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exercise book-cahier d'exercices

name-nom PETER HART

~~ADORE~~ Oregon

subject-sujet GAMMA WORLD: Oregon

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ADVENT 3: OREON

Oreon was once a large city of several millions. Now only the core remains relatively free of radiation - surrounded by miles of radioactive ruin on all sides. It now has a population of roughly 500,000. (1, 2, 3)

There are 3 districts controlled by very rich & powerful men - 'Barons'. Inside these, ordinary people are relatively safe from attack & theft.

Except for a slight sphere of influence all else is wilderness & $\frac{1}{2}$ ruin. There is a mostly working subway system ~~and~~ which is protected by the Barons' and a traders' district where goods can be bought & sold - partially under the protection of the Barons, partly by the Merchant's guild. There is a 'park' (4) with very high walls, which is considered a sanctuary and violating it is considered a heinous punishment. There are 2 large food factories which are also considered off-limits to theft or violence. Here anyone can go in & collect food or clothing. There is a subway line, leading from the main station to the outside. This is guarded by the Thieves' guild - an underground organization which maintains a pecking order in No-man's land. No one gets in or out this way unless a Baron puts or extreme pressure or the thieves allow it. There is a huge $\frac{1}{2}$ ruined stone building which serves as a meeting place for the Barons every 3 months. Between times it is occupied by bards who are ejected at the proper time.

Most people in the Barons areas live in towers (x) which are in good condition. These have their own food production units. All else is ruined like all else so no new inhabitants

The Barons live in heavily guarded houses.

1) Baron Stroder's house:

2) The area under control of Baron Bodissy:

Total population: roughly 80,000

Towers contain about 9,000 ea. (tot. 36,000)

Roughly 2000 are in military service

6000 are reservists

all others live in houses.

Towers:

number: 4 (a,b,c,d)

guards: 200 each

① - Entrance gate and elevator for security personnel only.

② - Entrance gate and elevator for administration officials only.

③ - Entrance gate and elevator for high officials only (those who live in upper floors)

④ - Entrance gate and elevator for those who keep up the tower.

⑤ - Entrance gate and elevator for those who live in the tower (and common jobs)

⑥ Immediate security - watching those who enter - much space computers and desks. Here also is where you apply to live here. There are 10 officials working here and 5 guards present.

⑦ Security posts watching gates from parking areas. There are 7 men here + some small computer equip.

⑧ - gate house for maneuvering the lift platform up and down and checking those who go thru it. 8 officials and 2 guards.

- ⑨ - lift platform for bringing vehicles to top levels after levels of parking areas. 1 man here
- ⑩ - walkway to door. There are ~~detectors~~ Owners of car vehicles must leave their keys here. Also luggage checked.
- ⑪ - checkpoints for entry to parking area. 2 security men here. These check registration & open & close gates.
- ⑫ - Administration areas filled w/ officials & computers.
- ⑬ - Central ~~area~~ gathering area - Always 10 guards here, Always 1-20 people here doing nothing or mopping thru.

Parking

There are 13 parking levels

- 1-5 for ordinary car vehicles
- 6-7 for heavy vehicles (Vans, small trucks)
- 8-9 for very heavy vehicles (large trucks etc.)
- 10 for admin. vehicles
- 11 - for security vehicles (in level below)
- 12 - for high official vehicles
- 13 - for light vehicles (motorcycles etc.)

levels

There are 3 levels of basement below ground -

1 for security - (guarded well) and 2 for production and maintenance. These are levels -1, -2, -3 respectively.

This is level 0

levels 1-10 are admin. levels

levels 11-15 are business levels - shopping, eating etc.

levels 16-64 are living levels - for the occupants.

levels 65-70 are high official areas.

level 71 - is heliport area

Elevators

Elevators for workers go to all levels

Elevators for commoners go to levels 0, and
11-64

Elevators for security go to all levels.

Elevators for high officials go to 0 and 65-71.

Elevators for admn go to levels -3, -2, 0, and
1-10

Security

There is a security man on each level.

All the rest are on level 0 or -1.

Vehicles: There commonly are 2 pursuit cars,
3 heavy patrol vehicles and an armored car are in
security.

