a 1979 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 2 contains vehicles along 3d.20+10 civilian ambulance (based on 1999 vans): 2d.6+3 LWB landrover; 1d.6+1 SWB landrover 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 (S&S of 5); an Army-issue camouflage raincoat; a box of 5 magnesium flares with added chemicals to burn with red light; and an Auto Repair Kit (ARK 1).

(4) Cafeteria (BLUE KeyCard from Garage: REO 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 have been deeply overrun by the cultists. For each 24 Urban Search Task Points expanded, there will be 2d.10 handages and 2d.5+5 units of medical supplies found (up to a maximum of 250 Standages and 125 units of Medical Supplies).

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

(6) Office Areas (REO KeyCard): These are general office facilities. The last things 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 breakfast packets. Apart from this, finds are those that would be expected.

(6b) Offices & Laboratories (REO/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 Key Card. 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 larger. Possibly, location 8e is the chief quarters, as it contains a combination of office, living, and sleeping accommodation for the use of the occupants. 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 (both boys). Some clothes, etc., are in this room in case 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 350-520 AD. It says so on the label of the display case! There are some 72 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 as 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 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 1m E-1 External tropical. The area was last involved in the party described in locations 11,12,12.

(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 Servolbots keep meticulously clean, is a real mess.

(13) Laboratories & Offices (YELLOW KeyCards): Locations a-d are office areas, while Loc 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 dip under one of the desks) a can (10) of mace. Location g has an unpacked carton of a dozen 10-chargie biological decontamination granules.

(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 c 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 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 Civic R-20 suits. Location d contains a computer terminal. Location e is the autopsy theater. Location f 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 a pathology complex, and locations d-f are parts of an autopsy theater.

(18) General Office Areas (RED KeyCard): 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 research staff. Location b is the lab facility proper. Location c is a standard quad-occupancy accommodation module for the Lab staff or those that don't qualify for better quarters. Location d 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-owlers 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. 12/3 shot, a box (25) of 20g. 4/88 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) Accommodation Modules (RED KeyCard): These are all standard quad-occupancy accommodation 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 colled on one of the beds under a blue felt US Cavalry campaign hat (c.1900). 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), menu and reserve 'chutes as well as goggles, a motorcycle crash helmet, and a synthtrack 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 aluminium 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 these are 2.3 boxes (29) here. Each tank is powered by an E-10 Eternabattery.
(24) Accommodation Modules (RED KeyCard): These are as above, standard quad-occupancy accommodation 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-6 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 here are four 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) Accommodation Modules (RED KeyCard): These are all standard quad-occupancy accommodation 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 2d.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 (BLUE 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 (REO 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 SecRobots stationed here of which 26.6 will be here at any given time. The rest will be on random patrol. Location 2b was an emergency armory. It contains 2.4 crates (1000) of .56mm NATO, 1.66 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) 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.

(4) Duty Quarters (REO 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.

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

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

(11) Drug Storage Area (BLUE KeyCard): Location a contains 100d.10 styrettes of General CBW Serum. Each dose offers 20.6 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 5e and 10d.6 styrettes of Cardiacine.

(12) Drug Storage Area (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 5e, 9d.6 styrettes of HOAP, 2d.6 Anagathion 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).

LEVEL FOUR - GENERAL WARDS & ACCOMMODATION

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

(3) Accommodation Modules (RED KeyCard): Except for locations a/l/m/x which are daunt with below). Locations 6-11 are all standard qued-occupancy accommodation 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 'Broseo' 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 10 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 (G150) on Celestial Navigation. Location r contains an R-15 match weapon with hair trigger, a 2x20x variable-power scope/sight (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 lizard-man trousers and slippers, Location cc contains an English 'Bobbie's' uniform, c.1890, 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.100k6 units of medical supplies amongst other things. Location c contains miscellaneous medical equipment from bedsprings 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.

(20-22) Standard Wards (ORANGE KeyCard): 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 'stoga 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 hangaring 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 RHO area are guarded day and night not only by the fixed defenses of the Uni-defense perimeter, but by SecRob 2s and WardRob MK I at each gate, and a squad similarly organized patrolling each of the three selections of the wall as well as the roof of the RHO Building.
ENTRY: Entry to the SUR Complex requires a military KeyCard of the 1st-6th rank (Gold, Silver, Iodine, or Cobalt) which will provide immediate access upon insertion of the KeyCard into the slots provided on points 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 not allow access unless the computer is reprogrammed to allow this. For anyone smart enough to think of attempting to band 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 Flight speed of 600+) BIS) 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 probably 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) Lift Pad: 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 building of the wall (mainly stretchers, as well as (scattered around) 20d.6 units of medical supplies, 3d.8 styrelors of Polycell 3 and 1d.6, 1d.5 of Polycell 4.

5) Duty Guardroom (NICKEL KeyCard). This area was the guard-room used by the soldiers who were on guard duty but who were not actually patrolling the RHQ area. Because of this it contains dozens of 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 bunkers 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 (fallingORYears uniforms), drawn up in a ragged line along the west wall. All are stripped of weapons and KeyCards. The stairs were 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 sheltering parking bay. Stairs at 3rd and elevators in the north will connect it with lower bunker levels. Currently garage 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 MIVC and an M-133 FSV. The two last have their integral weapons still mounted, but have no ammunition for them. There are four ground-arms tanks leading to 4 petrol bowers. The tanks are each of 2000-gallon capacity, but currently contain only 1d.5x1000 gallons each. In the Wombat is a 'Project Lazarus' crate covered in peel-off weathertight plastic. It is only 2' steel, welded shut. The crate contains the following items: an FN CAL carbine with 9 Box (30) mags (full) for it and 2 100-round bandoliers of .556 NATO ammunition; a Webley 45 cal revolver (loaded) in a belt with 50 .45 rounds in loopos and army helmet and flak jacket; a military gasmask; camping pack; full military webbing including 2 2-pin water bottles; 144 Super-K rations; 20-charge biocombustant sprays; calculator (solar-powered); wristwatch (solar-powered); pocket flashlight and campers’ flashlight with 2 batteries for each; 20 units of medical supplies; 20 field dressing (including bandages; a Medikit; a complete survival kit (see in the basic rules); a clockwork-powered shaver; a burning glass; 10 2AS0 gold coins; 10 2ASO gold coins and 20 ASSO gold coins; 50 ASO50 silver coins; 2450ogram bars of chocolate; and 24 bars of soap. The garage area is guarded by a SecRob squad (3 SecRob) 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 to act as a 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 aviation. The hangar currently contains a HAWKER HARRIER jump jet, fully fuelled and armed (DUR = 11-18); 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 SecRob 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 1d.10x100 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) 1d.10x100 rounds of 7.62mm NATO Link; a similar amount of .556mm NATO Link; and 5d.10x100 rounds of 40mm grenade launcher link (for the aircraft GLs on attack choppers). Location c contains 20d.20x1000kg of aerial bombs (in 500Kg.; 100Kg.; 250Kg.; 500Kg.; and 1000Kg. sizes). These can include each such thing as cluster bombs (5%); napalm bombs (15%); smart bombs (10%), 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 1d.10x100 boxes (24) of 76mm smoothbore rounds for the FSV Gun, 1d.10x100 rounds of 20mm Link, and a similar amount of 30mm Link. Location b contains 1d.20x100 boxes (60) 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 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 bow- sers connected to four in-ground petrol tanks (5000 gal. capacity, each of which still contains 3d.8x100 gallons of petrol). In one of the Wombats is a corpse wearing a major’s 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’s 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 bandoliers, 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 FSVs are 12 5-gallon jerry cans 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 hang- ar area for the aircraft here as well as for the undertaking of minor re- pairs. There are several petrol bowser here. Each is attached to one of four in-ground fuel tanks (10,000 gallons capacity; each still containing...
while attempting to enter the area.

