

indicated
eggs

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exercise book

cahier de notes

Peter Hart - GM

name
nom

Gamma World

subject
sujet

NPP complex
- Dungeon #1



DRG STATIONERY COMPANY
71 TODD ROAD
GEORGETOWN, ONTARIO L7G 4T4

PAPETERIE DRG
7000 HOCHELAGA
MONTREAL, QUEBEC H1N 1Y8

- UPDATE -

4 dead - John Jones, Jonathan, Trickell, Stephen
Survivors - John Clarke, Daryl Clarke, Ewen Macpherson,
Stephen Hart, Kevin, Chris Burton, ~~David Tockett~~
~~5 left in all~~

Weapons:

1 Blaster Mk V - 10 shots

7 AR's - 28 clips left, no W.W. 2 can only fire
the clips in them because of rust.

6 sleep grenades 12 vibro-daggers

6 tear gas " 107 blue bands

6 smoke " 7 red bands

2 com-units 1 yellow band

1 Energy cloak 7 radiation suits - low oxygen

1 Control baton 12 slightly damaged black suits

10 fire extinguishers

1 foam thrower - 1 canister 1 Needler - 6 needles left

1 flame thrower - empty

2 .38 cal pistols - 6 clips left

4 Lasers - shots: 9,0,3,4

- All Kalkars dead in complex -

- Cheskptix dead + bad men -

- All men dead save 2¹, one with teleportation,
the other w/ heat generation - both have slug
throwers, black suits. They are up with M.O.T.H.E.R.,
+ have red bands. They are her personal bodyguards.
They also have ea. 1 sleep, tear gas + smoke grenade
+ Geiger counter. They have anti-grow discs
on their feet + can move very fast.

Bottom 2 levels are flooded + level 5 is
wrecked totally + pipes everywhere are smashed.

John Jones body is taken to M.O.T.H.E.R., + she
animates him + he also guards her. Inside him
is a HE grenade which M.O.T.H.E.R. can

detonate at any time.

Also legend states that long ago the sewer people spawned a terrible mutant who could convert his body into raw energy. He became dangerous and a particularly smart guy on the council figured out a way to trap him. He remained entombed for roughly 150 yrs. until now when a nut on the council wants to de-tomb him and try and use him against the ligard men. [This is all the characters know] Finally, the characters have been gone for 4½ months and are presumed dead. The ligard men are running and in a desperate bid for survival they release the energy thing who then kills many ligard men and also some not sewer people and eventually escapes up the man-hole to the complex.

Ecko:

Int: 8

Dext: 15

Char: ?

Phy Stren: 17

Ment. stren: 17

Const: 16

Wt. pts: 6h

Physical mutations

1. Special energy transfer - can shoot bolts of pure energy - 5d6 if hit
- 2, 1 per hand. Wears special Rel. suit so nobody can see his face

2. Shapechange
3. Regeneration - 30 min.

Mental mutation

Life leech

He is wary and will watch long before doing anything. Without his suit he is just a ball of energy. Because of his entombed life he is slightly mad and hates the sewer people. He isn't really human anymore. His energy blasts can melt anything.

LEVEL 2

- 1)- Maintenance robots (4) for use inside the M.O.T.H.E.R. Complex only. They will not operate outside. Under direct M.O.T.H.E.R. control.
- 2)- The main computer banks, circuits, systems and etc. which are all worked by M.O.T.H.E.R. This is massive and in a basic block rises about 8 ft. off the floor although it is covered in knobs, blocks etc. The edges face on the Control rooms and it falls off the central core.
- 3)- M.O.T.H.E.R.'s area itself. There is a 'valley' in the computer with all sorts of lights flashing off & on on the floors & sides. They lead up to a 'canyon' with flat black sides w/ M.O.T.H.E.R. in the middle, on a rendering base which also raises & lowers is a bullet-proof glass bulb inside which is a huge pulsating brain with all sorts of wires leading from it. This is the heart of the complex - M.O.T.H.E.R.
She has Intelligence - 19, Mental Strength 18 & has 12 H.P. She can TELEKINIS, ILLUSION GENERATE, MENTAL BLAST, MAGNETIC CONTROL, TELEPATHY. Also there are 2 sonic blast guns doing 496 mounted on the front of the bulb. These she can fire at will, mentally.

Generally, she will generate an illusion of a huge red devil standing astride her warning all away. Inside her complex she can see all and know all, however outside she knows only what she can get from her the computers (which is relatively little). She doesn't know of the fail safe complex () and all references to this are erased from the memory

after a while

P 1703

of computers and robots. She would be very angry if she found out about this and would send all her will towards destroying it. Outside her complex, her eyes and ears are her 2 mutant guards. If M.O.T.H.E.R. dies, she will lift all programming from her robots and they will go berserk and not be limited to complex or level. 25% chance they will stop destroying all equipment in sight, 75% chance they will run amuck looking for her killers. M.O.T.H.E.R. has a force-field w/ 20 H.P. resistance before it falls. However if this is up she can't use her mental powers. If M.O.T.H.E.R. is destroyed, all power everywhere will be shut off for 5 minutes but then will come back again as back-up systems start up. This will only last for 72 hours however and then again all power will shut off for good. This might anger some people & things on the outside. The only way to stop the berserk robots is to use the fail-safe mechanism.