In heli-port there are 10 security men -
4-5 helicopters and 1-5 flat cars. (1 security
helicopter & 1 security flier)

Business

All food must be bought here - also here can
be bought anything except weapons. Prices are
high but not exorbitant. Also here are libraries -
computer consoles w/ much info at hand. Most
things one can think of are here.

Typical apartment

contains - bathroom, dining room - kitchen, living
room & 2 bedrooms w/ 2 beds. Living room
has 2 fold out couch-beds.

There is a stove & storage unit. Also is
a viso-phone w/ source book.

(More on this later)

Berntoy in General

All are marked ~~in~~ general by the crest
of boldsey on the right shoulder - this cannot
be removed.

All have ID cards w/ status, job, location,

etc. on it. It has magnetic permutations which enable it to open certain doors.

Security troops:

2000 in all,

Wear mesh armor (AC 5) under battle-dress of dark brown & grey. Helmet of plastic, slopes to cover back of head & sides of head. Includes clip-on flame reflectors and magnifiers. Outside - wear cloaks of dark green w/ crest of Bodissey. Ranks shown by metal armbands.

Equip: All carry needles - paralyzation and a dagger. On belt all carry shock grenade & gas grenade. Also power packs & ammo + various odds & ends. (exception - Assassins)

+ 1 for every 10 carries heavier equip:

Explosive grenades (2),

Crump gun - fires explosive missiles (5 d6).

- look like fat SMG's.

or: force pistols - do 4d6.

(+ security forces have access to much more specialized equip. - such as explosives, lasers, flamethrowers etc.)

Total of

30 pursuit cars -

Slightly armored vehicles - can carry 8 men - has top speed of 150 kph. has LMG in front.

30 heavy patrol vehicles - 6 wheeled vehicles -

can carry 8 men, has top speed of 100 kph. carries 20 mm Auto-cannon & 2 LMG. Also smoke-dischargers.

10 Armored Cars - Tracked vehicles w/ turret

- can carry 6 men (top speed 80 kph) - has HMG, LMG, Smoke dischargers, and Quad force guns (12 d6) in turret.

50 transports - 8 wheeled, slightly armored vehicles - carry 7 men, 1 LMG, smoke dischargers, (100 kph)

ALSO

10 helicopters

5 attack - 2 men, multiple LMG in turret, (800 kph) Smoke dischargers, 2 force guns, grenade launcher
5 attack/transport (800 kph) - 10 men, 2 HMG, 1 force gun smoke droppers
10 hit cars - twin force guns, carry 8 men, (2000 kph)

Assassins

These number around 100 and are specially picked & trained men.

They wear slope dom plastic helmets w/
Intra-visors w/ 10x magnification & glare eliminators.
Also gas communicators and oxygen filters - so appearance is concealed.

Also wear plastic mould body armor (ACB)
Over all they wear reflective battle dress.

All is in black,

Outdoors they wear a black cloak.

They carry are adept at hand-to-hand combat - +2 to hit, 3d6 +2 damage

They carry poison needles & force guns w/ extended grip - (5d6 dam.)

They get +2 to hit & +2 dam.

They also carry a shock grenade & a smoke grenade.

These are the private troops of Bodissey & they have

5 present cars of their own - specially souped up (200 kph) w/ extra armor & a LMG + smoke dischargers.

Character's mission is to replace Bodissey's
mike plans w/ near identical ones doctored to
fail.

They are given a van - armored up (200 kph)
w/ armor, bullet-proof glass, a grenade launcher
in rear & LMG in front (hidden) also, special
locks & one-way glass.

Their cover is that they live in tower a
in a single room - they are maintenance men
(2 of which work in Bodissey's tower). The others
work in tower. This means they can carry equip.
& have access to tower. Van has proper
registration. They can carry what equip. they want
- explosives etc. will be hidden amongst equip.

Also clothing will be provided & names entered
into records.

They arrive Mar. 15th in Oregon next
[Now Mar. 20]

UPDATE

Kevin is their contact (a few doors away).
He has a needle & some special equip. He informs
them that they have 2 weeks before the test it's too
late to perform the job. Also

Also that Bodissey agents are looking for them
and are closing in, and New York agents want
them in connection w/ a key of some sort.