While this area contains 5d.10 units of spares for the repair of the above weapons, these spares are 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 22 OCH mags (empty) each, 60 Warbots to be found in the compartment of one of the MBTs. A 10d.2 rifle with 20 empty Box (20) magazine each, 25 EM-2 support weapons with 10 Box (30) magazines each, 6 MG-3 grenade launchers, 5 HK-98A1 G2s, 4 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 be opened. These are stored in here the following "consumables": 100,000+1d.100x1000 rounds of each 7.62mm and 5.56mm NATO Ball; 100,000+1d.2x1000x1000 rounds of each 7.62mm and 5.56mm NATO Link (in Belts of 100-rounds each); 50,000+1d.20x1000 rounds of 9mm Parabellum; 62.60 LNS; 12 rounds (72) .40x1000 MP grenades; 6 rounds (72) .40mm canister grenades; 3 rounds (72) .40x1000+ Magazine; 1 Cartridge Box (24) .30x1000+mg. gas, CL gas, and CN gas; 8 rounds (72) of 22mm HEAT rifle grenades; 4 rounds (72) of 22mm HEAT rifle grenades; 2 rounds (72) of 22mm WP rifle grenades; 12 rounds (72) of Mk.8 grenades; 10 rounds (72) of Mk.7 grenades; 8 rounds (72) of concussive grenades; and 2 charges (in 2 rounds) of "FLASH" rocket flares. (The latter are a treasure trove, it would be wise to keep in mind that it is guarded by 6 Didjeri- 

(9) Small Arms Magazine (SILVER KeyCard): This area is the same as location 8, even down to contents. Allow a plus or minus 30% difficulty to exist in each category. It does however, contain the same items found in the above area. These include: 2d.3 laser sights, 2d.4 night sights, 2d.6 infrared sights, 2d.63 telescopic sights (2dx2x 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, .45 ACP, 2d.5x1000 rounds of Sabots in the small calibers as above EXCEPT .45 ACP. 2d.5x1000 "Ex- 

(10) Special Weapons Armory & Magazines (SILVER KeyCard): This area contains heavy weapons not stored in other locations as well as those already stored just below. There is a 2d.4 20mm cannon with 2d.8 field masts (i.e., from towed) for these; 2d.3 30mm cannon with 2d.3 field masts for them; 2d.3 Browning .50 Cal MG with triped and vehicles; 2d.2 TDW launchers; 2d.2 Redeye launchers; 2d.3 "Karl Gustav" 82mm AT/RR; 1d.36mm mortars and 1d.2 81mm mortars. Also stored here is the following ammunition — 10,000(1d.10x100) 20 mm AP rounds; 10,000(1d.10x100) 30mm AP rounds; 25,000(2d.10x1000) 50 Cal rounds; 20d.6 TOW reloads; 10d.6 Redeye reloads; 100(1d.10x100) 82mm HEAT rounds; 1000(1d.10x100)
60mm mortar rounds, and 500+ (1x10x100) 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 (assld.); 3d.6x10 kg of plastique (Blalt Rating 20); 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 1d.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 illumination - 10d.5 81mm mortar tear gas 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% Regular Army). 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-10's; and 5% Uzis or P-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 12x5 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) Officer's Quarters (SODIUM KeyCard): These are standard accommodation 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) Officer's Quarters (SODIUM KeyCard): These are the same as above, except that locations a-c are quad-occupancy only (and contain only 1d.3 bodies).

(21) Senior Officer's Quarters (IODINE KeyCard): These are dual-occupancy accommodation 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.J., a Driver's License, and a small plastic case containing foam cushioning with space for 2 styrofoams. 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 spaces 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 spaces 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 infrared driving goggles, 2d.6 infrared 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 SecRob 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 Defense!

(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 6, a-e 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 Accommodation (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 1d3 corpses in the room. This was used for emergency accommodation 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 2d20+20 empty biodecontam spraycans.

(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 reprogrammed via the use of the facilities here. This requires the correct computer keywords to allow each group to be reprogrammed. 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 (hurt-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]. These differ from those in the Anderson Stuart Bunker in that there are prominently displayed ‘Oefrost’

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) Accommodation (SODIUM KeyCard): These are duel-occupancy accommodation modules and there is a 50% chance that any one of them will contain 1d2 bodies. In any case, they all contain personal effects and sidesarms.

(6) Security Lounge & Cafeteria (COPPER KeyCard): This is a standard lounge/cafeteria area, and there are 2d3+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 AS$200 gold coins; 1,000,000 AS$100 gold coins; 2,000,000 AS$50 gold coins; and 5,000,000 AS$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 100+20 units of computer spares.

(9) Power Reactor Control Room (COBALT KeyCard): This 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 unprotected humans. Each contains 200+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 Unit 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-Ruined function detailed, as well as any significant ‘finds’ to be discovered in or nearby it. The buildings are:

(1) UNIVERSITY Garage: Externally, the building looks very dilapidated. It seems to be merely another empty store building, an impression that the fact it is 'blackout' helps to foster. There are 25 solar power panels on the roof which can be connected with the building's electricity by simply throwing the appropriate switch in the main fuse box. There are no usable vehicles left (here although there are some stripped out shells, however, there are extensive signs of damage, which when searched, will reveal 1d.100 units of supplies for each of the following vehicle types: landrovers (LWB and SWB), 1999 vans, sedans, 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 fainting convulsion on this 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 molotov, and later, the Russian, attack 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 grassy growth and weeds.

(4) ZOOLOGY: This building is very dilapidated (broken windows, combat damage, partially gutted by fire, etc.) but the structure is relatively sound. The old principle building was quite obviously stripped sometime before or during the 'Ruins'. In a partially locked 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/reproduction techniques. See 'Wildlife'...

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

(6) UNIVERSITY UNION (Women’s Administrative Center). Scattered throughout this badly dilapidated building are file cabinets containing administrative records.

(7) MACLEAY MUSEUM: This is 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) WOLLEY 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 equipment facilities for the engineering 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 everything movable. In the great hall are the remains 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 footballer containing: 1d.6 styrettes of Cardicine, 2d.8 styrettes of Antibiotics, 1d.6 styrettes of Broad-Spectrum Antibiotics, 1d.3 styrettes of SARIN antidote, 3d.6 styrettes of Painkiller (inert), 2d. 6 styrettes of Polyvalent, 1d.6 styrettes of Polyvalent/4, 1d.6 styrettes of HDP, 2d.6 styrettes of Stimulants, and 1d.3 styrettes of Anaesthetic.

(12) GRIFFITH TAYLOR-BRENNA-MACCALLUM BUILDINGS (HISTORY AND LANGUAGES FACULTIES): These three buildings are actually one building and connect directly with some of the 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 there although totally useless, unless one is a practicing Teacher!

(14) MANNING HOUSE ('WOMEN’S UNION'): In sound structural condition, and intact interior fittings are 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.611 tubes of gestetner ink (black), 2 liters of duplicator fluid (spirit duplicator), 3d.10x10 gestetner stencils and 5d.20+10 spirit stencils.

