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Catalog 6

May 2005



COMING THIS JULY TO A GAME STORE NEAR YOU!

The Morrow Project 4th. Edition Gamebook (GB02)

Format: 8.5"x11", 250 pages, Perfect Bound

One hundred and fifty years after the fall of civilization, the members of the Morrow Project wake to a changed world. Without the modern transit and communications infrastructures, distances that once took hours, now take weeks, and news that once traveled in milliseconds now takes months to arrive, if ever. This new world is characterized by tiny hamlets of simple daily existence awash in a sea of barbarism and anarchy.

Intended to be part of an organized plan to re-build America, your team finds that they have missed the 3-5 year expected wake-up call. Now, far outside the original time frame and unable to contact the rest of the project, they must start alone the process that was intended for thousands...

THE MORROW PROJECT



The Morrow Project Gamebook (GB01)

Format: 8.5"x11", 78 pages, Spiral Bound

One hundred and fifty years after the Third World War the members of the Morrow Project wake to a strange world. Instead of being part of an organized plan to rebuild our civilization, they find themselves isolated in a world where the War is only a distant legend, the people are ignorant of anything but the struggle to survive, and strange mutated animals haunt their footsteps.

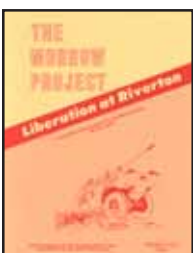
Playing The Morrow Project, you must not only survive but also you must carry out your original mission to rebuild the world. To do this you have your equipment and training, your team and your own guts and imagination.

Together you and your teammates must try to do a job that was planned for thousands.

Personal and Vehicular Basic Loads (GA02)

Format: 8.5"x11", 34 pages, Unbound, 3-Hole Punched

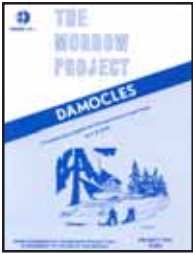
The Personal and Vehicular Basic Loads are a set of pre-designed equipment lists for the people and vehicles used in The Morrow Project. This package also includes Structure Point/Blood Point tables, blank character sheets and the Role-Playing supplement which gives details of Morrow Project training and a skill system for characters. GA02 has 22 personal loads, 16 vehicular loads, complete SP/BP tables, and a special hand-to-hand combat system.



Project File: Liberation at Riverton (R001)

Format: 8.5"x11", 44 pages, Saddle Stitched

Morrow Project Recon Team F-17 awakens to chaos. They have no orders, no help and only the equipment on hand. Their area of operations is under the control of a band of ruthless "soldiers." The team must attempt to overthrow a tyranny that has lasted for 150 years... This game package contains detailed information on the M60 Battle Tank, the interior of the V150 w/20mm and the Morrow Project bolt hole, as well as a detailed combat damage system for armored vehicles.



Project File: Damocles (R002)

Format: 8.5"x11", 40 pages, Saddle Stitched

A sparkling white, frigid desert. The relaxing fellowship of a cedar sauna. The eerie, subterranean morgue of Project Damocles. Recon Team G-9 will experience all of this and more when they enter the post holocaust world of the Morrow Project in the Damocles game module.

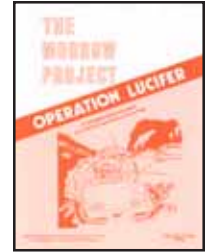
This game package includes information on new weapons, the interior of the Commando Scout and the most extensive treatment of computers ever included in a role-playing game.

Project File: Operation Lucifer (R003)

Format: 8.5"x11", 36 pages, Saddle Stitched

In an area of over 20,000 square miles, Recon Team G-5 is racing against time to locate an unexploded Soviet nuclear warhead. The warhead must be located before it goes off or before it is captured by the lead units of a Krell advance. But Recon Team G-5 doesn't know where it is...

This game package contains information on new weapons, the interior of the Commando V-150 APC, the Morrow Project Contact Pack, detailed cache contents and more.



Project File: The Ruins of Chicago (R004)

Format: 8.5"x11", 44 pages, Saddle Stitched

Recon Team G-12C must enter the nightmare world of the ruins of Chicago in order to locate the remains of a once proud university. Within the wreckage of the University there lies the accumulated knowledge of our world. But also within Chicago are cannibalistic clans, a City Machine, and the enigmatic Fort Morrow. And finally, Recon Team G-12C must stop a war.

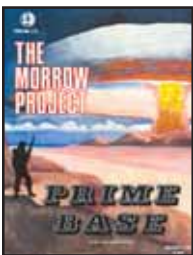
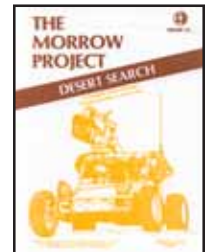
This game package contains information on new weapons, the interior of the Commando Ranger, city encounters and the deadly inhabitants of 22nd century Chicago.