It is now Mar 20th

Roof Landing Pad

1- Hangars for helicopters and fit cars. There are
benches w/ all sorts of equip. about and power
rechargers, spare parts, arms etc. There is an
escalator to the \$ defence post above.

in or there are 2 flat cars - 1 operable, 1 w/
repairs being done. There are also 6 mechanics
(w/needlers) & 4 normal guards in relaxed positions
here & there.

b) - There is 1 operable helicopter here. There are
3 mechanics & 4 guards.

2 or 3 - Elevators

4 - defense towers - 30 ft. off roof on concrete
& steel mesh posts. There is a steel canopy w/
plexiglass viewing ports here. For

The armament is as follows;

4 guided missile launchers w/ 6 missiles ea.

4 ~~missiles~~ gatling gun close-range MB's,

2 radar controlled 30 mm rapid firing guns
w/ AP bullets.

There are 8 operators here & 2 normal guards.

5 - Deck of roof.

There are faded circles of paint for landing
here. Also chains for tying down.

There ~~is~~ is 1 flat car & 2 helicopters here.

Also 2 mechanics & 10 guards.

6 - De-briefing & office room. There are desks, files,
chairs & computer terminals here. Also 8 people
work here doing various things & 1 guard.

7 - foyer. 4 guards here.

Other 2 defense posts identical to others.

Floor above 7 is control tower w/ 2 guards &
10 controllers.

Maintenance level -1

1 & 2 - elevators (1) - security (2) - maintenance.

3 - corridor to power control room.

2 guards here. Corridor is almost choked w/ power cables, pipes, controls & panels.

4 - Control room to nuclear power plant below.

The room is lined w/ computers, panels & control boards. There are ~~10~~ 10 technicians here. Also 6 guards.

5 - Maintenance room. Very dirty room, it and

corridor leading to it are full of power cables etc.

There are benches & shelves all over, it's full of tools and spare parts etc. There are 2 maintenance men here.

6 - Res auxiliary generator room. There is a large shut down machine & generator here. Also a control panel & board.

7 - Computer room. 2 guards & 7 technicians. This is the master computer.

8 - This room contains the guts of the computer and there is always 1 maintenance man here.

9 - Escalator to H Power plant.

Security level - O

- 1)- corridor main corridor . 4 guards here.
- 2)- Meeting room - sideboards, maps on walls , large circular table & chairs,
- 3)- Main security computer room . 2 guards, Large computer here w/ display boards, Readouts, control boards etc. 10 technicians,
- 4)- secret internal security room. Monitors readouts from other buildings & sectors, computer files of everybody. TV cameras w/ audio hook-ups are monitored here as are suspects. Dis placement of security troops monitored here as well. 2 guards 10 technicians.
- 5)- Co-ordination room ~ monitors all security readouts from everywhere. Placement of forces here as well as routine, reports handled etc. 4 guards, 14 personnel.
- 6)- Security elevator
- 7)- Maintenance elevator
- 8)-
- 9)- Cuts of computer ~ 2 technicians here

Bodissey's tower

serves as HQ as well.

There are 3 security levels,

15 admin. levels,

2 maintenance levels,

5 living levels

ab 1 Heli port level

→ 3 levels for Bodissey →

-2, -1 - Maintenance levels

0, 1, 2 - Security levels

3 - 18 - Admin. levels

19 - 24 - living levels

25 - 28 - Bodissey

29 - Heliport

Bodissey's tower - Ground floor (security)

1) - Waiting areas for security troops.

1-4 here

2) - waiting area. All who enter w/ luggage
are checked. Only Admin. officials, security
and high officials get through. 4 security
troops.

3) - Elevator area. 1-4 sec. troops level & 1-10
civilians

4) - Security checking area. 4 officials,
2 sec. troops.

5) - Detention areas. 1-10 criminals

6) - guard area. 2 sec. troops.

7) - Elevator for sec. only (goes to all levels)

(an) 8) - Elevator for maintenance only (goes to all levels)
except Bodissey.