(16) P. 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. The area is 12 SamRocks patrolling the building.

(19) EDDOWORTH 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 castings, etc.).

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

(25) WESLEY COLLEGE ST. ANDREWS COLLEGE, CHILD-CARE CENTER & MOORE THEOLOGICAL COLLEGE: Merely a pile of bush and wooded 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 stripped bare, and was obviously overrun. 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 stencils.

(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) JOINEY SHOP: Seemingly 'just another building' from the outside, this is a fully-equipped woodworking shop (Efficiency Factor 7.75) 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.

Before 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.
### GARAGE/WIRKSHOPS

<table>
<thead>
<tr>
<th>Type of Find</th>
<th>Die Roll</th>
</tr>
</thead>
<tbody>
<tr>
<td>Food</td>
<td>01-15</td>
</tr>
<tr>
<td>Luxuries</td>
<td>16-25</td>
</tr>
<tr>
<td>Weapons</td>
<td>25-30</td>
</tr>
<tr>
<td>Fuel/Power</td>
<td>31-40</td>
</tr>
<tr>
<td>Clothes/Armor</td>
<td>41-45</td>
</tr>
<tr>
<td>Tools/Comms</td>
<td>46-50</td>
</tr>
<tr>
<td>Data/Comms</td>
<td>51-55</td>
</tr>
<tr>
<td>Envir/Surv</td>
<td>56-60</td>
</tr>
<tr>
<td>Personal Effects</td>
<td>61-00</td>
</tr>
</tbody>
</table>

### LABORATORIES

<table>
<thead>
<tr>
<th>Type of Find</th>
<th>Die Roll</th>
</tr>
</thead>
<tbody>
<tr>
<td>Food/Luxuries</td>
<td>01-02</td>
</tr>
<tr>
<td>Weapons</td>
<td>03-05</td>
</tr>
<tr>
<td>Fuel/Power</td>
<td>06-20</td>
</tr>
<tr>
<td>Clothes/Armor</td>
<td>16-20</td>
</tr>
<tr>
<td>Tools/Comms</td>
<td>21-25</td>
</tr>
<tr>
<td>Data/Comms</td>
<td>26-30</td>
</tr>
<tr>
<td>Envir/Surv</td>
<td>51-75</td>
</tr>
<tr>
<td>Lab Supplies</td>
<td>76-00</td>
</tr>
</tbody>
</table>

### OFFICES

<table>
<thead>
<tr>
<th>Type of Find</th>
<th>Die Roll</th>
</tr>
</thead>
<tbody>
<tr>
<td>Food/Luxuries</td>
<td>01-06</td>
</tr>
<tr>
<td>Weapons</td>
<td>03-10</td>
</tr>
<tr>
<td>Fuel/Power</td>
<td>06-15</td>
</tr>
<tr>
<td>Clothes/Armor</td>
<td>11-20</td>
</tr>
<tr>
<td>Tools/Comms</td>
<td>21-25</td>
</tr>
<tr>
<td>Data/Comms</td>
<td>26-30</td>
</tr>
<tr>
<td>Envir/Surv</td>
<td>51-60</td>
</tr>
<tr>
<td>Office Supplies</td>
<td>51-60</td>
</tr>
</tbody>
</table>

### SECURITY

<table>
<thead>
<tr>
<th>Type of Find</th>
<th>Die Roll</th>
</tr>
</thead>
<tbody>
<tr>
<td>Food</td>
<td>01-10</td>
</tr>
<tr>
<td>Luxuries</td>
<td>11-20</td>
</tr>
<tr>
<td>Weapons</td>
<td>21-35</td>
</tr>
<tr>
<td>Fuel/Power</td>
<td>26-45</td>
</tr>
<tr>
<td>Clothes/Armor</td>
<td>46-60</td>
</tr>
<tr>
<td>Tools/Comms</td>
<td>61-65</td>
</tr>
<tr>
<td>Data/Comms</td>
<td>66-70</td>
</tr>
<tr>
<td>Envir/Surv</td>
<td>71-00</td>
</tr>
</tbody>
</table>

### STORAGE

<table>
<thead>
<tr>
<th>Type of Find</th>
<th>Die Roll</th>
</tr>
</thead>
<tbody>
<tr>
<td>Food/Luxuries</td>
<td>01-05</td>
</tr>
<tr>
<td>Weapons</td>
<td>09-10</td>
</tr>
<tr>
<td>Fuel/Power</td>
<td>11-20</td>
</tr>
<tr>
<td>Tools/Comms</td>
<td>21-25</td>
</tr>
<tr>
<td>Data/Comms</td>
<td>26-35</td>
</tr>
<tr>
<td>Envir/Surv</td>
<td>35-40</td>
</tr>
<tr>
<td>General Stores</td>
<td>36-40</td>
</tr>
</tbody>
</table>

### 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 sketches 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

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-04</td>
<td>2d.6 Bars (100g.) of chocolate.</td>
</tr>
<tr>
<td>05-08</td>
<td>2d.3 Bars (250g.) of chocolate.</td>
</tr>
<tr>
<td>09-12</td>
<td>1d.3 1 liter bottles scotch whiskey (1930)</td>
</tr>
<tr>
<td>13-16</td>
<td>Box (24) cans of luxury foods (caviar, etc.)</td>
</tr>
<tr>
<td>17-20</td>
<td>2d.6 1 liter bottles of tooheys LA beer</td>
</tr>
<tr>
<td>21-24</td>
<td>2d.3 1 liter bottles of chateau tanunda riesling (1937)</td>
</tr>
<tr>
<td>25-28</td>
<td>6d.6 Heinz 'Minit Meats' cans</td>
</tr>
<tr>
<td>29-32</td>
<td>2d.6 2 liter soft drink bottles (Sedleys)</td>
</tr>
<tr>
<td>33-36</td>
<td>1 Flagon (5 liter) Australian port (1989)</td>
</tr>
<tr>
<td>37-40</td>
<td>2d.6 Cans (370 ml) 'Resch's beer'</td>
</tr>
<tr>
<td>41-44</td>
<td>1d.3 1 liter bottles Australian Brandy (1968)</td>
</tr>
<tr>
<td>45-48</td>
<td>Bag containing: 1 tin, hummingbird's tongues; 1 tin, ants in chocolate; 3 tins, truffles.</td>
</tr>
<tr>
<td>49-52</td>
<td>1d.6 cans assorted soft drinks (370ml).</td>
</tr>
<tr>
<td>53-56</td>
<td>1kg. Jamaican Blue Leaf coffee beans</td>
</tr>
<tr>
<td>57-60</td>
<td>1d.3 bottles Beehoffer gin</td>
</tr>
<tr>
<td>61-64</td>
<td>1d.64.5 500g. Jars VEGEMITE</td>
</tr>
<tr>
<td>65-68</td>
<td>2d.3 500g. packets Arnott's biscuits</td>
</tr>
<tr>
<td>69-72</td>
<td>1d.3 280g. packets Westons' biscuits</td>
</tr>
<tr>
<td>73-76</td>
<td>1d.3 cans (370ml) 'KB Gold Old' Beer</td>
</tr>
<tr>
<td>77-80</td>
<td>1d.3 1/4 tins Russian caviar</td>
</tr>
<tr>
<td>81-84</td>
<td>2d.2 tins bistroet soup</td>
</tr>
<tr>
<td>85-88</td>
<td>2d.3 Cans (370ml) Screwcaps Soft Drinks</td>
</tr>
<tr>
<td>89-92</td>
<td>1 tin, jellied sheep's testicles ('Product of Saudi Arabia')</td>
</tr>
<tr>
<td>93-96</td>
<td>1 tin, jugged hare</td>
</tr>
<tr>
<td>97-00</td>
<td>1 tin, bees in chocolate</td>
</tr>
</tbody>
</table>