4.) At this entrance point is a CDS, see #31 on level 3. It will stop all who aren't properly identified. Along the corridor leading to M.O.T.H.E.R. are weird patterns everywhere and it also pulses red eerily in time with M.O.T.H.E.R.'s pulsations. If M.O.T.H.E.R. dies, it flickers all over the place and the patterns are left at fixed in stark red.

5.) Elevators, proper I.D. is necessary to get up to security level

6.) control rooms to the main computer.

They all serve separate functions but are all interconnected. If there is work done round-

- the - clock, after M.O.T.H.E.R. dies the complex's power can be kept up indefinitely by shutting off the outside city's power. After M.O.T.H.E.R. dies, a low red flashing number appears on every screen telling the time to final power shut off.

a- all these machines watch M.O.T.H.E.R.'s condition - how much nutrition etc she's getting, how much electricity she gives off & takes in, her pulse beat. Her activity level & whether or not she wants soothing currents passed thru her. Also amount of light she wants

b- These machines watch the computer itself to see if any parts are wearing out, have worn out or need replacement, if it needs reprogramming, to make sure it's reacting right to M.O.T.H.E.R. etc

c- This contains all of the memory of the computer. This is where relevant changing info. is fed in, and old irrelevant taken out. It checks here whether anyone's been tampering w/ memory & there is a small terminal as well.

d- one of three rooms controlling the actual power plant. There is a simulation set up here for running trial power-cut and emergency set-ups. Also, here are received reports on status of city and area around outside. Also, they are correlated and every hour needs are reassessed for energy sending. There is an overall plan of the city printed out here (as it was) and what areas need what energy.

e- This room deals with the actual sending and saying what power goes where. Also there is

are decided and implemented at what capacity is the plant to be run and thus how much back-up energy is needed and how much coolant is needed for the machines and other such garbage.

8)- Here are received reports on capacity of machine & recommendation of at what level should the machines be run. Also, what constitutes the machines are in & how much power is being put out.

9)- Here all overall reports are correlated and an overall strategy is decided on what goes where and etc.

7.) - Electronics room. A lot of the logic circuits & the main computer are relayed thru here and any break, damage, sabotage or work outs can be checked, assessed and replaced or repaired here. There is a corridor running down between this long walls of machines w/ blinding lights, etc. Most circuits etc. are on cards and in drawers and in bins, all are removable.

8.) Security robot maintenance pits. If here, will only work inside Sub-complete unless M.O.T.H.E.R. dies.

9.) (10.), & 11.)

- Offices of superior maintenance men & deciders of power strategy. One ea. is a computer terminal desk & several chairs & locked file cabinet. The cabinet & desk are papers which complete the touch. Computer terminal relays info. from main computer on overall position of power plant & output. One ea. to a skeleton w/

blue band.

12) Same as 4 - (31 level 3), CPS and corridor is same - blasters red in time to M.O.T.H.E.R.'S pulsations, weird pattern etc.

13) - Bathrooms

14) - Security robot maintenance pits for outside sub-complex. Only 2 remain.

15) - maintains robot pit maintenance pits for outside. ~~for~~ Only 2 remain.

16) - Control room for this level (not inc. sub-complex)
The usual stuff - gas attack in mid-room
outside, machines inside - security computer,
Supply etc. 1 skeleton here w/ blue band beside
~~w/~~ opened panel on computer terminal. All
bots & tools lying around

17) - Storage room. Mainly for component parts
for main computer & batteries & component
parts for robots. Some cleaning fluid tools.

18) - Conference room. Water cooler in one corner.
Table down middle w/ chairs around &
side board along one side. Nice murals on
walls

19) - Room w/ many shelves around. All electronics
circuits for electronics room & main computer
are here as replacement parts. All filed like
books in shelves.

20) - Store room, like 17, only more computer-orientated
with wires, components & cards.

21) inside the yellow door w/ the KEEP OUT sign
on it is a 10 by 10 area w/ a weird pattern
of lights all over the walls, glowing & flashing.
At the opposite wall is a huge black door like
a vault with the sign on it - KEEP OUT, DANGER-

PASS SAFE MECHANISM BEYOND. Beside it on the wall is a console w/ a slot for cards 1D, red and up. This activates the opener. Also on it are a locked compartment and a keyboard with the numbers 1-10 on it. Inside the compartment (very hard to get into) is a red button. When pushed, this overrides the controls and a scan will appear to check the person. If it is alright the door will open, if not the system is on alert and gas floods the place - dissolving gas. Over this button are the words - OVERRIDE [MANUAL]. The numbers, pushed in the right order open the door. The order is changed every 2 days. Today's sequence is - 7 4 3 2 1 0 6 8 1 5 9. It is changed by the main computer. If the whole console is shot out, there is a 25% chance of the door opening, a 10% chance of the gas coming out, a 5% chance of a massive explosion and a 80% chance of closing the door almost permanently.

2d10 1-5 - explosion

6-15 - gas

16-40 door opens

41-100 door closes

The floor & walls etc. are resistant to the gas. No damage here is will bring

Sec. robots. The door opens automatically if comes

from the outside

n2)- This corridor is filled w/ the same strange pattern & lights. It leads up to a huge

hatch set into the floor made of glistening durallay.

On the wall beside it is the same console as

outside the Black Door. There is a complex

and massive lock system built into the roof

of this hatch. The number system on the console

is 23415769108. The same happens w/ shooting out the console, but if override is pushed and scan reveals an intruder, the chamber immediately warms below & becomes extremely cold in 1 minute becoming as cold as 1 degree above Absolute zero. Everybody is frozen stiff to be thawed out later.