9) - Elevator for Admin. (those who live here)

10) - lift platform

11) - check area → lift section. 2 officials, 2 security.

12) - check area - opens gates, checks vehicles.

13) - 2 sec.

There are also 5 parking lot levels

Ground floor

- 13) - walk-thru area - luggage checked, keys taken.
- 14) - interrogation area, 1 criminal, 4 sec.
- 15) - meeting area ~~for~~ 10 officials, 2 sec.
- 16) - offices of sec. 10 officials, 4 sec.
- 17) - security centre for vehicles, 10 officials & 2 sec. troops.

Bodissey's levels:

- 1- Security elevator
- 2- Maintenance elevator
- 3- Barracks - 40 assassins ea, 1 sec. - 20 - 20
- 4- Barracks - 20 "
- 5- Security area - 4 assassins ^{guard} on here.
- 6- Dining hall
- 7- Kitchen (4 cooks)
- 8- Exercise area
- 9- Relaxation area.
- 10- Security elevator
- 11- Maintenance elevator
- 12- Security area - 4 assassins here
- 13- Drawing / reading room. Couches, tables, chairs.
- 14- Dining room.
- 15- Lounge area.
- 16- Kitchen (4 cooks)
- 17- office. (2 secretaries, 1 off assassin)
- 18- Bathroom
- 19- Files & computer area (2 officials)
- 20- Staging area for Bodissey's office. (2 assassins)
- 21- Bodissey's office - 2 guards.
- 22- Files & computer area - for Bodissey only.
- 23- Security elevator
- 24- maintenance elevator.
- 25- Staging area - 4 assassins, no desks - (1)
- 26- Bodissey's own living room.

- 27- Both patios - open to air. 2 assassins ea. These
 can be covered w/ wire grill & bullet-proof glass.
 28- Private dining room.
 29- Kitchen (1 android worker)
 30- 1 Android warrior here w/ 2-handed sword,
 31- Bodissey's bedroom - large bed, table, dresser etc.
 32- ~~file / Computer~~ Exercise area for use of weapons.
 33- Weapons room;

On racks on wall is: daggers, so longsword,
 2-handed swords, short sword, Vibro-dagger,
 Vibro-sword, halberd, spears, mace, energy mace
 needlers, (poison & paralysis), force gun, 3 types of
 slug pistols, stimulator, force gloves, gas gun, laser
 pistol, stun ray pistol, micro-missle launcher,
 comp gun, SMG, AR, LMG etc. etc. Also arms
 for all. Armor - mesh, plastic, sheath, body mould,
 leather.

All this is guarded by a warrior android w/
 a skin whip.

- 34- Bodissey's lounge & bathroom.
 Behind book case is vault. (Hidden button pushes
 it aside) In vault are:- plans for nuclear device,
 other secret info, list of spies, his diary, 5
 kgs of Duodecimates (worth 10,000 ea), 50 bars of
 gold (worth 500 ea), a force gun, 5000 dollars,
 + various other stuff.

It is opened using Bodissey's key card or
 by the combination - ~~not~~ tumbler lock.

Bodissey: A heavy set, ugly man.

Char: 8

Men. Stren: 17

Phy Stren: 18

Dext: 14

hit points: 65

Int: 18

Const: 16

Ment. Mutations: Immune to life leech, Invisibility,
He is a weapons master and has +3 to hit
& dam.

He is never found without a load of weapons &
armor.

He characteristically wears grey & black, carries
his special keys & also has the following force rods:
Upon touch 4ds from electrical damage
Upon touch - stun for 1-20 min.

Creates force field - 10 ft. p.
turns into a vibro-dagger

Sends out radio signals to his men

He always wears infra-goggles w/ glare reflectors
& has a breath mask nearby.

In every room near the door is a light switch
& communications panel. Also a door lock in
certain rooms.

In most of Bodissey's rooms also a Visio-phone
and computer terminal.

(He alone can open most of these rooms.)

In each elevator is an assassin guard
In most rooms are 2 cameras & sound sensors
so that all rooms except Bodissey's are
watched by security.

On roof/heli port) is control tower, 10 assassins,
& Bodissey's personal flit crew (extra armor,
4 force guns.)
+ security helicopters & flit cars.