### LUXURIES

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-04</td>
<td>3d.6 pr. nylon stockings</td>
</tr>
<tr>
<td>05-08</td>
<td>1d.6 copies 'Playboy' (1990)</td>
</tr>
<tr>
<td>09-12</td>
<td>1d.6 packets (vac-sealed) Benson &amp; Hedges cigarettes</td>
</tr>
</tbody>
</table>

### FUEL/POWER

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-10</td>
<td>2d.6 Everready E-1 Eternabatteries</td>
</tr>
<tr>
<td>03-15</td>
<td>1d.3 Everready E-10 Eternabatteries</td>
</tr>
<tr>
<td>06-21</td>
<td>Marshall EV-25 Eternabattery</td>
</tr>
<tr>
<td>09-26</td>
<td>Marshall EV-50 Eternabattery</td>
</tr>
<tr>
<td>11-35</td>
<td>1d.6 boxes (45) 'Federal' matches</td>
</tr>
<tr>
<td>13-40</td>
<td>1d.6 boxes (45) 'Redhead' matches</td>
</tr>
<tr>
<td>15-43</td>
<td>1d.3 1/4 tins disposable butane cigarette lighters</td>
</tr>
<tr>
<td>17-48</td>
<td>1d.61 candles (burn for 30-35x10 minutes each)</td>
</tr>
<tr>
<td>19-50</td>
<td>Gold Ronson cigarette lighter</td>
</tr>
<tr>
<td>21-52</td>
<td>1d.3 Butane lighter refills</td>
</tr>
</tbody>
</table>
Solid fuel (hexie) stove (Army-issue) & box (8) of fuel tablets
1d.3 boxes (8) of hexie fuel tablets (1/meal)
1d.3 5-gallon jerry cans each contains 1d.5 gallons petrol (alcohol)
1d.6 'cold light' sticks
Wind-powered generator (Max: 1d, 10 Watts/hr.)
Suzuki petrol generator (500 Watts/hr.)
Blueprint for conversion of petrol engines to methanol gas operation
Five gallon jerry can containing 1d.3 gallons Avgas

CLOTHES

Die Roll
01-04 SU Volunteer police jacket (blue)
06-09 Leather motorcycle jacket with silver studs forming skull shape on back
09-12 SU Militia camouflage jacket
13-16 Streetsuit w/hood (psychedellic/palstey)
17-20 Streetsuit (urban camouflage)
21-24 SUR camouflage jacket
25-28 NSW Police jacket
29-32 Full dress (c.1864) confederate colonel's uniform w/cavalry sabre and boots
33-36 Wetsuit, flippers, and face mask
37-40 Tennis shoes
41-44 Top hat & tails
45-48 Navy blue (Navy-issue) jumper
49-52 Highland kit, incl. Sgian Dubh (kilt), 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 jump suit
69-72 Bush Hat
73-76 Complete Horse Guards parade uniform (inc. sabre & breastplate/helmet)
77-80 Eskimo Anorak
81-84 Balacela (australian army green)
85-88 Wool gloves (army green)
89-92 1912 "Black Watch" (42nd Highlanders') dress uniform
93-96 Brigadier's uniform (Royal Australian Army)
97-00 Rollerskates

ARMOR

Die Roll
01-10 FedPol riot shield Mk.IV
11-20 Webbing belt & pistol holster
21-30 US Army-style helmet
31-40 Plastic flak jacket
41-50 FedPol riot shield Mk.II
51-60 Bullet bandolier (leather) with 100 loops
61-62 Emlion flak jacket
63-67 Miner's helmet (lamp)
68-70 NSW Police (full-face) motorcycle helmet
71-75 Western riding boots & spurs
76-78 Herculweave flak jacket
79-85 Full-face motorcycle helmet
86-90 FedPol light petrol gear
91-93 FedPol heavy petrol gear
94-00 FedPol SWAT armor
96 Intruder armor
97 Mk.I infantry armor
98 Mk.II infantry armor
99 Mk.III infantry armor
00 Complete mail suit (hauberk - AV6/Loc 3-14; greaves - AV6/Loc 15-18; helmet - AV6/Loc 1-2; shield - Type 4/AV 30; Total ENC - E.365) with longsword & mace

TOOLS/KITS

Die Roll
01-04 Mechanical Repair Kit Mk.I
05-08 Auto Repair Kit Mk.I
09-12 Drafting Kit
13-16 Electrical Repair Kit Mk.I
17-20 Plastics Repair Kit Mk.I
21-24 Complete set: philips head screwdrivers
25-28 Micrometer (Metric) in case
29-32 Portable jeweller's scales (weights to 1kg)
33-36 Chemistry Kit Mk.I
37-40 Sawing Kit Mk.I
41-44 Burning glass (magnifying glass)
45-48 Battery-powered variable-speed drill
49-52 Diamond-tipped glass cutter
53-56 Crowbar, short
57-60 Lockpick set
59-66 Magnetizer
67-68 Polygraph (lie detector)
69-72 Plastics Forming Kit Mk.I
73-76 Prybar
77-80 Ripsaw
81-84 Hand-Drill
85-88 Complete Oxy-welding set
89-90 Carpentry Kit Mk.I
91-93 Pneumatic jack (2.5 Ton test)
94-95 Manual jack (1 Ton test)
96-97 Handloading Kit (9mm Parabellum; Swage Efficiency = 25)
98-00 Handloading Kit (.38 Special; Swage Efficiency = 35)