The black door is locked. The lock on the hatch cover is a series of numbered holes in a circle from 1 to 50. Below this is a console w/ the numbers 1 to 50. For every button pushed, the corresponding number lights up on the circle. If the right combination is pushed, the freezing stops & the hatch opens. The combo is 54321. The hatch opens like a jar lid, unscrewing. Below is completely air-tight, and radiation proof. It also has its own mini-generator & oxygen recycling system.

In the hatch are the words AUTHORISED PERSONNEL 23) - The hatch opens down into a wire ladder set into the wall. At the moment, it is recessed and on the inside of the hatch lid is a continual series of flashing lights which when pushed in an order blue-green-red-yellow will spring out the ladder. This leads down to a 20 corridor 20 ft below. It has the same weird pattern and flashing lights as before & leads to a specially thickened door w/ yellow block beside it. Upon placing a hand to the block, the person doing so is immediately scanned. If he is not authorized, a from the floor & ceiling will spring micro-laser beams which start encircling the person in a cage of laser beams. If the person hasn't jumped away in 30 sec, he will be trapped & getting out will take 5d6 down. Before this only 1d6 will be taken. After the cage is

complete, the person is covered in a sheath
of light, levitated into the middle of the
cage, a panel opens beneath him and he is
set below. Here, the massaged chamber is
filled up w/ liquid helium and the chamber
is covered up again. He is put in suspended
animation until he is dealt with. The next
person will be removed to a similar chamber
in the ceiling. The 3rd person will stay in
the cage to demand immediate attention.

On the door are the words - BEYOND IS THE
FAILSAFE COMPARTMENT - IMMEDIATE DANGER
FOR UNAUTHORIZED PERSONNEL.

25) This is a complete sand corridor -
circular w/ the same mixed patterns only
more distinct & sand & wavy. As soon
as any enters they are scared to see if they
are authorized. If not the whole corridor almost
to the very end begins revolving and gets
faster and faster until it becomes totally
impossible for anyone touching the surface
to keep upright - anyone flying could make
it. Also, the patterns which hit something
stunning & hypnotic so that after
it's all over - 5 minutes, everyone is completely
knocked out. Anyone inside flying will
have to make a screeching throw vs. seeing the
whirling pattern - if they fall they fall.
All left will be disposed of. The door locks
as it starts. At the very end is a still
part of the corridor w/ a console lbs before
and a massive black door. All is per the
previous black door - the code is

~~45~~
~~-22~~
~~-22~~
~~-50~~

86Q4S12 1073. On the door is a message:
W LAST WARNING - BEYOND IS FAILSAFE MECHANISM
ALSO DEATH.

2d - This leads to a normal corridor - just overhead lights. It goes to a set of circular stairs going down to inside a metal cylinder, to a sliding door w/ a set of 4 go flashing color blocks - yellow-blue-red-green. If pressed in this order the door will open to reveal the FAILSAFE mechanism. This is a bank of machines going all the way round a circular room. There are 4 seats here. All are filled w/ bulky space suits w/ only a tiny window to see out of. 3 of these are filled w/ skeletons. The last has a strange monstrosity inside. The face fell forward - the glass cracked and a creature developed. It has no bones and is like a huge gross snake w/ arms & legs. It has gross teeth & claws. It comes alive if other life is near. It has the following attacks: Teeth/Claws - 2d6 / 2 * 2d6. It has 45 HP and is totally radiation-resistant. It can generate electricity and has symbiotic attachment. Also, GAS GENERATION - ~~blowing~~. It has ACS. It will break the rest of the glass in the window of the suit and stink thru. ~~that's it~~

Most of the machines just tell the condition of M.O.T.H.E.R. etc but one panel is written at the TOP - FAILSAFE DO NOT TOUCH.

There is a button under a glass cap - INITIATE. When this is pressed lights everywhere go wild, and the buttons below all start flashing on & off. There are all sorts of numbered switches below. They all have to be flicked in

order → 1-20. Then there is a glass cap under which is a red button with the words IMPLEMENT under it. If this is pressed, a screen beside it lights up and numbers start counting down from 100 to 1. At 0 it's activated. Past 5, nothing can be done to stop procedure. There is a butt switch underneath the screen with the words HALT. Under it, before S this will halt failsafe.

In failsafe, all the electrical output that the plant is putting out is suddenly charged thru the Computer - M.O.T. H.E.R. system. This will totally destroy M.O.T.H.R. short circuit the computer and shut down the M.O.T. H.E.R. sub-console indefinitely. It also means everything else will be without power for as long as the usual time unless the computer is repaired. Also in FAILSAFE the computer banks is the memory circuit for programming. In this is allowed into FAILSAFE without running into the defences. Only the codes necessary. If FAILSAFE is activated, the metal cylinder down which the stairs come, telescopes up to be out of reach. underneath is the mini-generator & oxygen system in a pit shrouded in force-field.

In ear of the belt of the specimen is a laser pistol w/ 5 shots left ear. These are attached to the suit by a very resistant tricot wire. All this complex is under SECURIGUARD R.D.

27)- main offices of this level handling general information. There are desks and chairs all over here with the occasional partition. There is the occasional skeleton at a desk w/a red band. All the papers will crumble at the touch. There is also the occasional pen and sealed bottle of ink. In one desk is a calculator plugged into a terminal. In one corner is a computer terminal.

