



CAHIER D'EXERCICES

FABRIQUÉ AU

EXERCISE BOOK

MADE IN

CANADA

NOM NAME Peter Hart

SUJET SUBJECT

GAMMA WORLD

Complex #2 - Kwanas
Airfield

X UPDATES



UPDATE / INPUT DATE: JAN 19th

1.) The VTOL hanger: is basically wrecked.

There is a roughly 70' by 70' hole in the ceiling.
The doors are completely ripped off.

There is a 10' deep crater in front of the
doors which is 70' by 20'. This is bridged by
wire grid over barrels.

There are 2 Tractors and one cart left.

The doors are blown off the supply rooms.
The floor is pitted and covered w/ cracks
& craters.

Both benches and all contents are destroyed.

There is a 60' section taken out of the
left-hand section of the catwalk.

There is only one VTOL plane left. The
Aero two are wrecked here and there
around the complex.

There are only 3 drums of fuel left.

2.) Defence towers:

It has been 2 days since round the
clock fixings of defence tower C started. It
is basically in good condition. The elevators,
flame guns, Gatling guns, and missiles all
work but the lasers are unworkable.

It is double-staffed now and if the central
command or it is approached, all missiles will
fire and gatling guns will be ready.

The other defence towers are for the moment
abandoned.

3.) The 3 main hangars:

In hanger A, the doors have been completely
destroyed and the 2 F-1S like planes

have been completely destroyed. The floor is a bit wrecked but otherwise it is untouched.

All bombs, missiles, tools & fuel have been removed as has the powerpack from the plane. Plus, some vital small parts have been removed from the circuitry so that the plane is unworkable.

In b. & c., the doors have been kicked & buckled & opened but the contents are undamaged.

However, all ~~the~~ materials have been removed as in a, and the planes are unworkable.

4.) Heliports:

~~airfield~~ doors have been buckled and all important contents have been removed. Like wings & hanger etc.

In d. & e., the doors are locked & whole. Both doors & roof are re-inforced now to withstand attack.

In b. is stripped inside

In d. the last remaining helicopter is put behind sandbags & under protection. All helicopter weapons etc. are here just defused.

It is very heavily guarded by 75 assassins and 10 madmen.

5.) Character references:

Kevin's body has a brain implant which he can be killed anytime within a 10 km radius. If there is a "stick-tight" near him at all times (10 Km). If he shows signs of life, the Director will immediately apply pain over

brain implant
brain period leading up to death. Kevin is hated by the Director. There is a clone of Kevin being prepared by the Director for various purposes. This will take 1 day.

Also a clone of John is being ready. This will be prepared w/ a brain implant. He will be exact like John who will take over him as a character. A "stick-tight" is being following him at all times. The "real" John is being trained as the new hanglifter Sam - he will be ready in a week.

The Director is also issuing (5 per day) a mental-helmet to all humans. This sets up interference blocking out most mental attacks. So far he and 18 humans wear these w/ 5 more per day wearing them.

He is also working on creating Dromedan - the ultimate mental weapon. He will be ready in 2 weeks.

They are building more brain-mine projectors. Also as the Director fears the mental powers of the characters. So far, he and 10 others carry the pistol-sized version.

The characters have so far killed or destroyed;

2 F-52's

3 Mi-24's

2 UTOL's

3 APC's

3 defence towers

2 tractors

9 madmen out of 51

135 assassins out of 425

hanglifter Sam

They are $\frac{3}{4}$ way to 5th level

UPDATE / INPUT FEB. 21st

Mok now has his forces ready in the tiny town of Keezerin. They are; 1 Hovercraft w/ twin MG on top. This holds 10 people + 2 drivers (fair condition)

3 Jeeps (good condition) - 2 w/
.50 cals mounted on top, 1 w/ a Recoilless rifle (90mm)
on top - this has 15 shells } }

1 Mortar (excellent condition) w/
25 shells - 20 explosive, 4 smoke, 1 gas.

200 Humans (mutated, but no defects or positives)

- These all wear tattered khaki uniforms w/ red berets. All carry auto rifles w/ 5 clips ea.

They also carry knives in belts & 2 explosive grenades ea.