FIREARMS

Die Roll
01-02 Browning Hi-Power (2 full clips)
03-04 12 9mm Parabellum rounds
05-06 US Mk.7 Grenade
07-08 Bullet bandolier (w. 10d.10 rounds 7.62mm NATO)
09-10 Bullet bandolier (w. 10d.10 rounds 5.60mm NATO)
11-12 1d.6x6 boxes (25) of 5mm Rimfire Magnum
13-14 0.308 Cal Rifle (GM's choice - non-SS)
15-16 Box (25) 9mm Parabellum ammunition
17-18 1d.6x6 boxes (25) of 5mm Rimfire Magnum
19-20 0.308 Cal Rifle (GM's choice - non-SS)
21-22 Colt M-1911A1 clip (full mag)
23-24 2d.2 boxes (25) .22 Stinger ammunition
25-26 SG-10 (12g.) w/10 8-9 Buckshot rounds
27-28 Silencer for American 180 (designed for FA use)
29-30 1 box (25) .22 Long Rifle
31-32 1 box (25) .38 Special
33-34 SG-16 (10g.) w/10 4.3 shells (GM's choice)
35-36 American 180 SMG (1 full, 1 empty clip)
37-38 Box (25) 10g. 00 Buckshot
39-40 Box (25) 12g. 00 Buckshot
41-42 M-22 rifle (with 4 full Box (30); mags with bipod; scopesights (4x; light level 1), and BROKEN FIRING PIN w/next attached telling this)
43-44 R-44 Match Weapon (2x scopesights). .22 cal., 2 empty mags.
45-46 1 box (25) .222 ammunition
47-48 1d.6x2 .22 Special shells
49-50 Pistol scopesights
51-52 Empty Colt M-1911A1 mag
53-54 Empty Browning Hi-Power mag
55-56 Silencer for .38 cal pistol
57-58 Speedloader for .38 cal revolver
59-60 4x scopesights (light level 1) for EM-2
61-62 2d.20 7.62mm NATO rounds
63-64 1 box (25) 5.56mm NATO High-Power rounds
65-66 Lee Enfield Mk.4 Rifles (4 full box (10) mags)
67-68 Gaus Electroneedler Mk.1a (2 full mags)
69-70 C-8 (disassembled) with 1d.5+1 full Box (20) mags
71-72 P-46 (Half Trigger) with 1d.6+1 full mags
73-74 Trant, Dartgun (compressed air, SS) with 10+ 2d.10 dollars
75-76 1 box (25) .38 Special hollow-points
77-78 1 box (25) 7.62mm NATO discarding sabot
79-80 6d.4 223 rounds
81-82 1 box (25) 7.62mm NATO explosive heads
83-84 P-7 (1 full mag)
85-86 R-11 (300 Magnum) with 1 full mag and 3d.6+1 loose rounds
87-88 12.458 cal rounds
89-90 1 box (25) .22 Long Rifle ammunition
91-92 1d.3+1 box 20 mags (empty) for EM-2
93-94 20mm autocannon (designed for vehicle mount) - still in cosmonaut
95-96 6d.6 rounds 20mm AP Link
97-98 10d.10 rounds 7.62mm NATO Link
99-00 AK-47 and 3 full Box (30) clips
MELEE/MISSILE WEAPONS

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-04</td>
<td>Leather stockwhip</td>
</tr>
<tr>
<td>05-08</td>
<td>Brass knuckles</td>
</tr>
<tr>
<td>09-12</td>
<td>Reproduction spiked mace</td>
</tr>
<tr>
<td>13-18</td>
<td>Bayonet for EM-2</td>
</tr>
<tr>
<td>17-20</td>
<td>Karaband</td>
</tr>
<tr>
<td>21-24</td>
<td>Battery-powered carving knife</td>
</tr>
<tr>
<td>25-28</td>
<td>Swiss Army-style pocketknife</td>
</tr>
<tr>
<td>29-32</td>
<td>Bowie knife in boot sheath</td>
</tr>
<tr>
<td>33-38</td>
<td>Switchblade in wrist sheath</td>
</tr>
<tr>
<td>37-40</td>
<td>Bowie knife</td>
</tr>
<tr>
<td>41-44</td>
<td>Crossbow (90lb pull) and 1d,6+6 bolts</td>
</tr>
<tr>
<td>45-48</td>
<td>1 can 'Mace' (10d, 10 charges)</td>
</tr>
<tr>
<td>49-52</td>
<td>Butcher's meat cleaver</td>
</tr>
<tr>
<td>53-56</td>
<td>Reproduction broadsword</td>
</tr>
<tr>
<td>57-60</td>
<td>Trench knife</td>
</tr>
<tr>
<td>61-64</td>
<td>WW1 sword bayonet</td>
</tr>
<tr>
<td>65-68</td>
<td>Puff bow (180lb pull for range; acts as 80lb pull for firer) and 6d,6 arrows</td>
</tr>
<tr>
<td>69-72</td>
<td>Bayonet for M-16/M-22</td>
</tr>
<tr>
<td>73-76</td>
<td>War boomerang (does NOT return)</td>
</tr>
<tr>
<td>77-80</td>
<td>Knife 391 (WDM = 3)</td>
</tr>
<tr>
<td>81-84</td>
<td>Bear spear</td>
</tr>
<tr>
<td>85-88</td>
<td>Police riot baton</td>
</tr>
<tr>
<td>89-92</td>
<td>Fibreglass bow (90lb pull) with 1d,6 dacron bowstrings</td>
</tr>
<tr>
<td>93-96</td>
<td>Commando knife</td>
</tr>
<tr>
<td>97-00</td>
<td>War raff</td>
</tr>
</tbody>
</table>

DATA/COMMUNICATIONS

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-04</td>
<td>Map of City Center (Sydney) c, 1990</td>
</tr>
<tr>
<td>05-08</td>
<td>Polaroid Instapix camera &amp; 2x34 exposure films</td>
</tr>
<tr>
<td>09-12</td>
<td>TRS-90 Pocketcomp (8k Memory)</td>
</tr>
<tr>
<td>13-16</td>
<td>FedPol walkie-talkie (10-60% charge)</td>
</tr>
<tr>
<td>17-20</td>
<td>Military walkie-talkie (10-60% charge)</td>
</tr>
<tr>
<td>21-24</td>
<td>Civ walkie-talkie (10-60% charge)</td>
</tr>
<tr>
<td>25-28</td>
<td>Scientific Calculator</td>
</tr>
<tr>
<td>29-32</td>
<td>2d,6 SF novels</td>
</tr>
<tr>
<td>33-36</td>
<td>1d,3+1 sheets of paper covered with complex math symbols</td>
</tr>
<tr>
<td>37-40</td>
<td>1 Box HB pencils (24) and sharpener</td>
</tr>
<tr>
<td>41-44</td>
<td>1 Box colored pencils</td>
</tr>
<tr>
<td>45-48</td>
<td>2d,6 biros (50:50 Red/Blue)</td>
</tr>
<tr>
<td>49-52</td>
<td>1d,3+1 erasers</td>
</tr>
<tr>
<td>53-56</td>
<td>Alarm clock (1920's style)</td>
</tr>
<tr>
<td>57-60</td>
<td>35mm SLR camera, telephoto lenses, light meter, camera bag, etc.</td>
</tr>
<tr>
<td>61-64</td>
<td>'Demolition Made Simple' - Australian Army Pamphlet (Text - 01-30)</td>
</tr>
<tr>
<td>65-68</td>
<td>'Improvised Explosives' - Australian Army Pamphlet (Text - 01-30)</td>
</tr>
<tr>
<td>69-72</td>
<td>'Practical Medieval Armoring Techniques' - Duchy of the Southern Cross (SCA, Text - 01-40)</td>
</tr>
<tr>
<td>73-76</td>
<td>Sydney University Gazette - Dec, 1999</td>
</tr>
<tr>
<td>77-80</td>
<td>Handwritten 'History of the Last Days'</td>
</tr>
<tr>
<td>81-84</td>
<td>Complete set (Hardcover) of J.R.R. Tolkien's works - fiction, non-fiction &amp; letters</td>
</tr>
<tr>
<td>85-88</td>
<td>1d,6 rolls of 35mm Film (24 Exposure - 1.5 = Color; 69 = BW; 0 = Infra-Red)</td>
</tr>
<tr>
<td>89-92</td>
<td>Starlight scope lens for 35mm camera</td>
</tr>
<tr>
<td>97-99</td>
<td>History Texts - '5th Arab-Israeli War: On to Baghdad'; 'Afghanistan - Russia's Vietnam'; 'Red Star Falling - the fall of the CP'; 'Warsaw 1985'</td>
</tr>
<tr>
<td>99-00</td>
<td>'The Drop Bear - Fact or Fiction' - US Army pamphlet, 1996</td>
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ENVIRONMENT/SURVIVAL