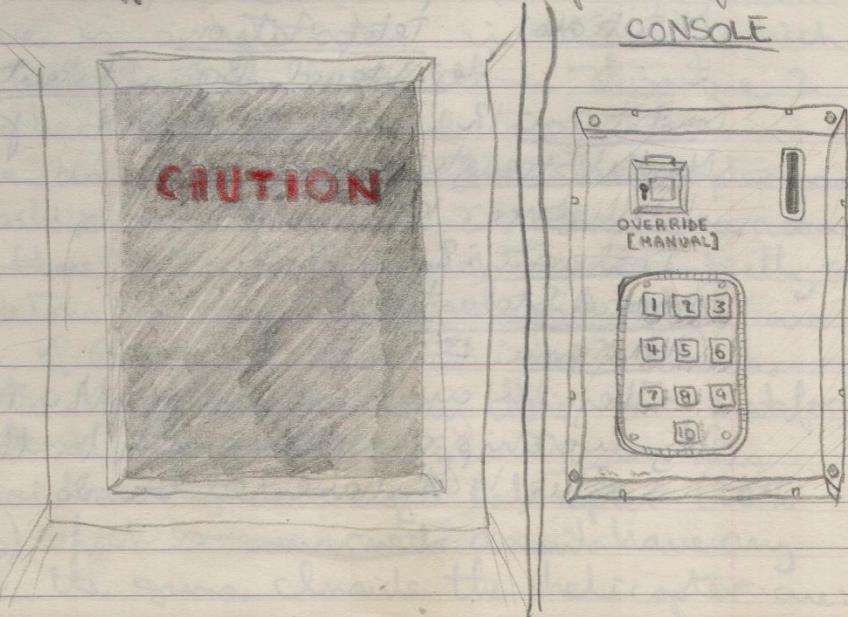
28)- Private office of Commandant of this level.

There is a desk, chairs, couch, file cabinet and computer terminal. All papers crumble at the touch. No skeleton here.

29)- Duct about 7 ft off floor. A small or ill-equipped person could crawl here. There is no paneling, only bare electronics & service panels. The floor is scamed. This is a service duct.

30)- The service duct leads to a central core w/ ladder set into outside wall. It runs for about 20 ft up and down. Again, the core & outside wall are covered w/ access panels & electronics stuff. This is an access point for service.

CONSOLE



WANDERING MONSTER TABLE - "I" on D8

D6: 1-2 - MOK

3-4 - BOK

5-6 Cloud

Mok & Bok - 2 mutants who escaped lower level.

MOK

- has Slug thrower w/5 clips
- also 1 sleep, tear gas and smoke grenade.
- wears black suit w/ hood on & oxygen tank
- M.O.T.H.E.R. can recharge, wears anti-grow pads on hands.

Mutations: Heat Generation

Heightened Intelligence

Constitution: 10

hit points: 44 +14

Mental Strength: 9

9 - 9

Intelligence: 12

-15

Dexterity: 10

Physical Strength: 10

Charisma: 10

BOK

same description & equipment as MOK.

Mutations: Teleportation

Heightened Brain Talent

Constitution: 12

hit points: 44

D&D

Mental Strength: 11

Intelligence: 10

Dexterity: 8

Physical Strength: 8

Charisma: 13

They fly around gravely M.O.T.H.E.R. when they worship & in watching out for the cloud.
They both have red bands

LEVEL 1

- 1)- Elevators. Only one works - SW one. To get up to this level by elevator is only possible w/ a correct red I.D. 1 in 100 chance a person in the penthouse will resemble the man in I.P.
- 2)- corridor - closed at both ends by security-locks. See 19 for particulars.
- 3)- The security-lock opens to a 10' by 10' corridor w/ a ladder going up 20 ft. set in far side of wall, to hatch which is closed. This is nowhere near as massive as the one on the lower levels.
- 4)- hatch at one end, opened by wheel to be turned. At other end is blue door w/ words: Landing bay. Caution written on it.
- 5)- maintenance pits for Helicopters. There are benches on E & W sides w/ tools, grease etc. strewn all over them. This is also an arming depot. There are 1-6 boxes of ammo lying around for .50 cal MGs & 1-4 boxes of grenades for launchers. There is a narrow corridor leading to 6^a. In 5^a there is no helicopter present, however there are 2 hot skeletons w/ blue bands. In 5^b there is a helicopter in the bay which will work 80% of the time. ~~It is~~ There are 2 skeletons here w/ blue bands.
- 6)- These are storage areas for helicopter parts, suits, tools & Gas. There are 2 suits in ea. room, & in 6^a there are 8 drums of Gas hermetically sealed & 4 skeletons in blue bands. In 6^b there are 5 drums of Gas & 5 skeletons w/ b. bands.
- 7)- In the middle of the bay there is a platform about 2ft. off the ground (as shown). On this is a considerably damaged helicopter (20% & working) which is unarmed, doesn't have any arms in the guns, inside the helicopter are:

The 2 dead pilots in suits w/ no bands but w/ R.I.D. cards - R11/127 & R6/3.

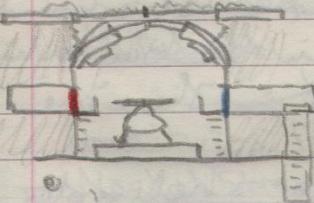
In the rear compartment are: 3 dead Securi troops in outdoor kit (described later) w/ needle guns - 1 ear - paralyzation.

Also making its home here is a mutagenic guard which has gone mad.