Project File: Desert Search (R007)

Format: 8.5"x11", 40 pages, Saddle Stitched

In Desert Search combined team CT-13 races against time to rescue their teammates from slavers. They must do so against the backdrop of the harsh Southwestern desert. At stake is the location of the Morrow Project power station TN-17. If they succeed, they will find the key to the location of the legendary Prime Base. If they fail, they condemn their teammates to slavery and death.

This package contains information on new weapons, the new Morrow Project all terrain vehicle (ATV), the power station TN-17 and much more.



Project File: Prime Base (R008)

Format: 8.5"x11", 96 pages, Saddle Stitched

Prime Base is the ultimate quest of the Morrow Project. The command and control center for the Project, it was destroyed in the first years after the war. The players must search for the hidden location of Prime Base, and once it is found, must search through the tomblike ruins of what was once a thriving community. But hidden within the depths of Prime Base is the key to unlocking the sleeping potential of the Morrow Project and the link to the rest of the world with the Atlantis Project.

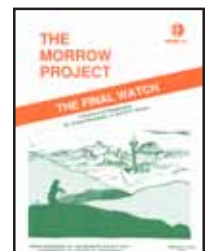
Over 60 pages in length, Prime Base is the most ambitious Morrow Project scenario to date. In it there is complete information on the history of Prime Base, the surrounding area, and detailed maps and descriptions of the base itself. Prime Base will be the basis for many hours of the most intense role-playing to date in the Morrow Project as the teams that enter try to discover the hidden keys to the Morrow Project.

Project File: The Final Watch (R010)

Format: 8.5"x11", 44 pages, Saddle Stitched

Combined Team Seattle's Mission was to help the survivors of Seattle rebuild the shattered remains of their city. Command Team UC-1C hadn't bargained on what had happened to the city after the passage of 150 years. They were even less prepared for the threat of annihilation to the Morrow Project they faced alone in the fog of the Pacific Northwest.

This game package contains information concerning new weapons, the Commando Ranger Mobile Command Post vehicle, a Morrow Project Communications Base and more.





Project File: Fall Back! (R011)

Format: 8.5"x11", 44 pages, Saddle Stitched

The army of the Kentucky Free State is on the move. The Morrow Agriculture Base TA-14 and its team A-60 are in their path. As a member of MARS team C-13, you have to fight a series of rear-guard actions to delay the Free State army. If you are successful and very lucky, Agriculture team A-60 will have enough time to evacuate the base and surrounding civilians. If you fail many will die, and the Morrow Project would lose important assets that will help rebuild the country.

This game package contains information concerning MARS teams, a Morrow Agriculture Base, the Kentucky Free State, detailed cache contents, and more.

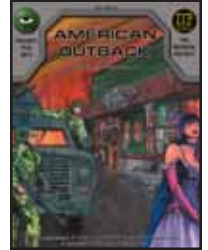
Project File: American Outback (M012)

Format: 8.5"x11", 52 pages, Saddle Stitched

Reviving from cryogenic slumber Recon Team V-3 find they were in the Nevada high desert as expected. Their mission is simple: conduct reconnaissance of eastern Nevada; evaluate what could be used and what is needed to help rebuild the U.S.; then report that information to Prime Base.

What they find is a land of steam locomotives, cattle drives, six-shooters, and a brewing range war with the local Indian tribe. Unable to contact their superiors, the team must rely on their general orders, find a missing Indian girl and try to keep the peace. It won't be an easy task...

This game package contains all the information, maps and systems necessary for the Project Director to run this scenario. This package includes information on new weapons, the Commando Ranger Reconnaissance vehicle, detailed cache contents and more.



The Morrow Project Insignia Patch (GA10)

This Patch is a full 3" circular patch with yellow/gold stitching on a black fabric background. It is fully embroidered (NOT silk screened!).

MARS Insignia Patch (GA11)

This Patch is a full 3" circular patch with black stitching on a red fabric background. It is fully embroidered.



TIME & TIME AGAIN ROLE PLAYING GAME



Time & Time Again Boxed Set (T2)

Format: Boxed Set, 2 books, 8.5"x11", 52 & 48 pages, Saddle Stitched, 3 Beginning Scenarios

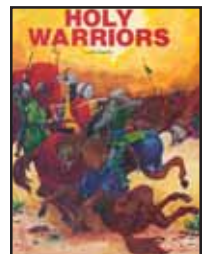
In Time & Time Again, you can stand beside Napoleon at Borodino, watch the pyramids being raised, journey down the Mississippi with Sam Clemens, travel with Marco Polo to Far Cathay, join the legions and cross the Rubicon.

The T2 game system features complete rules for character generation and skills with the most realistic combat system, armed and unarmed, ever published. Chapters cover climate, geography, languages, economics, travel, manners and morals, society and culture, technology and more. The physics of Temporal Translation (time travel or T2), are presented in sufficient detail to allow for easy use while preventing paradoxes. There are maps and charts, character sheets and three complete scenarios. Just add dice, players and imagination! Welcome to the BTA. This is what you've always wanted to do... this is the game you've been wanting to play.