<table>
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<tr>
<th>Die Roll</th>
<th>Type</th>
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<tbody>
<tr>
<td>01-04</td>
<td>CIV CBW Suit (re-useable)</td>
</tr>
<tr>
<td>05-08</td>
<td>Gas mask &amp; 3 spare filters</td>
</tr>
<tr>
<td>09-12</td>
<td>Sleeping bag (artec weight)</td>
</tr>
<tr>
<td>13-16</td>
<td>IR goggles &amp; IR pocket flashlight</td>
</tr>
<tr>
<td>17-20</td>
<td>Geiger counter</td>
</tr>
<tr>
<td>21-24</td>
<td>Prismatic compass</td>
</tr>
<tr>
<td>25-28</td>
<td>SCUBA tank &amp; regulator</td>
</tr>
<tr>
<td>29-32</td>
<td>Inflatable rubber dinghy (1-6 = 2-man; 7-9 = 4-man; 0 = 6-man)</td>
</tr>
</tbody>
</table>

- 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 (7-9) dry shaver
- Biodectant spray can with 2d,20 Charges
- 2d,3 lockwood padlocks (with keys)
- Safety razor & 2d,6 blades
- 1 Box Kleenex tissues
- Streetlight razor & strap
- Hudson Bay blanket (6 Point)
- Leather belt with Navajo silver belt buckle
- CBW detector - audio alarm only
- C 8 Carbine

MEDICAL

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<td>01-04</td>
<td>Medikit (1-7 = Mk,1; 8-0 = Mk,11)</td>
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<tr>
<td>05-08</td>
<td>Medcomp (portable)</td>
</tr>
<tr>
<td>09-12</td>
<td>1 gross disposable surgical gloves</td>
</tr>
<tr>
<td>13-16</td>
<td>Field Medikit (contains 20 styrettes of all drugs listed in Book III)</td>
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<tr>
<td>17-20</td>
<td>1d,10x10 bandages</td>
</tr>
<tr>
<td>21-24</td>
<td>1d,3 styrettes broad-spectrum antibiotics</td>
</tr>
<tr>
<td>25-28</td>
<td>1d,3 styrettes antibiotics</td>
</tr>
<tr>
<td>29-32</td>
<td>6d,6 aspirin</td>
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<tr>
<td>33-36</td>
<td>Battery-powered 100x microscope</td>
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<td>37-40</td>
<td>11. Dettol antiseptic</td>
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<td>41-44</td>
<td>1d,6 styrettes Polyceol 3</td>
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<tr>
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<td>57-60</td>
<td>1d,3 styrettes Cordadine</td>
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<tr>
<td>61-64</td>
<td>1d,6+1 Styrettes Penomycin</td>
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<td>65-68</td>
<td>1d,2 Anagathion Kits</td>
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<tr>
<td>69-72</td>
<td>1d,3+1 styrettes Anadok</td>
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<tr>
<td>73-76</td>
<td>1d,3+1 styrettes Anti-REM</td>
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<tr>
<td>77-80</td>
<td>1d,6+1 styrettes Painkill</td>
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<tr>
<td>81-84</td>
<td>1d,3 styrettes stimulants</td>
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<tr>
<td>85-88</td>
<td>1d,6 tubes burn ointment</td>
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<tr>
<td>89-92</td>
<td>1d,3 styrettes anti polio serum</td>
</tr>
<tr>
<td>93-96</td>
<td>1d,3 styrettes of Polyceol (Regen)</td>
</tr>
<tr>
<td>97-00</td>
<td>1d,3 styrettes of Memory RNA (skill score 01-50 in a skill needed by the PCs)</td>
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</table>
THE VAMPIRS

The Vampyrs 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 vampire 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-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 sinister than a sinner, the victim of the cruelest 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 Vampyrism 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 vampyres given in the section on the ‘Vamper Disease’. He also learned that vampyres were, on the whole (excepting a few rogue’s), 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, vampyres were as immune to it as they were to all other human diseases. With the help of several vampyre volunteers he found that, even when injected with a pure culture of the disease, not one of the vampyre volunteers contracted the disease.

Soon after this experiment, Van Helsing himself contracted the Scourge. Realizing that he had had hours, if at most, days left to live, he initiated the last attempt of the vampyre in the line of experiments. This was to ’Infect’ himself with the vampyres disease and observe its effects on the course of the Scourge. Only minutes after having drunk the blood of one of his vampyre assistants, he was feeling 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 vampyres 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 indicated 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 barged their rooms and labs.

Imagine his shock and surprise when he discovered the truth of the situation! Though not a scientist, he was not really superstitious in the accepted sense, he did base his actions on the horror story school of vampyres. 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 vampyre’. 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 B (level 4) of the Fisher Stacks. The vampyres, 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 VAMPIR 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 they are attacking by a vampyr’s bite. The data on the two forms of the disease is thus:

**Blood Based** - G/L~SPCL/1d.3 Hours/10/1 Month (Special) Salka Based - S/(-)SPCL/1d.3 Days/R, +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 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 is contracted. During this period, at the beginning of each new month, the new vampyr rolls the ‘Effect Dice’ of the disease (2d10+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 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 a mesmerizing gaze. 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 doing 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 normally 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.**
THE LEADERS OF THE VAMPIRS DF FISCHER STACKS
DR JAMES VAN HELSING JR.

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<tr>
<th>WEIGHT</th>
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<th>SPD</th>
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SKILLS — Unarmed Combat (20/11): Pistol, Modern (14); Rifle, Modern (8); Autoweapon (5); Urban Survival (17); Swimming (11); 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 (8); First Aid (20); Pathology (16); Pharmacy (18); High Tech Use (18); Pilot, Fixed Wing (12)

ARMDR — Street suit (reversible Urban/Rural Camouflage) with built in Fabelon ballistic cloth torso protection; FEDPOL Helmet (with FedPol Radio built in).

WEAPONS — Karate: Leo-Enfield Electromedical (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 Sprayscans; Pocket Flashlight; Medikit Mk. II (containing the following extra supplies -- 10 Bandages, 10 units Medical Salts, 10 Strettes Polycell 3, 5 Strettes Polycell 4, 5 Strettes Painkill, 10 Strettes Panmycin, and 2 Infaltable Splints); Remote Key Card (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 not nearly as 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-1969 as the plague spread) and salvage all sorts of goods that were left behind. Dr. Van Helsing is a Juda/Katara 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 ANTHDNY'

<table>
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<tr>
<th>WEIGHT</th>
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<tr>
<td>HLH 38</td>
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SKILLS — Brawling (20); Single Weapon (20/5); Weapon & Shield (20/5); Knife (20/5); Throwing (20/5); Pistol, Primitive & Modern (16); Rifle, Primitive & Modern (16); Autoweapon (12); Direct Fire Cannon (12); Breche Loading Artillery (8); Muzzle Loading Artillery (10); Primitive Siege Engines (20); Beast Riding (20); Gambling (18); Urban & Rural Survival (20); Swimming (12); Hunting — Trap (20); Search, Urban & Rural (18); Stealth, Urban & Rural (18); Pre-Ruin Culture (18); Foreign Languages (Read & Write) — Latin (20), Italian (19), French (10), Spanish (12), German (10), English (20); Tactics (20); Auto Driving (20); Tech Use (18); Armourer (14); Blacksmith (14); First Aid (18); Operational Command (20); Strategical Command (10); Weaponsmithing (12); High Tech Use (12); Safecracking (16).