All wear backpacks w/ 2 weeks rations, coil of rope & some odd ends.

1000 mercenary Kallians bought w/ the promise of lot and some present payment. These are in 4 tribes w/ 4 tribal leaders - they distrust each other. They are as regular Kallians.

Mok wears powered reconnaissance armour & carries a laser rifle. He also carries a St. needle (Int. 9) and 5 grenades - 1 explosive, 1 stun, 1 frag, 1 tear gas, 1 vision gas. He also carries a power pack charger and is in charge of the whole lot.

He is slightly insane & is motivated solely by thoughts of revenge on the PC's.

He will move out on March 1st.

The vicious criminals (PC's) have started a conflict between the New premists and the Kuraniacs.

Bugemists: Were about to move out after

unsuccessful attack for the H.Q. & the Apocalypse.
However they believe that they have finally
attacked (and the HQ) and since the mortar crew
returned, they are planning to attack so are sending
out forces to attack reccommitte as the main force
prepares to attack. On Feb. 22nd, 10 special forces
patrols will infiltrate the base and stay in a day
and then move out. On this day the 1500 troops
will move from Asfans hill to the area of the
ADANDI cult hideaway. There, artillery will be set up,
command HQ will be dug & pickets will be set up
all around the hill & road. On Feb. 23rd, the reports
will be correlated & info. will be sent to the command
HQ about 100 miles away to Asfans hill to
coordinate attacks. Also, attack will be readied.
On Feb. 24th (the night I saw), the attack will
go forward (since cats see in the dark). There will
be a 10 min. bombardment of all buildings,
and then the attack will move in. All towers
will be attacked w/ combined mortar fire &
bazookas/grenades. The gate will be blown as will
other sections of the fence.

Asfans Hill

- 1.) One of 5 main camps - a system of tents
spread over ~~over~~ deep trenches dug into the earth
& rock. There are roughly 500 troops quartered
here. There is a series of caves used as a
stables - command HQ is set up, it is heavily
guarded and huge in scope. There is a
fire platform here - moored offshore. About
100 yds. off shore in the lake is a raft w/
pontoon. In this is are: 6 heavy mortars - 125 mm

75 mm

and 2 light howitzers. On this, $\frac{1}{2}$ the crew live & is heavily guarded as well. A lot of Ammo is here. The rest is deep in the caves w/ some in tents.

There are some light patrol boats moored ~~now~~ on temporary wharves by the shore.

Near the caves are 20 vehicles in all -

10 Jeeps, 2 Staff cars, 4 light armored cars ^{fox} and 4 APC's of the $\frac{1}{4} \frac{1}{2}$ track variety.

2) is a similar camp except that there are no camps, no wharves & no fire base.

The arms is hidden in shelters just inside the woods. Again, there are 500 troops here, in tents spread all over - $\frac{1}{2}$ entrenched. There are also 11 vehicles here - 8 Jeeps & 3 APC's. As in 1), there are trenches here & there for defence.

3) - Another camp for 500 troops w/ trenches & tents everywhere. The arms is stacked inside the woods. There is a large temporary bridge across the the river which is heavily guarded & gated. There are 10 Jeeps here - mounted w/ various weapons.

Below the bridge is a series of wharves w/ many boats tied up - Several rowboats & the like, 7 patrol boats & 1 mini-sub. These are fairly tightly guarded.

4) The Artillery station. There is a heavy picket around this area. ~~the~~ There are many dug-in & sandbagged emplacements here - more than there are weapons. Most of the crew sleep up here so there are a fair amount of tents around & about. All the arms is hidden in pits & heavily protected.

There are about 250 men up here. There are 3 long-range mortars - 150 mm, 5 medium range (105 mm) & 6 short range (75 mm). There are 6 very heavy mortars - 175 mm, 12 medium mortars (105-120 mm) & 11 light mortars (81 mm). Also are 2 rocket launchers (rebelverber) w/ homed fuses.

5) 1 temp. hangar for the 6 (now 3) biplanes. This is well-guarded as there are a fair no. of bombs, boxes of arms, and drums of fuel here. The runway is rough packed earth w/ patches of grass.

6) About 100 men sleep around here.