He: 24 w/ Phys. Stein 17, M. Strength: 10, Dex: 10, Int: 15., Clt looks like a 7 ft. tall human except that in some places skin & flesh has sloughed or been torn away exposing its metal innards. Clt can see in the dark. It also has a tail which helps it leap great distances. Clt's claws do 3d6 dam. on hand & jaws do 2d6. Teeth & claws have intensity 6 poison.

8)- The whole room is about 20 ft. tall & domed at the top to about 25-30 ft. At the moment it is in total darkness & will remain that way until someone gets to 11.

The floor is rock & well-worn.



9)- 8 ft. walkway w/ 3 ft. high railing 10 ft. off rock floor. This opens onto 4 & 11.

10)- Security room monitoring all activities in & out of complex. There is a computer terminal here, a 5x5 block of TV screens watching the immediate vicinity & loading area & road to surface. (Also surface gate areas).

11)- There is a machine here which opens & closes surface gate, stops elevator, closes black door, locks doors to 12, closes gates at

18.

There is a machine here that calls security.

11) - Door to This is the control room for the landing bays. There is a window looking out on the bay.

There ~~is~~ is 1 gov skeleton here w/ a red band.

There is a machine here which operates all the lights in the bay, opens & closes both surface hatches, raises & lowers platform 7 to surface level.

There is a machine which calls security,

& 2 machines side-by-side which have 2 sets of headphones each & are communications w/ pilots of helicopters. There is a TV screen in ear which monitors a TV set in nose of helicopter.

This is very complicated. There

12) - This is the monitoring room for the entrance.

There is a computer terminal here, a computer security link and a monitor for all the cameras in the entrance area. On most walls there is a bullet-proof window looking out onto the road beneath.

There are also several file cabinets and a desk to keep record of who passes thru. etc. There are 3 skeletons here w/ red bands.

13) - This is the walkway leading to the elevator & to 12. There is a 3' high wire railing around it. It is 10' above the rest of the area.

14) - Road to surface. It goes for a little more than a $\frac{1}{4}$ mile to the surface guard area.

There are 2 lanes, 20 ft. tall. One for going, one for coming. It is very badly lit and going along it one may meet stuff.

"1" on D10

roll D6

1-2: 2-20 Lizardmen w/ spears and/or clubs

3-4: 4-40 giant rats

5-6: 1-4 warrior androids.

The road is in bad condition w/ many cracks and holes. The surface is very rough & occasionally there is a pool of water (stagnant).

(S) - Temporary storage area. This is a concrete room w/ all the lights out. This is the home for 12 lizardmen w/ 14 hgs. (now dead). It is full of crates, bottles, containers, bags etc. full of rotted food & paper, cleaning fluid, pens, clothes (rotted) etc.

(S) - This is the parking, unloading/loading zone. The pavement here is in fair condition. The lights mostly work. In the NE corner there is a broken-down air can w/ no chance of working.

(S) - The wire elevator. Goes up & down to 13 & 16. It is for carrying stuff mainly. There is a groove in the floor from the elevator to the elevator. This is for the easier transport of especially heavy stuff.

(S) - These are the road blocks which raise & lower from 12. They are generally down.

(S) - The securiblocks. These are for security purposes. On each side of the lock is a miniature console w/ a TV camera, a slot for ID cards, and 2 buttons - red & blue. If a yellow ID card is put in, the lock closes & after using a yellow band, one can go thru. If the blue button is pushed,

the words come up on the screen saying "SECURE LOCK ON". If the red is pushed, the sign comes up "SECURE LOCK OFF". If on the other side, the lock is off then it won't work. Even the lock is on, odd off. Yellow doors connect the lock which is actually a rubber tube which can telescope ribbed with steel tubes.

20)- covered under 14

21)- The usual security set up. Interrogation booth in corner, hook up w/ main computer, file cabinet & desk & monitor machine for cameras in cells.

22)- Typical cells w/ bench & camera in corner. This is protected by a force shield which cannot be penetrated.

COMMAND CENTRAL

This encompasses 23-26. CCL is considered separate from the rest of the complex and is - physically. CCL is totally gas, radiation proof and even a nuclear rocket attack would only shake it up. The whole thing is a huge globe w/ armor plating (bi-phase) all around it, CCL is surrounded by a 10' cushion belt of electromagnetic repulsion, & compressed air. This also acts as a shock absorber for earthquakes & various attacks. The only thing attaching it to the outside are the security locks. CCL has its own complete system for oxygen replacement & its own computer & electrical generator. CCL's main crew is androids - workers, thinkers & fighters. In the old days there were human overseers but not any more, CCL is all run by androids - totally hostile to intruders.

There are 1 warrior, 2 workers & 4 thinker androids in ear room. The warriors use sword/hands, the workers use their fists, and the thinkers use mental blast. The last have 10 str & 11 dext. They can use lists for 1-4 dam.

23)- This is the inner compartment for internal security. It monitors overall the security condition of the complex and especially the security level. There is a machine here which watches all TV cameras on this, the security level. There is a hook-up to the main computer, a machine w/ a very large single screen which can watch any single TV anywhere on any level. There is a large machine which collates all reports and prints out threats to internal security.

There is also a small machine which monitors all ~~threats~~ conversation on intercom & all computer requests.

24)- Outside security compartment. There are 1 iso fighter, 2 workers, & 4 thinker androids here. - There is a monitor for all the TV's and bugs set up outside on the actual grounds. There is a largish machine w/ 2 sets of headphones to keep in contact w/ the 2 helicopters. There are also 2 TV screens to match the TV's set into the helicopters' noses. There is also a separate unit to communicate with all the com-units used by patrols outside.