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

WEAPONS — Gladus Hispanica (as Sword, Ceremonial); 2 Throwing Knives in Boot tops, 2 in wrist sheaths; Police Shield, Mk. II; HK-11 Carless Rifle (2×50 Box mags inserted); Webley Mk. VI Revolver and 2 Speedloaders.

OTHER EQUIPMENT — Pocket Flashlight, Survival Kit, Isotope-powered LCD watch; Centurion's Vibe 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 Great Wall Campaign of WW1 ( whence the Webley & Scott Revolver). He has steered clear of such fracases 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 millennia 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 millennia, leave the planet of his birth — and get into space!

JANA JENNINGS

WT 36 BAP 30
WL 38 MNA 4
STR 32 PCA 7
DPT 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 (18); Zero-G Training (12); SCUBA Diving (6); Aviation Mechanic (8): Power Generation, Electrical (6): Power Generation, Nuclear (12).

ARMOR — Soldier'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 vampires keep close to their persons at all times. They have more equipment concealed throughout the room (and only several hundred Task Points worth of concentrated 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); 25 Explosive Heads, 25 Hollowpoints, and 50 Jacketed); 1 Bullet Bandolier (100 rounds .45 S.A.A.; 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 Enerleade Mags; 24 E-1 Batteries; 12 E-6 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 Plastic Repair Kits (Wk.1); 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 (6x).

On top of these items, the Vampires 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 the players and characters. They do not reflect 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 (VDG-12) of totally destroying it. If the vehicle is 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 'dart back' (everybody has one, but not everybody has a Dart back). This takes a total of 1D6 time (a few seconds). If a PC does wish to 'bail out'. He will have 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, 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, only half damage). If the vehicle is not destroyed, 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) INSTEAD of a roll of 96-00 always fails. For example, a TOW has a (2x(BG-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 amount of 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/9, 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 weapon 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 percentage chance that each occupant will be killed outright (PCs escape with no damage); if they are not killed, then they take an amount of damage equal to (VDG/10(U)) automatically and a further amount of damage equal to (VDG/10 round up) in D10's and a number of extra points on his back to (VDG/10 round up) in D10's. If a vehicle is reduced to 0 DUR, it is destroyed. The exceptions to this are 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.

CHOSHAM 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 (e. ATGMs). It also includes rules for 'Dud' rounds and ATGM malfunctions — just to keep the players on their toes.
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<td>60</td>
<td>75</td>
</tr>
</tbody>
</table>

**NDT**: 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 range/finder/acquisition systems. APNC rounds 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 x 0.6. Thus, a 30mm APNC round hitting a Mi-113 would generate 23D10 REM's (you always treat vehicles without a Vehicle Armor Value as having one of 2) or 23-D. 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.

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-10</td>
<td>No effect. Dud Warhead. Round fails to explode.</td>
</tr>
<tr>
<td>11-40</td>
<td>Dud propellant charge. Round must be cleared.</td>
</tr>
<tr>
<td>41-70</td>
<td>Round jammed. Requires 2 actions to clear manually. 'Cook Off'. Appears to be a clud. Will explode 50% of the time if removed before Phase 0. If it does explode on removal it does damage equal to VDG in points; otherwise treat at 86-95.</td>
</tr>
<tr>
<td>86-95</td>
<td>Chamber explosion. Burst effect is VDG as BDG. Does 10.3 points DUR damage to gun.</td>
</tr>
<tr>
<td>90-100</td>
<td>Chamber explosion. Burst effect is 2x VDG as BDG. Does 1D6 points DUR damage to gun.</td>
</tr>
</tbody>
</table>

**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:

<table>
<thead>
<tr>
<th>Site Found</th>
<th>DUR Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>'Mothballed' in major military base</td>
<td>14+2D3</td>
</tr>
<tr>
<td>Found in cache in military base</td>
<td>14+1D6</td>
</tr>
<tr>
<td>Found in cache elsewhere</td>
<td>12+1D6</td>
</tr>
<tr>
<td>Found in non-cache, but sheltered</td>
<td>2D6</td>
</tr>
<tr>
<td>Found in semi-sheltered non-cache</td>
<td>2D3</td>
</tr>
<tr>
<td>Found in sheltered non-cache</td>
<td>2D3</td>
</tr>
<tr>
<td>Found in exposed position</td>
<td>1D6</td>
</tr>
</tbody>
</table>

**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 Repairs, Modern for propulsion systems and warheads).

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 ATGM's 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, DR 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 PC's 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.

**MILITARY AIRCRAFT** may be at one of five possible altitudes: NAP OF THE EARTH (NOE), LDW, MEDIUM, HIGH, and EXTREME. Normally, only combat aircraft are 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 do this are up to the GM. They may also fly at NOE but under a similar penalty to Civilian Jets.

**HELICOPTERS**, whether Civil or Military, may fly only at NOE, LOW or MEDIUM altitudes. **MILITARY VTOL/STOL** aircraft are treated in all ways as their military counterpart, 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 SDFT 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.

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Target is...</th>
</tr>
</thead>
<tbody>
<tr>
<td>US/Australian</td>
<td>US</td>
<td>AU</td>
</tr>
<tr>
<td>0.50 Cal HMG</td>
<td>- -</td>
<td>400</td>
</tr>
<tr>
<td>20mm</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Autocannon</td>
<td>-</td>
<td>750</td>
</tr>
<tr>
<td>Vulcan 20mm</td>
<td>-</td>
<td>1000</td>
</tr>
<tr>
<td>Chaparral AAM</td>
<td>80</td>
<td>1000</td>
</tr>
<tr>
<td>Hawk AMD</td>
<td>400</td>
<td>U</td>
</tr>
<tr>
<td>Redeye AAM</td>
<td>20</td>
<td>500</td>
</tr>
<tr>
<td>Imp Redeye</td>
<td>25</td>
<td>500</td>
</tr>
<tr>
<td>30mm</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Autocannon</td>
<td>-</td>
<td>1500</td>
</tr>
<tr>
<td>Stinger AAM</td>
<td>30</td>
<td>375</td>
</tr>
<tr>
<td>Roland AAM</td>
<td>100</td>
<td>2000</td>
</tr>
<tr>
<td>1st Gen ATGM</td>
<td>Var</td>
<td>500</td>
</tr>
<tr>
<td>2nd Gen ATGM</td>
<td>Var</td>
<td>500</td>
</tr>
</tbody>
</table>

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 1d6x5. The Vulcan Cannon has an RF of either 2d5x5 OR 2d10x5; treat the Soviet HMG as the US .50 Cal HMG.

Other Modifiers

The following modifiers are added to the AAM or AA gun fireers' 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 Autowepon 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"
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.
Armanent: 76mm Cannon (500 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.
Armanent: 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.

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 = 16; Body = 25
.Special Features: Crew of 2 (Driver and Co-Driver/Gunner) plus up to 24 Passengers or Cargo.
.Armanent: 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 = B
.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 B Passengers or Cargo.
.Armanent: 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 = B
.Damage Resistance: 6
.Maximum Speed: 150kph
.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/Lightbar 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
**TRAILBIKE**
Classification: Off-road Motorcycle Soft Target
Base Safe Speed: 80kph
Fuel System: Gas
Mileage: 22km/liter
Capacity: 10 liters
Structure: 2
Area: 1x1 = 1
Damage Resistance: 1
Maximum Speed: 45kph
Safety Devices: None
Notes on Barrier Effects: None
Special Features: Carries driver only.