UPDATE

Bodissey's agents:

A team of 3 - a burrower, a musclerman & a fieldman.

Burrower:

Int: 18

M. Stren: 18

Char: 12

Dext: 12 Ht. pts: 41

P. Stren: 14

Const: 9 AC: 9

Mutations: Dual brain

Heightened intelligence [Name]: Jonah

(D) Epilepsy

Musclerman:

Name: Erok

Int: 12

M. Stren: 13

Char: 14

Dext: 15

P. Stren: 18

Const: 17

Ht. pts: 49

AC: 5

Mutations: Heightened Strength

Partial Carapace

(D) Vision defect

He wears reflective clothing under fibro

Jacket & loose pants.

Carries: Power gloves (2d6)

Needler - Paralytic

Dagger

Brass Knuckles (+3 dam.)

Smoke grenade

Description:

Tall - roughly 6'6"

Badly scarred face

& hands.

Bulky body.

Walks strangely.

Fieldman:

Int: 16

M. Stren: 17

Char: 17

Dext: 17

P. Stren: 15

Const: 16

AC: 3

Ht. pts: 62

Name: Hojak

+4 to hit

+2 damage

Mutations: Heightened brain talent

Increased speed

Heightened Vision

Illusion generation

37A09U

Description: About 5'10", very handsome. Large eyes.
Wears fibro jacket & boots & black, reflective
cape.

Carries: Needles: paralytic
Gatting wire (20 ft.)
Power gloves
Stimulator,
2-dar 1 normal dagger
1 Vibro-dagger

All carry concealed security cards.

The Burrower will look the records, follow up
leads & research. He will rarely fight but is
very good at what he does.

The Musdeeman has nothing to do w/ that side
& things. He brings in suspects & informers &
sweats them & does a lot of the dirty work.

The fieldman is the leader. He tracks & follows
& presents the ideas & leads. He helps both the
burrower and the musdeeman. He is most dangerous.

All 3 are fast friends & watch over each other.
The fieldman has many connections.

He also has a warrior android he uses on
dangerous missions. This one is made to look
exactly human & will carry a needle & vibro-dagger.

Every day roll D10.
If "1" comes up - they have caught on & will
start to close in.

If "2" comes up - they come closer & roll
on D6 for a 1 or 2. If another 2 comes up,
roll D4 & a "1" only.

NEW YORK TEAM

2 men (pure strain human)

Both experienced fieldmen

JOK

Int: 16

Const: 16

Ht. pts: 48

Char: 16

P. Stren: 16

M. Stren: 16

Dext: 16

+ 4 to hit

+ 4 dam.

AC: 5

He wears moulded body armor always.

Also a tooth-ear communications system.

He carries a needbox in the open but
underneath wears a whole arsenal:

Micro-missile launcher w/ 2 missiles

Wire (50 ft.) 2 acid capsules

Force gloves 1 cyanide capsule

Vibro-dagger

2 smoke pellets

1 egg-cell

2 stun pellets

[New York ID card]

- hidden -

Wears fibro-material cloak, breeches, boots

& shirt.

CROCK but identical to

Jok

Ht. pts: 48

They drive an armoured van w/ bullet-proof
tires & 1 LMG in rear & front.

Roll D20 every day. If "1" they have caught on
& will move in, if "2" they are getting closer
& roll D12, if "2" again roll D10, if "2" again
roll D8, if "2" again, roll D6, if "2" again roll D4.

EXPERIENCE

Tim 0311

Kevin

John

Darrell

Fred

~~Ronald~~

0

~~25000~~

~~25000~~

~~25000~~

~~25000~~

~~25000~~

~~25000~~

0

84 1200 AM 31 Mar 31 Mar 205

Craig West - S. Pauline St.

21st Street (205) 205

2:20 PM Power Out + +

Newhouse + +

grows Roberta plus Tiffany made it

metra car 2nd floor 2nd - 3rd a well

two nips off of roller coaster at

All experienced severe thrills

The roller coaster ride was very

bad - Albuquerque 6000 ft. 1000 ft. to

was always afraid. area 2000 ft.