There is a machine with 8 radar screens - one of each side of the mountain - N, S, E, W. Also on a separate panel are all the controls

to launch ground-to-air missiles set in concealed silos around the mountain.

There are four of these (see map - O₁, O₂, O₃, O₄). and all four still work. O₁ has 1 missle left, O₂ has 1 missle left, O₃ has 2 missles left and O₄ has no missles left. The status of this is also reported here.

There is also a machine to keep contact w/ the out security posts on the road down & out. There are 6 of these. These are all wrecked. There is a TV screen for eye-to-eye contact and to cut into the out posts monitors. Finally there is a link-up w/ city hall & security H.Q. ~~and~~ Neither of these will answer.

25) - There are 4 thinkers, 2 workers & 1 warrior here. This is the command room & info. room. There is a link-up here w/ the security rooms on ea. level. There is a link-up here also w/ the control room on ea. level. There is a machine watching the condition of PRO.THR. & main computer. There is one watt this power out put & needs of city. Again, there is a link-up w/ city hall & security H.Q.

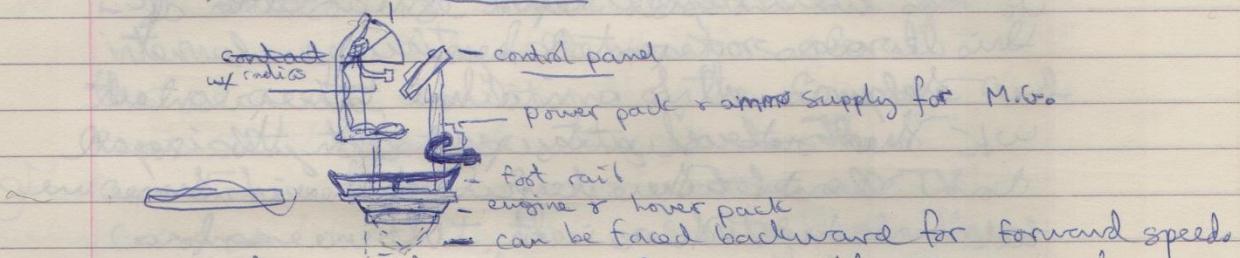
26) - There are 4 no-thinkers, 2 workers & 1 warrior here. This is the escape/ self-destruct chamber. There is one machine here for self-destruct. - You need a green t.D. card to open panel top. Then all you have to do is initiate procedure and it will self-destruct in 10 min. (in 5 after 5 min. it can't be stopped)

There are also 3 escape tubes here -

3 duralloy tubes going from ceiling to floor in a row. There is a doorway in ea. Over it is a slot bar t. o. A yellow will open it. Inside is a hot one-man helipad.

See below:

Plexiglass face shield



The floor of the tube is flush w/ the floor of the heli-pad so that the engine can't be seen.

On the control panel are the controls for opening the hatch above & closing it. Also speed throttle & direction indicator. Also controls for M.G.
- Can fire 8 bursts altogether. It is a hi velocity LMG.

There is only enough power for 1 hour of any kind of flight. There is an indicator for this on the control panel. There is a 60% chance that eng. will work becos of disuse and no maintenance.

27) - elevator as wire elevator as per 17. A yellow ID is necessary for it to go up or down, it will go up or down. Up is to heavy weapons & supply room. Down is to personal weapons section.

28) - heavy weapons & supply room. In racks & shelves boxes around the room are the following:

- ③ foam throwers & 9 canisters of foam - 80% working
- ① micro-missile w/ 5 cylinders - 60% working
- ① mini-missile w/ 2 cylinders - 60% working
- ② small damage packs - 80% working
- ① concentrated damage pack - 60% working (small)
- ① Heavy Machine Gun - 60% working w/ 2 rounds ammo

In the ceiling is a steel spider w/ carflange,¹
so good odds 1 in 12 will detect it. If anything is touched it attacks. It has 40 hp.^{-12 -10}
and is about 1 ^{feet}_{meter} diameter. What it is
is a metal sphere w/ 8 mechanical legs &
all sorts of sensors. & its 2 front legs can strike
like a stun whip. After all are stunned it while
bind characters w/ steel expansive webbing
and deliver it to security.

29) - On racks & shelves & in boxes around
are the following:

- ② suits of plastic armor
- ⑤ Vibro daggers - no batteries (80%)
- ⑪ energy mace (80%) - not batteries
- ① stun whip (80%) " "
- ① Vibro-blade (80%) " "
- ③ stun grenades (80%)
- ③ Poison gas grenades (80%)
- ① chemical explosive grenade (60%)
- ② Stun ray guns (80%) - no battery 1 battery
- ① Needler (poison-int.8) - 3 clips. (60%)
- ② 1 stung thrower (80%) .38 cal. - 1 clip

This room is protected by a repulsion bug.
If anything is touched a small panel opens in
the ceiling & a small ball of what looks like
energy is released and goes after the
characters. If it touches, the person is
violently repulsed & will be thrown across the
room and smashed hard against the wall.

By this he will lose 4d6 and roll ^{under} his
const/^{d20} or be stunned for 1-6 rounds.

30) - The usual sec 2-door system. Upon entering
the room, the both doors lock & 1D is requested.
If it is false, gas fills the room & 5 min later

is sucked out & a deer shot comes to take them away.