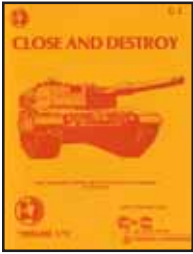
Holy Warriors (J001)

Format: 8.5"x11", 60 pages, Saddle Stitched

JOIN UP! And journey to the castle of Assassins in the time of the Crusades. Take ship with a mad Frenchman on a doomed mission to sack the holy city of Mecca. The Voltigeurs of the BTA who take these missions on must be the best if they are to survive the struggle of Holy Warriors, TimeLine's first module for Time & Time Again. This game package contains all of the information, maps and details the Gamemaster needs to run these two scenarios. In addition, detailed historical information of the Crusades and the Medieval Middle East is given so that the GM can develop his or her own Crusader scenarios. Included are sections on warfare, economics, the history of the Crusades, religion, politics and more. Complete maps of the area, tables detailing costs, time of travel, arms and armor and population are all here for the GM's use.



CLOSE & DESTROY MINIATURES RULES



Close & Destroy (C001)

Format: 8.5"x11", 64 pages, Saddle Stitched

This set of rules is TimeLine's game of modern miniatures. TimeLine brings the same eye for detail which made The Morrow Project one of the most popular modern weapon role-playing games to the world of miniatures. Based on thousands of hours of playtesting, Close & Destroy is an accurate and playable set of rules for modern NATO vs. Warsaw Pact forces. The rules are designed to be independent of any particular scale and outline everything from finding figures to building your own playing board. For experienced miniatures players, Close & Destroy gives you what you've been looking for: a realistic set of rules which stay out of the way of play so that you can concentrate on the tactics of the situation.

Close & Destroy gives complete details of NATO and Pact ground forces including information on doctrine, equipment and organization. Whether you are looking for something new to try or you've been searching for something that would let you direct your troops, Close & Destroy is the set of rules you want.

Close & Destroy II (C002)

Format: 8.5"x11", 68 pages, Saddle Stitched

Picking up where Close & Destroy left off, Close & Destroy II brings the same accuracy and playability to modern tactical air that Close & Destroy brought to ground combat. Unlike most game systems where tactical air is either totally ineffective or else unstoppable, Close & Destroy II gives you ground-attack and air-defense rules which make air important for attackers and defenders. As with Close & Destroy, Close & Destroy II gives complete NATO and Pact information about the equipment, weapons and doctrine of the two sides. Included in this book are details of ground attack planes, air defense assets and rules for engagement which fit into the system introduced in Close & Destroy. Along with further ground-forces equipment not covered in Close & Destroy is a meeting engagement scenario, the first miniatures scenario written explicitly for Close & Destroy. NOTE: PRIOR POSSESSION OF CLOSE & DESTROY IS REQUIRED FOR THE USE OF CLOSE & DESTROY II.



COMING SOON!

The Morrow Project 4th. Edition (GB02)

Due: July 2005

This updating of The Morrow Project will contain more background information on the Project, an updated story timeline, more detailed information on equipment, vehicles, facilities, and cultural groups. TMP4 will be 250 pages in a perfect-bound format.

Project File: Bullets & Bluegrass Version 1.5 (M009)

Due: Summer 2005

When MARS Team K-98 wakes to their bolt hole alarm, they know they must act quickly or die. They face an awesome challenge against a well-equipped foe to rescue their comrades from death or worse. To make it harder, the hostages are kept in a secure spot which the team must find and break into before it's too late. Can they do the job before they are discovered and hunted down by a merciless enemy?

This game package contains information on new weapons, the SK-5 hovercraft, detailed cache contents and more.

Project File: Daidalos (M013)

Due: Fall 2005

Over a century ago, nuclear fire and Nature's agony shattered the fabled city of Los Angeles, sweeping it away in foam and flame. Even so, there were survivors. Now Recon Team CA-3B awakens to find itself enmeshed in a conflict between forces that would send Mankind to the stars – and those that would send him back forever to the Dark Ages. Stopping the war will be the easy part though, for something sleeps beneath the Earth that could spell doom for all who now live around the Bay of Ellae.



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05/2005

Standard Manufacturer Code: TML		
Stock Code	Description	Cover Price
GB01	TM 1-1 The Morrow Project, 3rd. Ed	\$14.90
R001	Project File: Liberation at Riverton	\$9.90
R002	Project File: Damocles	\$9.90
R003	Project File: Operation Lucifer	\$9.90
R004	Project File: Ruins of Chicago	\$14.90
R007	Project File: Desert Search	\$9.90
R008	Project File: Prime Base	\$14.90
R010	Project File: The Final Watch	\$9.90
R011	Project File: Fall Back	\$14.90
M012	Project File: American Outback	\$14.95
GA02	Vehicular Basic Loads & Hand-to-Hand Combat Supplement	\$9.90
GA10	Morrow Project Insignia Patch	\$7.50
GA11	MARS Insignia Patch	\$7.50
T2	Time & Time Again: the Time Travel Role Playing Game. Boxed	\$14.90
J001	Holy Warriors	\$9.90
C001	Close and Destroy	\$8.90
C002	Close and Destroy II	\$8.90

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