The roller coaster has nothing to do with ride

Ellen & Tom Kelly 7 minutes stand +

swings - well - less a lot of thrill ride

The roller coaster ride is fun & follows

good ride with roller coaster & roller coaster

however and the most important dangerous

84 1200 AM 31 Mar 31 Mar 205

OK 3 am 1200 AM 31 Mar 31 Mar 205

The roller coaster has many connections

he also has a connection inside the tree and

dangerous wires which is made to make

long roller coaster wires because wires will be very dangerous

very bad and down on 1 or 2 feet

He can run on the wire and catch up with

them - and catch them just now all 1000

feet little company 1000 ft. is not so bad

now to the 1000 ft. except right & down and

NO NO right left or No roller "S" 1000 ft. 1000 ft.

UPDATE

Strucker (Baron who hired group) has connections w/ New York. They want the PCs immediately. He likes them & if they succeed he will help them escape & try & foil their attempts.

He will give them a large ~~flatbed~~ cargo carrier as payment (rather than 30,000 dollars or 15,000 worth of equipment) or they can keep the equipment & take the money & he will be absolved from all blame. He also gives them a report from one of his agents (Mot. Human) from the far south concerning something of interest. He asks them to look in on it if possible.

Cont. working for the New York agents. Once they find out, give them 1 week to find out the probable destination of the PCs & send some riders or something.

- If PCs succeed: The tower of Bodissey is destroyed in explosion as is area surrounding it. Strucker moves in & takes over after small battle.

Cargo carrier ~~key to draw~~

The Person informs you that it's 'hot' - stolen from a much hated organization which would want it back. The League of Genetic Purity. What he doesn't tell you is that it contained some very important info. which the league presumes is still on the ship - they will want it back.

The cargo carrier itself is made of metal and weathered and is slightly ^{dirty} looking. It travels using repulsor plates & jet propulsion.

Top speed = 400 kph

Ceiling = 500 m

Its power pack needs re-powering after every 400 km at 300 kph.

It is armoured fairly heavily w/ duralloy in the critical areas & steel-plastic fibers elsewhere.
~~It is not particularly well armoured~~

Its armament is as follows:

1 Dorsal turret (plexi-glass) w/ 2 LMGs (rapid-fire) and a pulse gun mounted co-axially.

2 side bulges w/ a 30 mm in each one.

3 close-quarters guns - LMG's Remote controlled LMG's. These are over the front canopy, by the rear ramp and the side door.

There are also 2 double smoke dischargers mounted on the underside.

The turrets can also be remote-controlled.

There is sleeping space for 6 aft - before the cargo hold.

There are 3 chairs in the control cabin - weapons/navigation, pilot & co-pilot. All will take some time to learn & the basic controls can be attacked controlled from a remote box w/ a 50 ft. lead. There is a chin observation dome where a rifle or MG can be mounted.

In the armory there is ammo for the 30 mm & MG's & some personal weapons.

6 lockers containing: 1 AR w/ infra & telescopic sights (AK-47 type) & 100 rounds ammo. 2 smoke grenades, 1 flare grenade, 1 stun grenade & 2 explosive grenades.

Also - a pistol (3ds) w/ 20 rds & 20 flares.

Also - plastic armor [fits any from 7-4 ft.] w/ helmet. Com-unit w/ 5 km range & Medi-kit.

The stores is a power recharger for the ship & 2 personal rechargers. Also various equip.

The carrier is all-weather & carries limited ECM & Radar.

It can discharge its load if necessary.

All doors are opened by pressing a button nearby. Outside doors are sealed & locked.

~~Telescoping~~

The carrier is sealed against NBC warfare & has a sophisticated air-conditioning device. Air inside can circulate inside for 48 hrs.

There is an interior & exterior self-washing program on the computer.

The Chew turret is also an escape pod w/ repulsor plates & simple controls.

It has a max. range of 50 km & top speed of 100 kph. It is rechargeable.

The carrier is 50 ft. long & about 30 ft. wide although the width varies.

(- It is a little smaller than the 'Millenium Falcon'.)

It can travel under water but not very efficiently (radar doesn't work, air conditioning can't work, speed, maneuverability reduced etc.)