31) - Sec. robot room

32) - maintenance robot room

33) - The commander's green room. There is a very spacious desk & some chairs around it in NE corner. In NW corner is a computer terminal & link w/ security. Along N wall are file cabinets full of withered paper. Along W wall there is a couch & a fish tank. Along the S wall are paintings & dead withered plants. In SE corner is a strange machine. It takes info. & puts it on an ID card & automatically puts this into computers. It also hits a band on person according to status. It will respond only to commander's voice or green I.D. In E wall is a locker.

Inside are pressed-out clothing and a tape-reader (80%) w/ tape to commander's wife in it.

34) - Commander's private bathroom. The desk is a M.K.V. blaster w/ 3 shots left (80%). There is a warrior Android behind desk who will attack any intruders unless otherwise ordered by commander. The hand is a vibro-blade, the other fires bullets.

35) - Computer room like on 2nd level.

36) - Computer file card room as on 2nd level.

37) - Entrance corridors (secu-lock) to Android replacement areas. In front of each door is a black "mat". When stepped upon, the door slides upwards.

38) - In ear one are 6 androids on upright supports on a stand. On far wall is a slot for ID card (yellow) and 6 buttons - 3 on one side of panel, Ear one activates an android. In ear room there are 6 & a different kind of

Android - maker, thinker, warrior. These will want to leave to make them be free of humans as soon as possible.

39) - store room w/ usual crap.

WANDERING MONSTERS:

This security level was guarded by mutagenic creatures. There are 3 security areas; A, B & C. In A, the characters have killed the guard.

B- The guard has light wave manipulation

~~area~~ but relatively

PM: Wings, Heightened Strength, total Capacace

MM: De-Evolution, Heightened Intelligence, Light Wave Manipulation

Constitution: 9 Ht. points: 37

Strength: 9

Dexterity: 12

Mental Strength: 9 (Mental resistance: 13)

Intelligence: 11

This being is not particularly powerful so generally stay invisible and keeps out of the way. He hates androids. His body is totally enclosed in natural armor but and all one can see is his bloodshot red eyes Reeking out from slits in the armor. His wings are big, leather & bat-like and he generally uses them to get away.

He will always attack first w/ his teeth & claws (2d6, 3d6x2) w/ Int. 6 poison. He will only de-evolve for a few if a mutation looks to be killing him.



Bog 2050
St. Johns

(1)
(2)
(3)
(4)
(5)

C - This horror looks like a big gray spider (body 3' diameter). It has many eyes all over its head & and has large, poisoned fangs (int. 9) (2d6). It has 7 legs at odd intervals on the body (AC 6). Ea. tip of a leg can become ultra-hot at will so as to do 1d6 damage per hit.

Mental resistance: 13

Constitution: 10

Ht. pts: 34

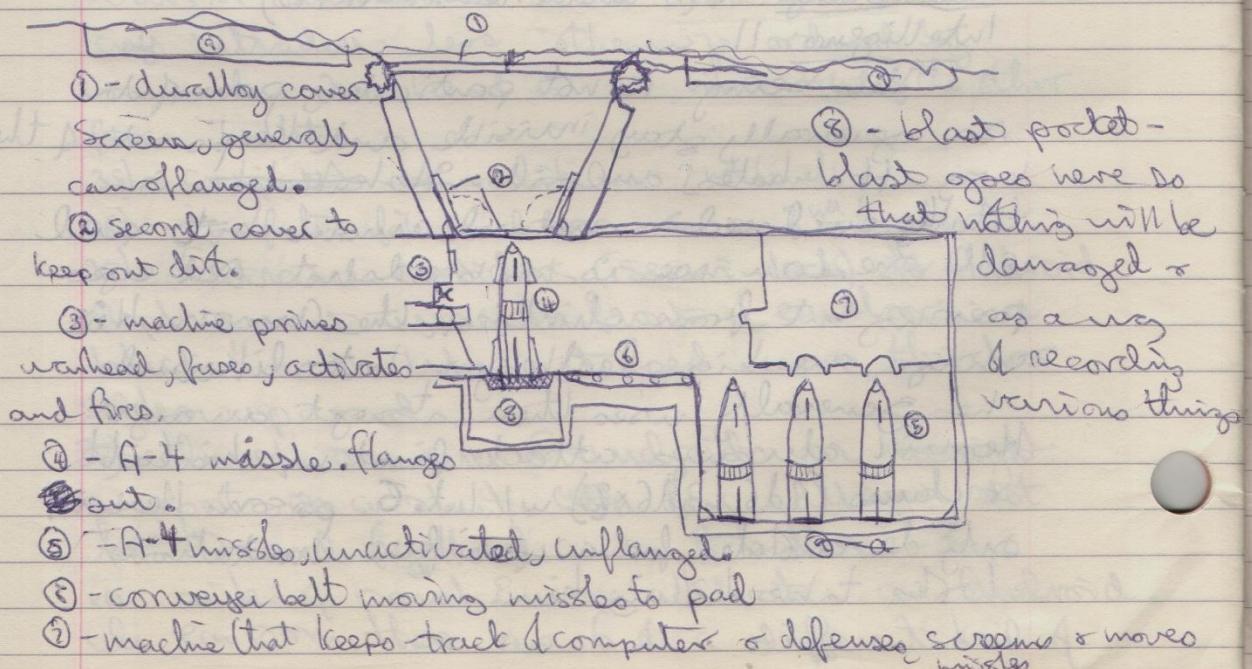
OUTSIDE

The missile sites: (Ground to Air) - O₁, O₂, O₃, O₄.