6) Another camp for the men. About 500 here - most special forces. Set up same as others. There are stores of special stuff around here though & the men are more alert. There are only 16 jeeps here at the moment as most were destroyed in the recent battle.

The

7) Another camp for 500 here, only difference is that it guards the approaches to all the other stuff. Becos of this, the men are more alert & more are on guard. There are 6 Jeeps & 5 trucks here.

The roads here are basically rough trails which are now quite muddy. I'm 4 chance of meeting anything here.

The pickets (-) have a 60% chance of detecting anyone going through. They are roughly 100⁸⁰ ft. apart and are often hidden up under tree platforms. There are usually 2

at car picket. 0 - means a special post w/ roughly 10 men & an NCO. ~~+ 7 jeeps~~
There are regular no patrols sent back to HQ (and vice-versa) - generally 3 Jeeps w/ 15 men & 20 mounted men. Radio equipment is not all that good at that range & not very well built anyway.

Feb. 25th The message from HQ is - to send out patrols for several days & check the place out while at doubling security precautions and withdrawing all other patrols etc. & to prepare for big attack.

The complex is frightened & think that it's all a character plot. The master has decided it's probably worth risking a missile if every HQ is definitely located.

To this end, 10 patrols of 10 assassins & 1 man ea. will be sent out to report all they find. also, all 4 special agents will be sent out.

The A-10's will be reached for flight & all defense towers ready as well w/ doubled staff. All perimeter towers are manned (w/ doors locked). road patrols doubled & the master has all experiments suspended & doubled rate of assassin outputs - 10 a day.

Also, the ghosts surround & attack PC's - a total of 24).

Mok is ready to attack more out on Mar. 1st and has just received word of this situation & will investigate personally - arriving ...

Feb 28th If nothing untoward happens, all reconnaissances of the area complete,

65
166
40

patrols ready & security detailed & attack all set to attack. One-day bombardment to start from both firebases. Planes will join in if weather good. All forces will encircle area & set up close-in mortars. (as shown on map) only 800 men left at base.

Complex men have lost most assassin patrols but have pinned down area & enemy HQ as being on hill, near lake & behind hi rise so a army will be sent to describe the sit. & ask for peace. He is killed

~~Frontline~~
Mole investigates vaguely & returns to base & decides to move in & map off up after fighting. Desperates his attack indefinitely.

New York hears of sit. & sends in all orders in a 20 mile radius in a desperate measure to contain violence. There are only 6 and will arrive on...

Feb 29th Mole arrives home

Bombardment continues all day as men move into position w/ little resistance from complex. Men in position

HQ orders attack go ahead - want the base at all costs

Complex readies missile, will fire at night (midnight I guess) & detonate in over pond. (This is a neutron missile) At this cause huge tidal wave to engulf all bases & drown the caves, the explosion sets off explosions, shoot ft after all around pond.

All living things dead everywhere in camp. Total destruction here, this causes very temporary delay in attack.

1500 men
200 km per hr.

100

200, 700

Riders arrive to talk to HQ - all dead but one gets off garbled message to New York.

Infuriated, one ~~Combat brigade~~ Air Cavalry battalion is immediately dispatched to area w/ all speed to melt everything.

Mar 1st
Feb 30th

The ~~longer~~ elated, another emoji sent - received w/ more controversy but message comes from high command - take at all cost. Emoji killed, they ready another missile.

Empireists scared & infuriated. Orders make them determined to stop all this crap. Reinforcement sent numbering 1000 men - to arrive in 1 week,

500 men dispatched to set camps to fight as much as possible & start artillery support going again attack will come next day.

500
25 men
20

New York battalion 1 readies, takes off, will arrive next day - early. Also, orders from earlies areas sent to give support. New riders sent out to replace these.

Male sees explosion in distance. He sees now a total destruction & militaries army to set out next day.

Mar 2nd ~~Brief~~ artillery bombardment, attack starts w/ destruction of gate; several towers & sections of fence. Special forces troops pour in, look in combat w/ ~~re~~ established assassins. Another missile is readied to fire - male leaves in a long slope ahead of his army. At this moment, the air cavalry arrive:

25 hovercraft carrying 20 men, 2 pilots & a gunner ea. These ~~have~~ are armored, top speed 300 km/h, and armed.