**SNOWMOBILE**
Classification: Off-road ‘Motorcycle’ Soft Target
Base Safe Speed: 90kph
Fuel System: Gas
Mileage: 8km/liter
Capacity: 30 liters
Structure: 2
Area: 1x2 = 2
Damage Resistance: 1
Maximum Speed: 45kph
Safety Devices: None
Notes on Barrier Effects: Windscreen = 7; Body = 16
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.

**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)

**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): 400kph
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.

**ATTACK HELICOPTER**
Classification: VTOL Aircraft; Intermediate Target
Fuel System: AvGas
Mileage: 0.5km/minute
Takeoff/Hover Consumption: 51./minute
Fuel Capacity: 400 liters
Structure: 4
Area: (1x10) + (1x3) = 13
Damage Resistance: 26
Maximum Speed: 300kph
Barrier Value: Window = 16; Fuselage = 20
Special Features: Crew of 2 (Pilot and Co-Pilot/Gunner); Military Radio; can be sealed vs. CBW agents
Armament: Chin Mount 40mm Autoloading GL (36 rounds); underbelly 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.
MEDIUM HELICOPTER
Classification: Aircraft; Soft Target
Fuel System: Aviation Fuel
Mileage: 1 km/liter at full load
Capacity: 1000 liters
Structure: 3
Area: 14x2 = 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): 1500 liters (EACH)
Fuel Consumption (STOL): 3501 liters (EACH)
Structure: 3.5
Area: (2x15) + (2x10) = 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: 2500 liters
VTOL Fuel Consumption: 750 liters (EACH)
STOL Fuel Consumption: 175 liters (EACH)
Structure: 4
Area: (1x10) + (7x3) = 31
Damage Resistance: 62
Maximum Speed (Clean): 1000kph
Barrier Value: Window = 20; Fuselage = 35
Special Features: Crew of 1; Military Radio; Radar; Target Acquisition good to 10,000m; 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 (250 rounds each) PLUS 4000kg of Ordnance.

PORPOISE TRIPHIBIAN
Classification: VTOL Submersible/Hovercraft/Aircraft; Intermediate Target
Base Safe Speed: Surface (Water/Land) = 180kph; Submerged = 30kph
Fuel System: AvGas/Electric
Mileage: 0.5km/liter; 1 km/charge
Fuel Capacity: 3500 liters AvGas/EV-100
VTOL Fuel Consumption: 1000 liters (EACH)
STOL Fuel Consumption: 225 liters (EACH)
Structure: 2
Area: (4x12) + (6x4) = 50
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; Take 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 (250 rounds each) plus 2x21 Torpedoes and a further 2000kg of Fuel OR Ordnance.
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.6 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.8 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 severs. In this case, it heals damage as Polycell 4, but also instigates 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 (for 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 1990; 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 1993.

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
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
Cal: 7.62mm NATO Dur: 5 Rate Factor: 1d.10x.5 Enc: 4.01
Features: none

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 (N.B. — '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 8-11 CASELESS RIFLE
Action: AL/FA
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-GA A1 GRENADE LAUNCHER
BBL: —
Action: SS
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/FA/AL Rifles and FN/FAAR 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' Modul Lasers were entering TRIAL service with elements of the Royal Australian Army just prior to the 'Ruin'.

FM XLW-1a
MCS: 1
Collimation: 1.5
Action: SS
Enc: .5
Features: The FM XLW (EXperimental Laser Pistol) Mk.1a is powered by ONE E-5 Electrastrike in the Pistol Handgrip; it is a Police version of the Military Mk.1b.

FM XLW-1b
MCS: 2
Collimation: 2
Action: SS
Enc: .7
Features: The Military Pistol — contains TWO E-5 Batteries in the Pistol Handgrip.

FM XLW-2a
MCS: 3
Collimation: 2
Action: SS
Enc: 1.6
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 Bar-
LEE ENFIELD Mk.15 DEFENDER
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 B.O.G of 31; AP rounds with a Depleted Uranium Core are available, and have a B.D.G of 41 and a V.C.G of 1.6 (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: 3B

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 a E-1 for a WEEK; the Mk.12/15 are powered by an E-6 for the same period, and the Mk.20 is powered by an E-10 for a WEEK.

MAKING GAUSS AMMUNITION — Anyone with a 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 fires sights, good to 150 meters; will accept IR Nightlits, Shells spread notpam for 2D3 meter radius from impact.

SOVIET WEAPONS

OBSOLETE WEAPONS
PISTOLET TOKAREV
BBL: STO
Action: AL
Mag: Box B
Cal: 7.62mm M30
Dur: 4
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: LN
Action: AL/FA
Mag: Box 20
Cal: 9mm S3P
Dur: 4
Enc: 0.376

Features: Fires 9mm Soviet Special Pistol — non-compatible with Western 9mm rounds. Has optional wooden Shoulder Stock for use with FA mods.

PISTOLET PULEMYOT DECTARYOVA 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 Nightlits.
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 Night sights. 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 Night sights; Recoil Compensator (+1).

RUCHNOY PULEMYOT KALASHNIKOVA (RPK)
Action: AL/FA
Mag: Box, 30, 40, or Drum 75
Cal: 7.62mm M43
Dur: 5
Enc: 1.43

Features: This is a heavy barreled version of the AK-47 optimized for FA fire; accepts AK-47 mags; Integral Bipod mount; takes AK Night sights.

PULEMYOT KALASHNIKOVA (PKS)
Action: AL/FA
Mag: Belt
Cal: 7.62mm 54R
Dur: 4
Enc: 3.8 (Bipod); 5.3 (Tripod)

Features: A true GP MG ('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
Enc: 3.2

Features: A heavy barreled version of the AK-74; accepts AK-74 mags; integral Bipod; accepts AK Night sights.

PISTOLET MAKAROVA
BBL: STD
Action: A
Cal: 9mm SSP
Dur: 4
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: 1.56

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
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-6 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 ROS is at SUPERMACHINEGUN ROS — and ROS is so high that there is NO recoil penalty; Powered by a NON-STANDARD E-1 for a day.

AMMUNITION DATA

<table>
<thead>
<tr>
<th>AMMUNITION</th>
<th>BDG</th>
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<tbody>
<tr>
<td>4.7mm H&amp;K</td>
<td>20</td>
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<tr>
<td>0.456 Webley</td>
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<tr>
<td>0.01mm Gauss</td>
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<tr>
<td>2mm NATO</td>
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<td>5mm NATO</td>
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<tr>
<td>7.62mm M43 (+)</td>
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<td>7.62mm M43 (*)</td>
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<tr>
<td>7.62mm M30 (*)</td>
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<tr>
<td>9mm SSP (***)</td>
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</tr>
<tr>
<td>6.45mm M74</td>
<td>21</td>
</tr>
<tr>
<td>3mm M-93 Gauss</td>
<td>19</td>
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</tbody>
</table>

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 8).

SLEEP GAS — This potent chemical function, 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 is also an electric weapon. Two E-5 batteries are held in the handle. A capacitor limits the weapon to discharging only 1 Charge in a given contact.

BANANA V+ 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 adapter. 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\texttrademark 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\texttrademark game system. AFTERMATH! is required for play.