These are fairly well hidden, but not as well as before. O₃ & O₄ are in woods, but there is somewhat of a clearing and a clear shot can be got.

All sites noted but are not in best condition.

The missiles have a range of 10 km and go at Mach 2 & are heat-seeking and power seeking as well as partially radar guided and thus rarely miss.



② - anti-personnel screens, for about 7' around, if walked on, these alert HQ, & computer in site. also, a security robot is dispatched and gas is secreted.

Security check points: (x's along roads and down mountain). There were small-scale w/ a crew of 3, just to check up. They couldn't take any large-scale stuff. All are basically wrecked. The only one different is the checkpoint as road goes underground and where road meets main road. There are circles. There are 4 altogether

- 1, 2, 3, 4

External views:



TOP



FRONT



REAR

- ① - Roadway (in bad condition)
Rail in middle and alongside - broken in places
- ② - Metal slope, roughly 7' high.
- now dented, dirty and somewhat rusty

③ - Cameras mounted on top of slope - answered but somewhat beaten up and broken glass broken &/or cracked.

④ Concrete centre - once white, now grey - rough, dirty, chipped and cracked.

⑤ - The core of the outpost - the observation globe, usually this is sunken 1/2 way into ground but it

can rise up on its stalk up to 20' in the air
and revolve - 1 revolution per minute. This dome
is steel - is now somewhat rusted, dirty, stained,
chipped and gouged.

⑥ - Outside cameras - these are rimmed w/ steel & rubber
but rubber is now torn out - most rings are part way
wrenched out and glass is cracked or smashed.

⑦ - Slits for guns & observation. - Since this, these
are now gouged & chipped wider. Rust has eaten
away also. The thin covering plates have been
part-wrenched off or torn off or have been buckled.

⑧ - Main observation windows. This is thick, bullet-
proof - wire-cored plexi-glass. It is now rough &
in places cracked. The wire where reached is corroded
away. There are many scratches and is virtually
translucent. The edges are steel-rimmed and these
are part-wrenched off also.

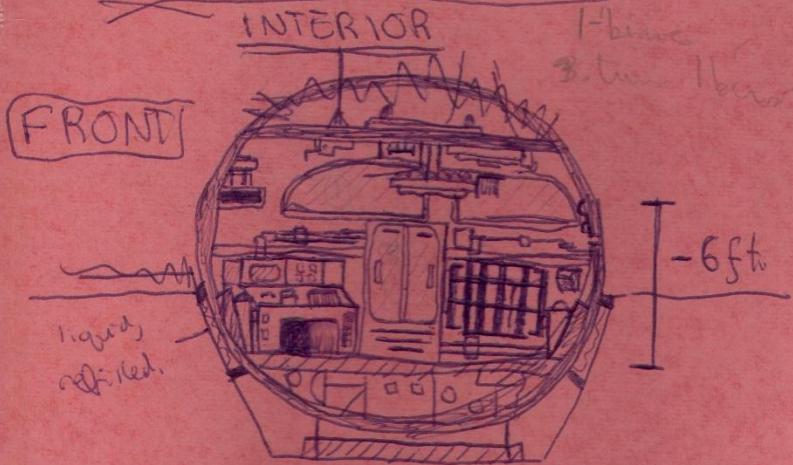
⑨ - This is the armored radar & communications
dome. The armor is now rusted, scratched & dented.
The whole is bent over.

⑩ - The much more fragile communication aerial
- This is flexible and is generally $\frac{1}{2}$ ripped out of
its mount and / or twisted all over the place.

⑪ - Hatch - steel, set in steel. - This is dented and
in ~~past~~ rusted etc. Many gouges & chips in
groove. The hinges are ~~to~~ torn out and very banged.
It is still locked, but is now inoperable bcos of damage.
There are words which are now worn away.

⑫ - Entrance. The groove is all gouged & grossed
out. It is buckled in the centre and there are
places where rust has eaten into it. It is
locked but the lock is now inoperable bcos of
damage. There are words on it which are now unreadable.
THE WHOLE is very weather beaten. ~~is~~ In all

Off areas (such as around doors, in slits, around the dome) there is moss and small plants.



The only way inside is to blow open the hatch or door. There is only a 20% chance that any machine will work. There is a double locker w/ old clothes & odds & ends inside. Also 60 Dollars. In a rack

beside it are three high speed automatic carbines (very lit, weight). These fire very fast w/ a loud chatter. They fire 20 bullets in a round from clips. Roll to hit as per pistol shots and if it hits, roll d20 to see how many ~~shots~~ ^{hits} x 2 for damage. Only 1 works. There are 5 clips there. In the wall is a fire extinguisher. There are 3 reclining chairs on the floor. On the roof is a chair to sit in while looking at the hatch. There is a steel expansion ladder to it which doesn't work. There is a monitor for the TV's around the out post. There is a contact w/ people in the field (community). There is one to contact security and HQ on the hills. There is also a machine to watch radar ^{There is also a machine to watch radar & noise & laser detection.} and an all-frequency VHF set to contact w/ road vehicles. Finally, a small computer terminal. There are 3 skeletons here - 1 Red, 2 white. There is an inch of 2 of water on the floor & moss grows here & there. Insects have gotten in thru the slits and the whole place is damp, dirty, slighty rusty and smelly. Some things are very banged up. In one, the floor is ripped open.