They carry, in a turret, 2 HMG's & min-missile.

130 the no sales

There are firing ports for the men & provision for bombs & more armament. The cruiser can withstand any kind of MG fire, grenades or light mortar fire. These are extremely maneuverable & can rise to a height of 350 metres. There are 2 large double doors in rear, 4 doors along side, and 2 pilot doors.

There are also 5 helicopters - 4 Gunships & 1 Command. The Gunships are jet helicopters - unlike existing PC's have ever seen - speed roughly 600 km/h, Duri manouevrable, Can fly laser pistol & gunner, 2 lasers & min-inside with ball-tube ch thrusters. Carries as well, 2 MMG's in front-mounted pods & on wings, 2 rocket pods, & 4 bombs & a min-inside bay underneath.

Command is large, well-armed & unwieldy. It stays away from combat but carries 8-10 min-laser thrusters. It is a complete command set-up inside w/ 4 grates as well as 20 people. Complete communications network to co-ordinate battles & talk w/ New York & vice versa.

The troops wear compact plastic armor & light grey - look like Imperial Stormtroopers. Built in oxygen filters & body packpacks for warmth/cooler. Also communications inside helmets. Infrared lenses alternate w/ telescopes. They carry a laser rifle pistol carb/20 power pack refills & recharger. And belt they carry may useful things - during attack one a selection of grenades & a flare.

But 4 20, 3 are abnormal, the others are like
1 carries a laser rifle w/ semi-table power packs,
2 inc. 1. 4 grenades (with magazine) & 1 w/
1 carries (as well as laser pistol) a helmet inside

launcher and a flame pistol - all w/ suitable reloads. He also wears more extensive com equipment. He is the non-com for the 20 men.

He carries a Minimissle launcher as well as laser pistol w/ suitable reloads. An ordnance gun will load for him.

All these men are highly trained & all their efforts are well co-ordinated. These are the elite of New York and are battle-hardened as well, thus all have +2 to hit & +1 hit points.

Their job is to halt fighting, but they will be very ruthless about it and won't mind killing.

Also in hovercraft are lockers containing outdoor survival gear, medi-kits, ammo, power-packs, repair equip., & some extra weapons.

1 Stun ray rifle

1 SA-10 hand-held AA Device - 5 missiles

2 extra grenades per man

1 heavy radio set

2 grenade launchers.

The pilots wear bullet-proof jackets & helmets & carry needlers.

Mar 3rd - Mok ½ way there when reports arrive about situation. He halts for day to plan & gather more info. Sends out recon. patrols.

A man leaves for the area to search for the characters in a flight car in flight mode.

He has 59 h.p., 16 const., 16 stren., 18 dext., 18 ment-stren. He has +2 to hit & +2 dam. becos of level.

He is a mutant & has the following mutations:
Phys: Chameleon powers, Heightened Precision, Density control, Heightened touch.

Ment: Absorption, Heightened brain talent,
light wave manipulation, Molecular disruption.
He wears carries a needle & a shock grenade.

He has 2 bodyguards - warrior androids who
are unflinchingly loyal. These carry longswords
& pistols.

The hit man wears a kind of uniform - grey clothing
& a blue beret w/ a yellow crest.

The hit car is grey w/ a yellow crest.
The man works for someone who wishes
to hire them for 5000 dollars ea. He will take
them there. They must steal something &
replace it with something else. He has connections
w/ New York.

He will arrive next day

If the New York troops are successful (and it's likely)
They will separate the forces & ask to see the
director. He realizes that New York can probably
defeat him and decides to go along. His troops
go back to their stations and he negotiates w/ the
leaders. They want to keep a peace-keeping force
here to monitor all levels of both ZWP terrorist
activity & criminal activity. The ZWP agree
becos they have nothing to hide, but now revenge,
HQ says drop it for now - don't anger New York.
Comdex says they must think - politely eject
New York guys.

The regular forces leave New York to arrive here
in 3 days - w/ suppression & specialized attack
equipment. There are 1000 troops in heavy transport
helicopters - 20 w/ escort of 5 attack helicopters. There
will also be 5 trans VTOL transports to refuel &
drop heavy equipment. New York begins to
covet this area for its suitability for a base.

New riders start to arrive & take up
jobs where others were killed.

Mar 4th Mok decides to wait for recon patrols to return
formulates repositioning plan.

Flit car arrives, confers w/ New York, engages
help of 2 riders to search, uses helicopter to try
to contact characters.

Riders settled into new position, set out to

Troops 2 days away

Complex studies all angles & everything, delivers
ultimatum to New York that they will fire nuclear
missiles if all don't leave.

Zimpreists keep careful watch, reinforcements
arrive to bring it up to normal strength.

Mar 5th Search continues, if characters not found

Troops 1 day away.

New Yorkers alarmed, battens down all hatches
- offers to negotiate.

Zimpreists now force 2000 to remain
in case of more trouble (it kills all Mok troops).

Mok hears of this & returns to hastes, starts
open battle.

Complex decides to see what New York wants.

Mar 6th To go New York offers to co-habitate, in fit
& space Director kills all, all sides alerted - hear
a Mok-Zimpreist battle, Zimpreists enraged,
think's it's New York - go to total alert, reads
troops, sends all available manpower - 8000 -
to area, done in 2 days.

New York troops arrive, Director furious,
orders ultimatum by tomorrow's middle, get
lost, at midnight New York attacks, knocks
out defence towers, commands attack on centre
& takes it all out, but 1 missile fired, hits New York

- does fairly minimal damage. Director escapes
w/ Specialtroops vowing revenge.
Mole destroys Supremist troops, captures mothers,
jeeps, artilles, arms for all etc but force much
reduced.

Mar 7th - Supremist force of 5000 today arrives, Mole
hears, decides to get the hell out since all force
mobile. - heads toward desert top-speed.

New York takes over, kills all assassins - occupies
Control Centre, reworking defence towers, hangars,
etc.

Supremists infuriated that New York taken over.
Prepares to attack.

Occupying force tells them to go to hell.

Mar 8th - Supremists arrive, co-ordinate w/ forces
of already there, surround area. These bring
anti-aircraft weapons - shoot down 1 helicopter.

Mar 9th - Supremists start total artilles barrage.

Helicopters destroy ^{most} artilles sites, lose 3 AH's.

Mar 10th - Supremists attack - thrown back w/ heavy
casualties. New York bloodied also.

Mar 11th - New York sends missile to base, kills 1000
Supremists, bombs area & throws back ^{more} attack
& counter-attacks. Much decimated, Supremists
retreat to Keererin, killing 2 riders w/ severe
losses. truce starts.

Mar 13th - Kevin wakes up. He is tied & blindfolded
& is lying on a bench in a specially
prepared cell in Supremist H.Q. He is always
watched so that he can never attempt
anything. He will be interrogated totally
using nutrients & lie detectors. Then they make
a deal w/ Kevin that if he will vacate his

bodys to take over a captive mutated human,
they will let him live. The man has Str: IS,

Dext: 18, Const: IS, M. Stren: 14, Int: 13, Char: 12.

He has 60 hip. and the following phys. mutations:

wings, smaller; (~1.2 m), heat generation.

They will then ~~kill~~ ^{cut} him loose in the
desert w/ his eyes glued shut for 1 hour.

heaps - got them burnt about - it is now
empty - ~~was~~ was Mr. S.H. was a lot of well
organized snow and ice invasions, but still

now not Day well tell below for damages

bottom at noon

* Mr. S. got melt all and organize

golf in floribunda, some damages - 28 mi

and next, was broken well about

retarded 1 way down - anyone that is - this

ground all the lot of the damages - 29 mi

OKA & all the little steel and

well in that want - bottom damages - 29 mi

also because Day well continues

and all end at about 1000 Day well - 29 mi

bottom level about a few adrost, damages

damages, below is a drift, about - adrost +

comes in number 5 feet, adrost & adrost

about 1000 adrost

bottoms & bit is all go about nice - 28 mi

Always a problem is a small as a

quarrel at all. All damages is the breaking

tremble over is at least 10 feet

Moto heterometri ed the all buildings

play just not. Adrost is a structure from

about exterior. The adrost nice low level is